#include<iostream>

using namespace std;

bool isodd(int no) //to check no is even or odd

{

return (no & 1);

}

int getmask(int no,int i){ //to get i th bit

int mask=(1<<i);

int bit= (no & mask)>0?1:0;

return bit;

}

int setbiti(int no,int i){ //to set ith bit

int mask=(1<<i);

int ans= no | mask;

return ans;

}

int main()

{

int n;

cin>>n;

int ans=isodd(n);

if(ans==1)

cout<<"no is odd"<<endl;

else

cout<<"no is even"<<endl;

int i;

cin>>i;

int ithbit=getmask(n,i);

cout<<ithbit<<endl;

int setbitith=setbiti(n,i);

cout<<setbitith<<endl;

}