

 Ask a Question

Strobogrammatic Number

Try to solve the Strobogrammatic Number problem.

We'll cover the following



- Statement
- Examples
- Understand the problem
- Figure it out!
- Try it yourself

Statement

Given a string `num` representing an integer, determine whether it is a strobogrammatic number. Return `TRUE` if the number is strobogrammatic or `FALSE` if it is not.

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Tt





Note: A **strobogrammatic number** appears the same when rotated 180 degrees (viewed upside down). For example, “69” is strobogrammatic because it looks the same when flipped upside down, while “962” is not.

Constraints:

- $1 \leq \text{num.length} \leq 50$
- num contains only digits.
- num has no leading zeros except when the number itself is zero.

Examples



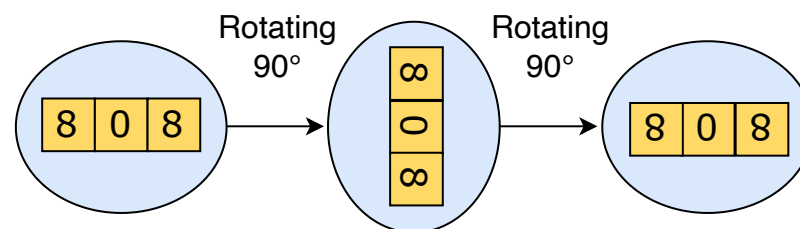
Sample example 1

Input

str	"808"
-----	-------

Output

TRUE



The number "808" looks the same when rotated 180 degrees.

1 of 3



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Tt



Understand the problem

Let's take a moment to make sure you've correctly understood the problem. The quiz below helps you check if you're solving the correct problem:



Strobogrammatic Number

1

Which number below is a strobogrammatic number?

A) 123

B) 101

C) 1234

D) 931



Reset Quiz ↻



Question 1 of 3
0 attempted



Submit Answer

Figure it out!

We have a game for you to play. Rearrange the logical building blocks to develop a clearer understanding on how to solve this problem.

Sequence - Vertical

Drag and drop the cards to rearrange them in the correct sequence.

0

Initialize two pointers: one at the start and one at the end of the string.

1

Move both the pointers inwards until they cross.

2

Use a dictionary to map each digit to its valid rotated counterpart.

3

Return TRUE if all pairs are valid according to the strobogrammatic rules.



4

Compare digits from both ends, to check each matches its valid rotation.

5

If any pair of digits does not match its valid rotation, return FALSE.


 Reset



Show Solution





Submit

Try it yourself




Implement your solution in the following coding playground.


 Java

 **Solution.java**   Saved | 

```
public class Solution{  
    public static boolean isStrobogrammatic (String num)
```

  Run Submit 

 Files 