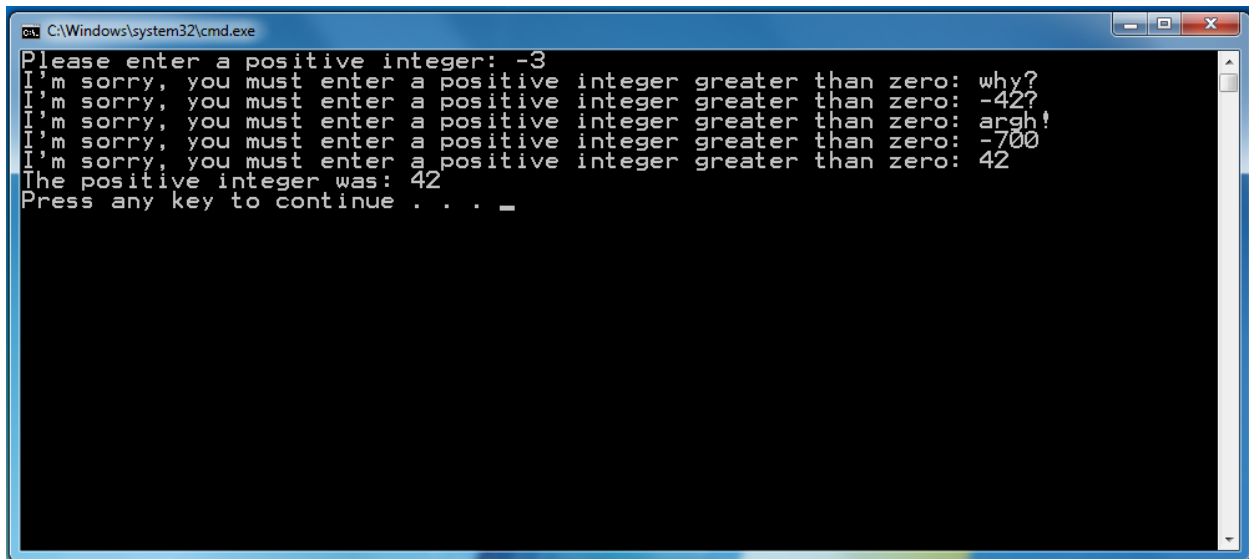Create a project called Daily9. Add a C source file to the project named daily9.c. Write a program that will prompt the user to enter a positive integer. Your program should print a message indicating that the number must be positive if the user enters a negative number or zero and prompt them again. Your program should continue this behavior until you have received a positive integer. Use a loop to trap the user until you get the value that you want. You should also examine the return value of scanf to see if you were able to successfully read an integer at all and if not then you should attempt to clear the keyboard buffer by reading characters from the keyboard up to and including a new line. In fact, even if you successfully read a negative integer or zero you should clear the buffer afterwards. Use a function that you write as shown in class to clear the buffer in these cases.

Once you have a positive integer simply print it on the screen as shown below:

```
C:\Windows\system32\cmd.exe

Please enter a positive integer: -3
I'm sorry, you must enter a positive integer greater than zero: why?
I'm sorry, you must enter a positive integer greater than zero: -42?
I'm sorry, you must enter a positive integer greater than zero: argh!
I'm sorry, you must enter a positive integer greater than zero: -700
I'm sorry, you must enter a positive integer greater than zero: 42
The positive integer was: 42
Press any key to continue . . . _
```

At the top of your program you should have a comment section that follows the below format:

```
/***********************************************
    Author: Dr. Adams
    Date: 9/22/2014

    Purpose: <Insert a short description of what
        your program does here.>
    Time Spent: <Insert how much time you spent
        on the assignment here>
************************************************/
```