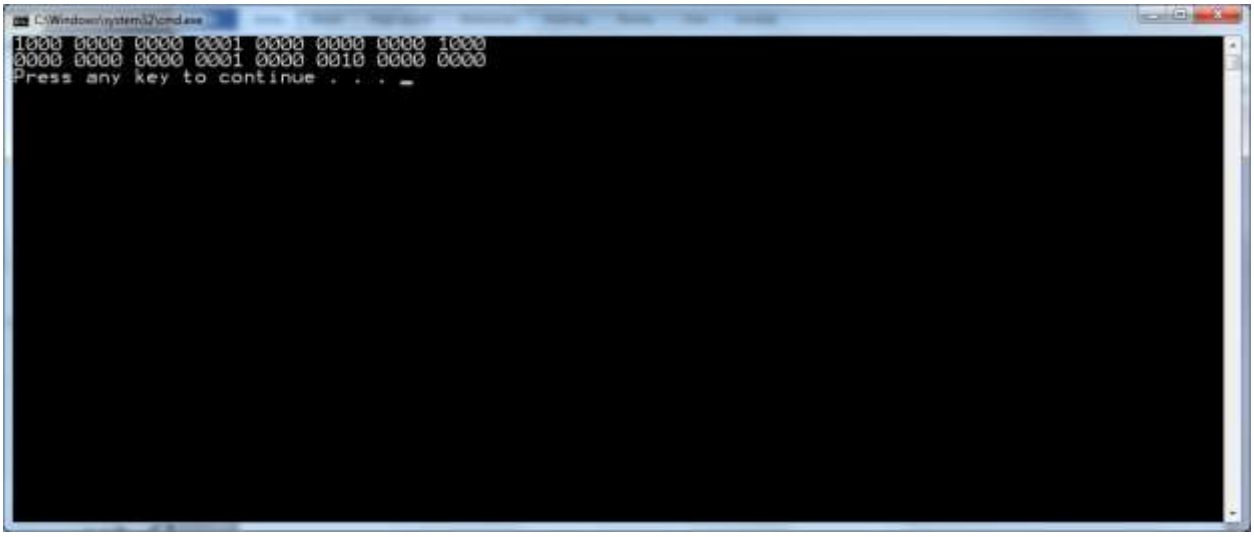
This daily will allow you to practice more with the bit wise operators and shifts. Consider the following modification of the main program from exercise 02

```
#include <stdio.h>

void set_flag(unsigned int* flag_holder, int flag_position);
void unset_flag(unsigned int * flag_holder, int flag_position);
int check_flag(unsigned int  flag_holder, int flag_position);
void display_32_flags(unsigned int flag_holder);

int main(int argc, char* argv[])
{
	unsigned int flag_holder = 0;

	set_flag(&flag_holder, 3);
	set_flag(&flag_holder, 16);
	set_flag(&flag_holder, 31);

	display_32_flags(flag_holder);

	unset_flag(&flag_holder, 31);
	unset_flag(&flag_holder, 3);
	set_flag(&flag_holder, 9);

	display_32_flags(flag_holder);
	return 0;
}
```

Write the code for the definition of unset_flag and display_32_flags so that the output of your program looks like the following:



You can think of the unset_flag function as taking an integer and making sure that the n^{th} bit is a 0. You may find the ~ operator useful. It is used to "flip the bits" of a number making all the zero values 1's and all the 1's zeroes. As in the previous daily, the shifting operators and the bitwise and (&) and or (|) may also be useful. If you are doing multiplication or division then you are doing it wrong. The display_32_flags function should just print the information to the screen as was given in the previous assignment (just turn it into a function instead).

At the top of your code you should have a comment section that has the following format:

```
/*********************************************************
       Author: <your name>
       Date: <Today's date>
       Effort: <Time you spent on this project>
       Purpose: <Purpose of this assignment in your own words>
*********************************************************/
```