#include<stdio.h>

int rev\_num( int );

main( ) {

int num;

printf("give num");

scanf("%d",&num);

int s = rev\_num( num );

printf("%d",s);

return 0;

}

int rev\_num( int num){

int rem,rev=0;

int temp = num;

while(temp>0){

rem = temp%10;

rev = rev\*10 +rem;

temp = temp/10;

}

return rev;

}