```java
/*
 * i. Define methods to find the square of a number and cube of a
 number. The number must be passed to the method from the calling
 statement
 * and computed result must be returned to calling module
 * ii. Define a main() method to call the above square and cube
 methods
 */
class squareCube {
   int square(int num) {
      return num * num;
   }
   int cube(int num) {
      return num * num * num;
   }
   public static void main(String[] args) {
      int num = 5;
      squareCube obj = new squareCube();
```

```java
        int square = obj.square(num);

         int cube = obj.cube(num);

        System.out.println("The square of the number is " + square);

         System.out.println("The cube of the number is " + cube);

    }

}
```

Output:

1st Case:

Enter the number: 65

65 is not a palindrome

2nd Case:

Enter the number: 66

66 is a palindrome