Define a method which returns the string start with a given number reverse it and add it to the number. This procedure when repeated leads to a palindromic number for almost all numbers.

**Example**

if input is 165

Output is 165, 561, 726, 627, 1353, 3531, 4884

The last number is a PALINDROME

The logic to use in this method is

1. Take the given input number

2. Stop if the number is a palindrome. Otherwise go to Step 3

3. Reverse that number and add it to the number. Go to Step 2.

At each stage you must add the numbers to the output string and form the output as shown above. The numbers in the output string must be separated by a comma as shown above.

Write the method with the following specifications

Name of method : ***getPalindromeList()***

Arguments: one argument of type integer

Return Type: an string value

Specifications: The value returned by the method getPalindromeList() is determined by the following rules

If the given number is negative or zero, return "Error"

If input is not in this between 100 and 999 (including both), then return the String "Error".

If input number is not a 3 digit number it should print "Error"

If a number does not converge to a palindrome within 10 tries, program should print the 20 values and stop.

If the input number is already a palindrome, program should print it once and stop.

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

* + 1. Download the skeleton code provided ***(***[***ECC\_44\_GeneratePalindrome.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_44_GeneratePalindrome.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\_44\_GeneratePalindrome.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_44_GeneratePalindrome.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\_44\_GeneratePalindrome.java’ will be displayed. Click this button to upload

**Click on the file name to download the template:** [***ECC\_44\_GeneratePalindrome.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_44_GeneratePalindrome.java)