

Amstrong.java

```
1 package ArmstrongNumber;
2 import java.util.*;
3
4 public class Armstrong {
5
6     public static void main(String args[])
7     {
8         int x, y, z = 0, ams;
9         Scanner sc = new Scanner(System.in);
10
11         System.out.println("Please insert only positive numbers: ");
12
13         x=sc.nextInt();
14         y=x;
15
16         while(y!=0)
17         {
18             ams = y%10;
19             z = z + ams*ams*ams;
20             y = y/10;
21         }
22         if(z == x)
23         {
24             System.out.println(x + " is an Armstrong Number");
25         }
26         else
27         {
28             System.out.println(x + " is not an Armstrong Number");
29         }
30     }
31
32 }
33
```