1056. Confusing Number

Description

A **confusing number** is a number that when rotated `180` degrees becomes a different number with **each digit valid**.

We can rotate digits of a number by `180` degrees to form new digits.

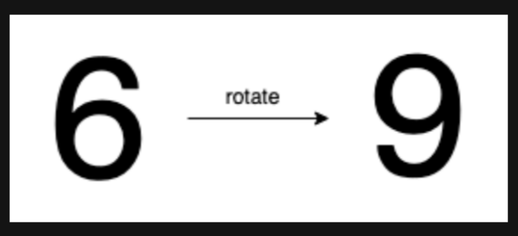
- When `0`, `1`, `6`, `8`, and `9` are rotated `180` degrees, they become `0`, `1`, `9`, `8`, and `6` respectively.
- When `2`, `3`, `4`, `5`, and `7` are rotated `180` degrees, they become **invalid**.

Note that after rotating a number, we can ignore leading zeros.

- For example, after rotating `8000`, we have `0008` which is considered as just `8`.

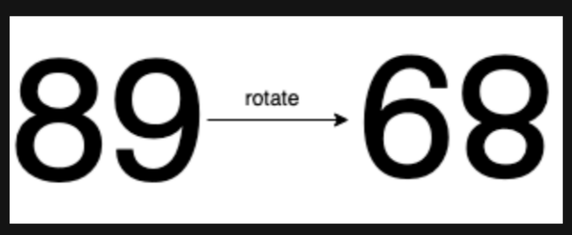
Given an integer `n`, return `true` *if it is a* ***confusing number****, or* `false` *otherwise*.

Example 1:



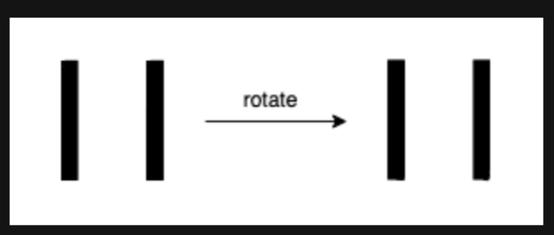

```
Input: n = 6
Output: true
Explanation: We get 9 after rotating 6, 9 is a valid number, and 9 != 6.
```

Example 2:




```
Input: n = 89
Output: true
Explanation: We get 68 after rotating 89, 68 is a valid number and 68 != 89.
```

Example 3:




```
Input: n = 11
Output: false
Explanation: We get 11 after rotating 11, 11 is a valid number but the value remains the same, thus 11 is not a confusing number
```

Constraints:

- `0 <= n <= 10^9`