Define a method which returns the 1 if the given three digit number is palindrome, in other case return 0.

Write the method with the following specifications

Name of method ***isPalindrome()*** // which accepts an integer value as argument and return true if the given number is palindrome, else retrun false.

Arguments: one argument of type integer

Return Type: an integer value

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

if the given number is an three digit number, retun 1 if the number is palindrome, else return 0.

**Example:** if x = 232, return 1. if x = 345, return 0

if the given number is negative or zero, return -1

if the given number is not an three digit number, return -2

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

* Download the skeleton code provided ***(***[***ECC\_04\_Palindrome***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_04_Palindrome.java)***.java)***
* In the downloaded file, add your code in the placeholder - "ADD YOUR CODE HERE"
* To write code, you can use editors such as Eclipse, Notepad, GEdit, VIM etc
* Compile your code
* Check the output and upload the source file i.e., .java file

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

* click on ‘Select a file' button. Locate and select the .java file ([***ECC\_04\_Palindrome.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_04_Palindrome.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.
* Now the button ‘ECC\_04\_Palindrome.java’ will be displayed. Click this button to upload

**Click on the file name to download the template:** [***ECC\_04\_Palindrome.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_04_Palindrome.java)

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