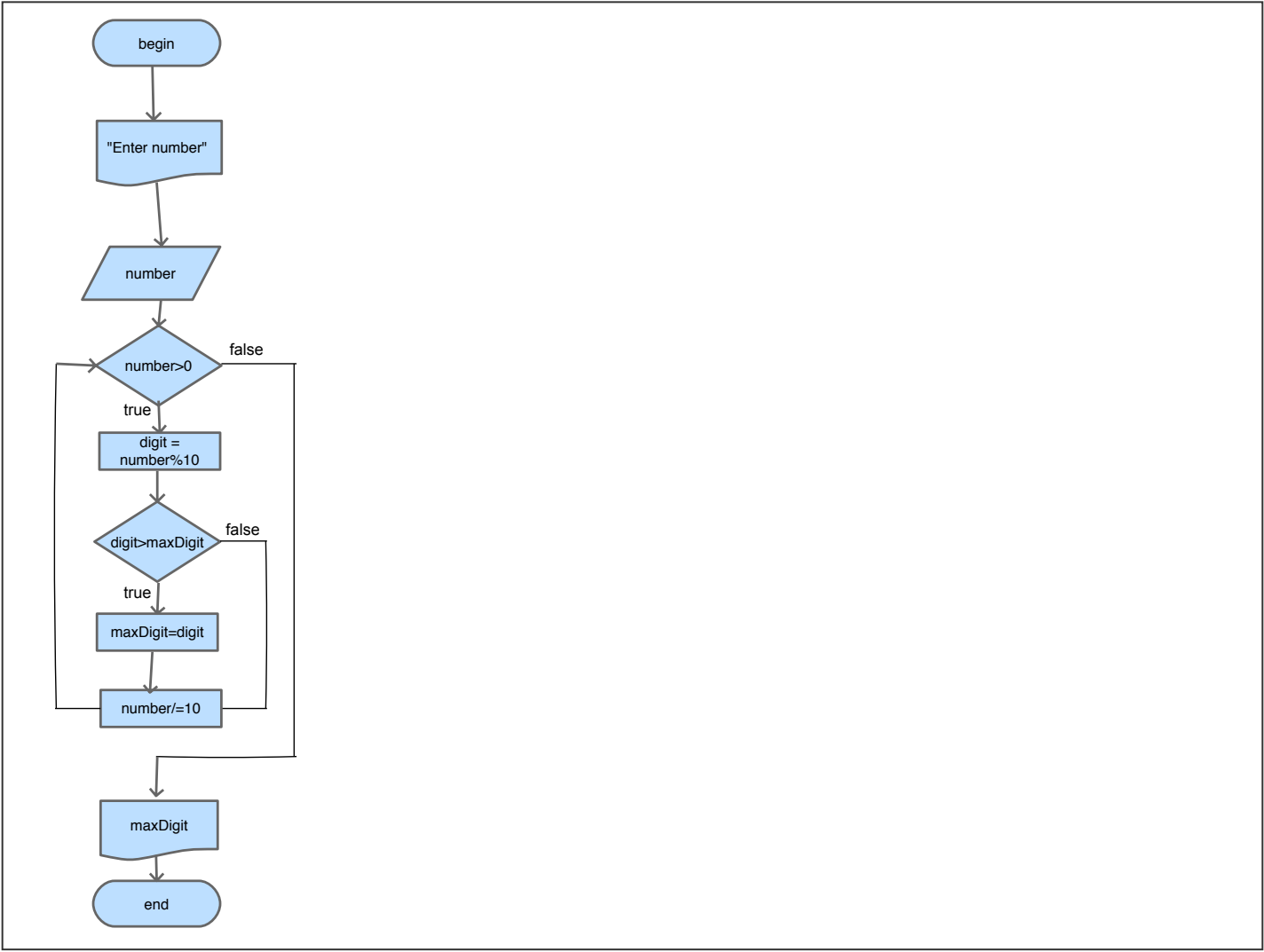
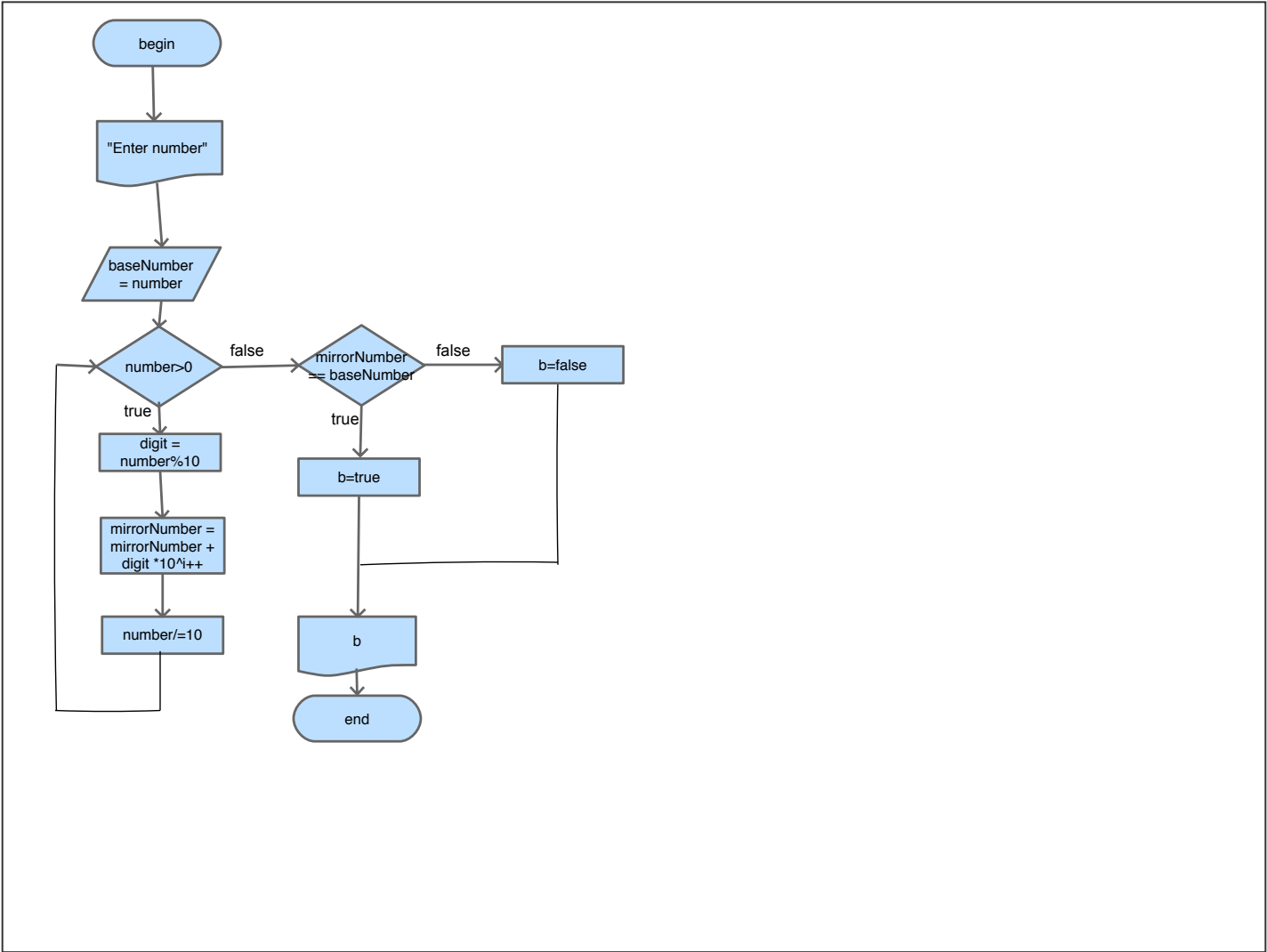
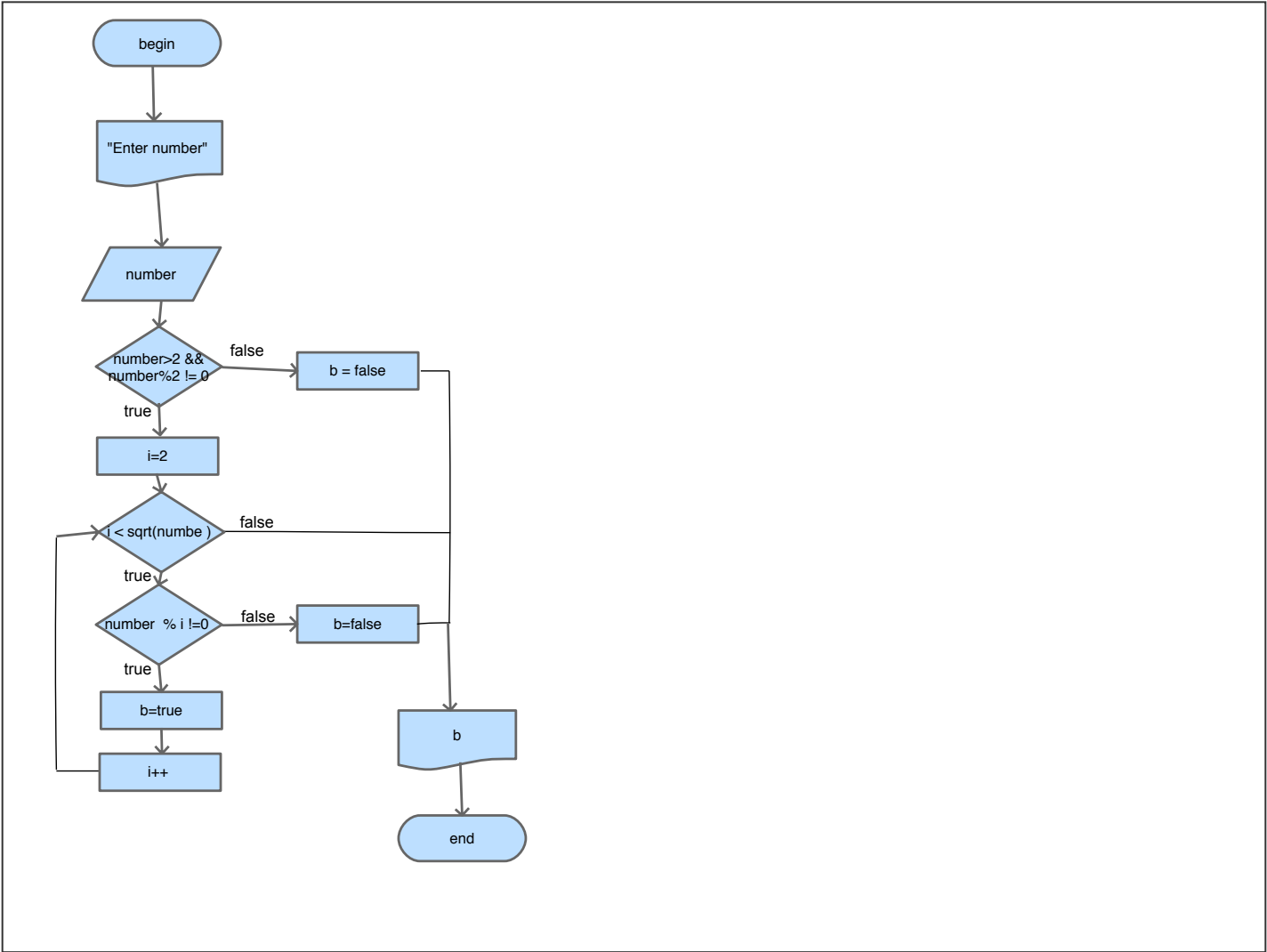


maxDigit

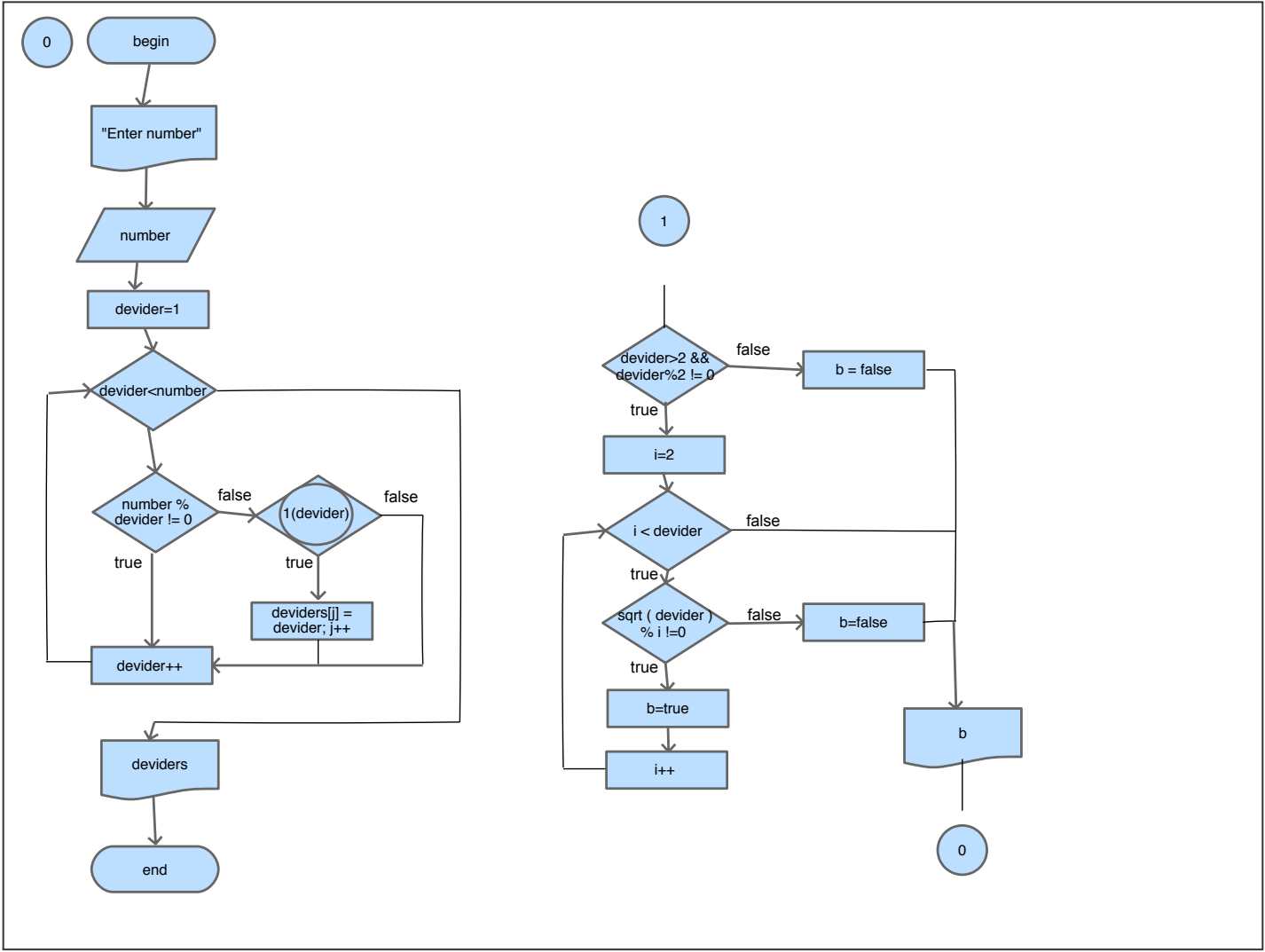


isPalindrom

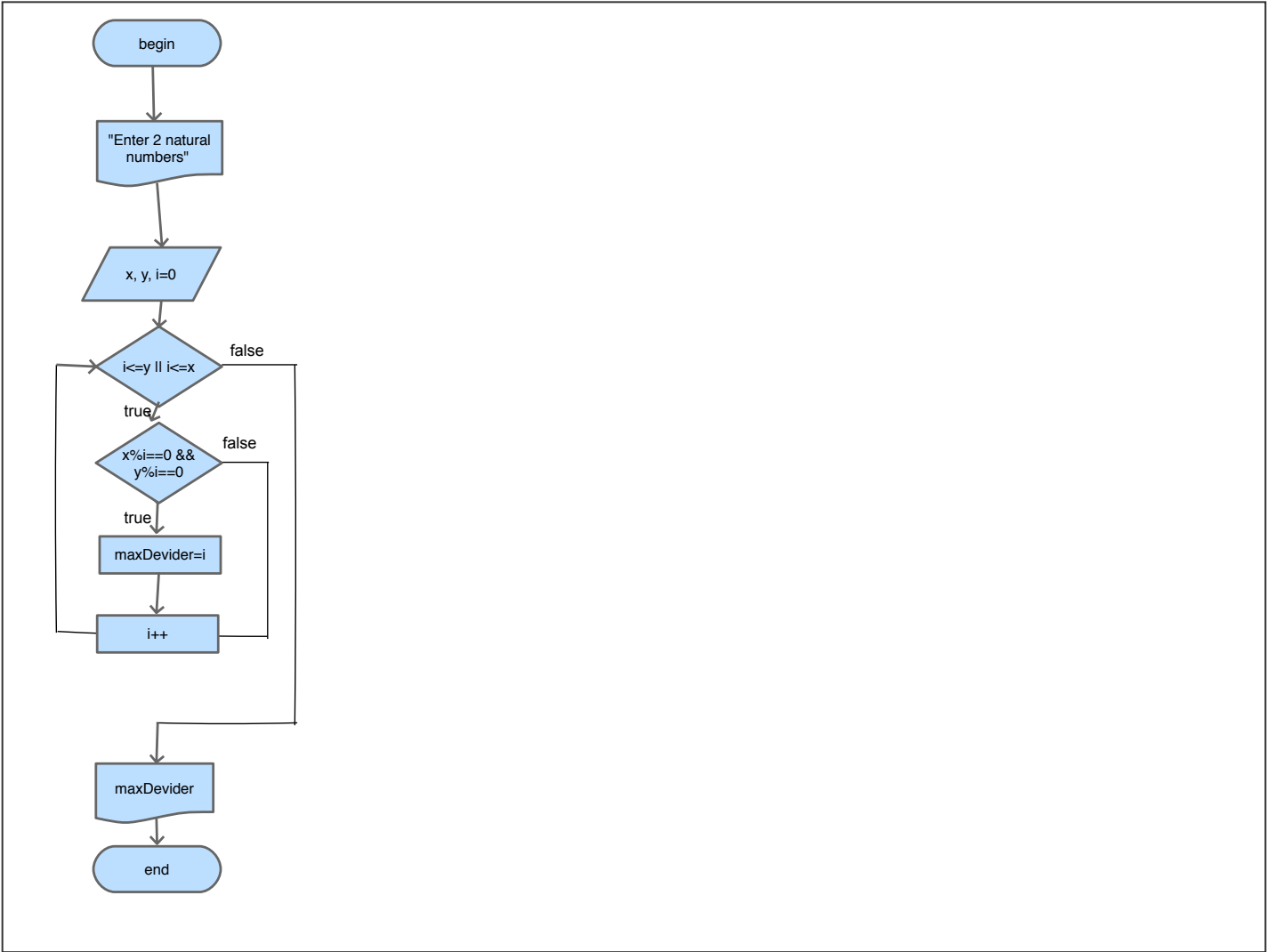




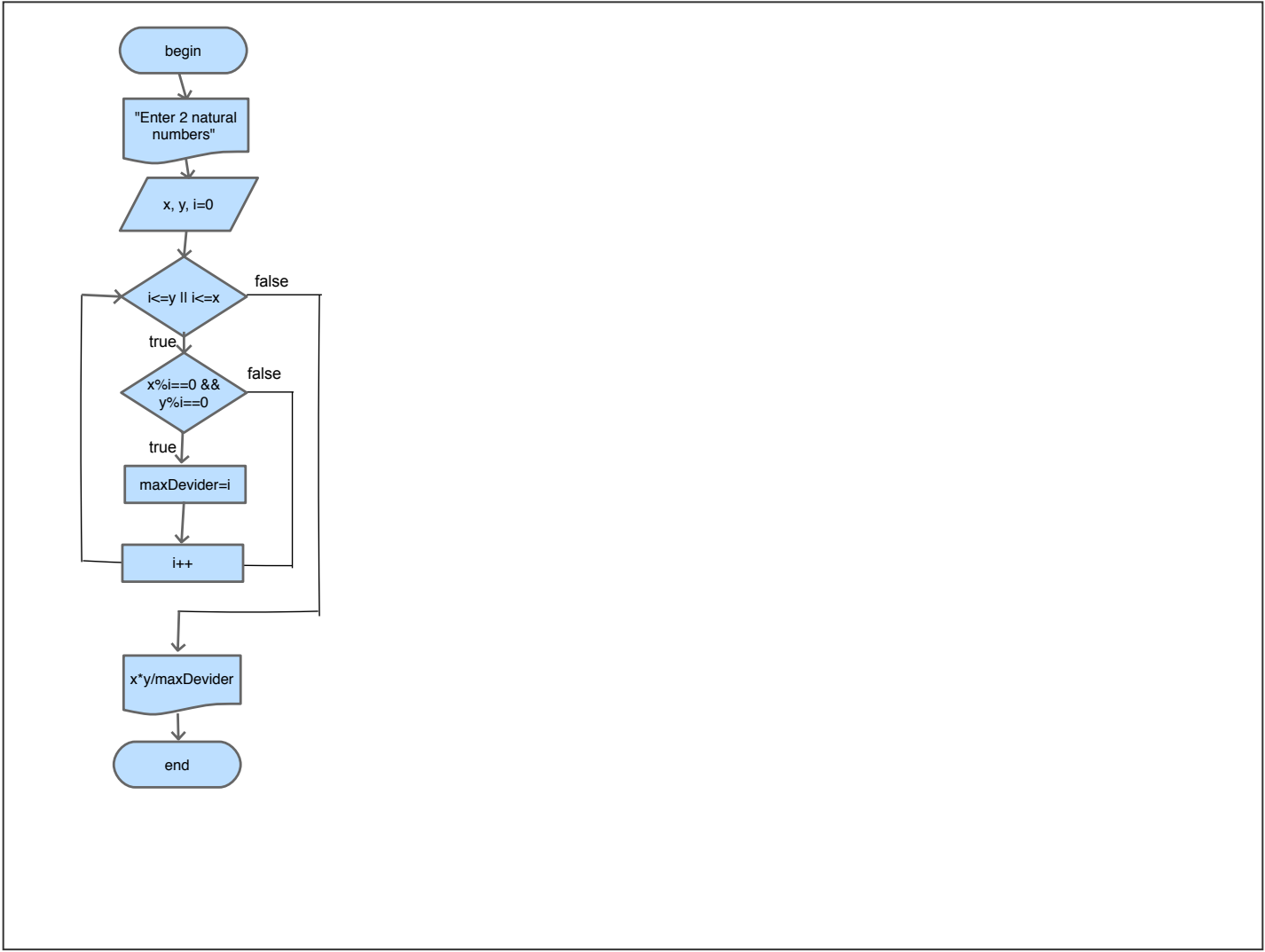
findSimpleDividers



maxCommonDivider



minCommonMultiply



```

graph TD
    begin([begin]) --> enter[Enter number]
    enter --> number[/number/]
    number --> number0{number=0}
    number0 -- false --> diff[diff]
    number0 -- true --> digit[number%10]
    digit --> bfalse[b=false]
    bfalse --> isempty{isEmpty}
    isempty -- false --> cExist[cExist=digit]
    cExist -- true --> cExistExist{cExist=exist}
    cExistExist -- true --> digit0{digit=0}
    digit0 -- true --> number10[number*=10]
    number10 --> number0
    digit0 -- false --> cExist10[cExist=10]
    cExist10 -- true --> cDigit[cDigit=cExist%10]
    cDigit -- true --> cDigit1[cDigit=-1]
    cDigit1 --> hasZero[hasZero=true]
    hasZero --> digit1{digit<cDigit}
    digit1 -- true --> bfalse2[b=false]
    bfalse2 --> digit1
    digit1 -- false --> bfalse3[b=false]
    bfalse3 --> digit1
    digit1 --> digit0
    digit0 --> diff
    cExist10 -- false --> diff
    cExistExist -- false --> diff
    diff[diff++] --> diff
    diff --> and[and]
    and --> end([end])

```