Define a Method that checks for whether a given input is a palindrome number or not, and return a string.

Write the method with following specifications

Name of method : ***checkPalindrome()***

Arguments : 1 Integer Argument

Return Type : A String value

Value must not be negative. If yes, then return   -1 as string.

Value must not be from 0 to 9. If yes, then return -2 as string.

If value is a palindrome, then return true as string otherwise return false as string.

**Read the steps below carefully before you start**

* + 1. Download the skeleton code provided ***(***[***ECC\_25\_CheckPalindrome.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_25_CheckPalindrome.java)***)***
    2. In the downloaded file, add your code in the placeholder - "ADD YOUR CODE HERE"
    3. To write code, you can use editors such as Eclipse, Notepad, GEdit, VIM etc
    4. Compile your code
    5. Check the output and upload the source file i.e., .java file

**Follow the below steps to upload the file**

1. click on ‘Select a file' button. Locate and select the .java file ([***ECC\_25\_CheckPalindrome.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_25_CheckPalindrome.java)) you want to upload. Ensure that you select the correct file as only one file can be uploaded. In case you selected the wrong file, refresh the page before proceeding to next step.
2. Now the button ‘Upload ECC\_25\_CheckPalindrome.java’ will be displayed. Click this button to upload

**Click on the file name to download the template:** [***ECC\_25\_CheckPalindrome.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_25_CheckPalindrome.java)

[STAFF DEBUG INFO](http://scoremore.talentsprint.com/courses/course-v1:CodeCraft+Tech-01+2016/courseware/4f01ff95e06e46428673f3970f91dfb6/775a7b09a0044d4ca86b8bd4f2f73099/#999dca856c754a24ba6e8ebfdfd7bfac_debug)

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