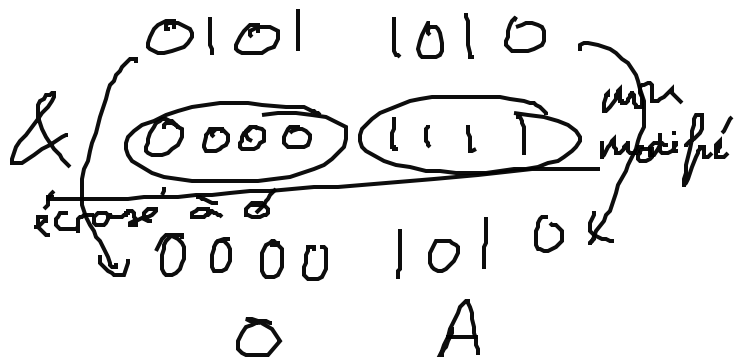


5 A hex

MOV DL, [var]

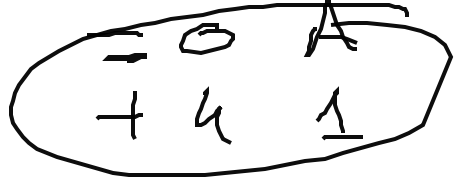
AND DL, 0x0F



⇒

0 A hexa

← mask  
0 B hexa ...



'A' = 4 1 hexa  
A

↓  
4 2 hexa ...  
B ...