#include<iostream>

using namespace std;

int clearbit\_i(int no,int i){

int mask= ~(1<<i);

int ans= (no & mask) ;

return ans;

}

int updatebit\_i(int no,int i,int v){

int mask=~(1<<i);

int cleared\_n= no & mask;

int ans=cleared\_n | (v<<i);

return ans;

}

int main()

{

int n;

cin>>n;

int i;

cin>>i;

int v;

cin>>v;

int clearbit=clearbit\_i(n,i);

cout<<clearbit<<endl;

int updatebit=updatebit\_i(n,i,v);

cout<<updatebit<<endl;

}