#include<iostream>

using namespace std;

int clear\_i\_bits(int no,int i){ //clear bits from 0 to i

int mask=(-1<<i);

int ans=no & mask;

return ans;

}

int clear\_bits\_i\_j(int no,int i,int j){ //clear bits from i to j

int ones=(~0);

int a=ones<<(j+1);

int b=(1<<i)-1;

int mask=a | b;

int ans=no & mask;

return ans;

}

int main()

{

int n;

cin>>n;

int i,j;

cin>>i>>j;

cout<<clear\_i\_bits(n,i)<<endl;

cout<<clear\_bits\_i\_j(n,i,j)<<endl;

}