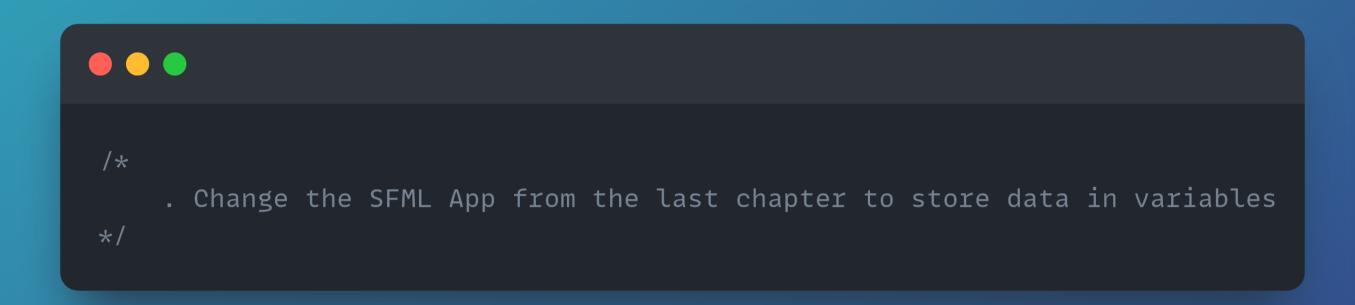
## Challenge time



## Flag parameters

```
export void use_options_v0(bool flag0, bool flag1, bool flag2, bool flag3, bool flag4, bool flag5, bool flag6, bool flag7)
  fmt::println("Flag0 is : {}, do something with it.", flag0);
  fmt::println("Flag1 is : {}, do something with it.", flag1);
  fmt::println("Flag2 is : {}, do something with it.", flag2);
  fmt::println("Flag3 is : {}, do something with it.", flag3);
  fmt::println("Flag4 is : {}, do something with it.", flag4);
  fmt::println("Flag5 is : {}, do something with it.", flag5);
  fmt::println("Flag6 is : {}, do something with it.", flag6);
  fmt::println("Flag7 is : {}, do something with it.", flag7);
export void use_options_v1(unsigned char flags)
  fmt::println("bit0 is : {}, do something with it!", ((flags & mask_bit_0) >> 0));
  fmt::println("bit1 is: {}, do something with it! ", ((flags & mask_bit_1) >> 1));
  fmt::println("bit2 is: {}, do something with it! ", ((flags & mask_bit_2) >> 2));
  fmt::println("bit3 is: {}, do something with it! ", ((flags & mask_bit_3) >>> 3));
  fmt::println("bit4 is: {}, do something with it! ", ((flags & mask_bit_4) >>> 4));
  fmt::println("bit5 is: {}, do something with it! ", ((flags & mask_bit_5) >> 5));
  fmt::println("bit6 is: {}, do something with it! ", ((flags & mask_bit_6) >> 6));
  fmt::println("bit7 is: {}, do something with it! ", ((flags & mask_bit_7) >>> 7));
```

## **Packing colors**

