1...#include<stdio.h>

int main(){

int n=68491;

int sum ,rem=0;

while(n>0){

rem = n%10;

sum = sum\*10+rem;

n=n/10;

}

printf("%d",sum);

return 0;

}

`````````````

2..#include<stdio.h>

int main(){

int n=19486;

int sum,rem=0;

while(n>0){

rem=n%10;

sum=sum\*10+rem;

n=n/10;

}

printf("%d",sum);

}

```````````````````

3..#include<stdio.h>

int main(){

int n=4619;

int sum,rem=0;

while(n>0){

rem=n%10;

sum=sum\*10+rem;

n=n/10;

}

printf("%d",sum);

return 0;

}

`````````````````````````

4...#include<stdio.h>

int main(){

int n=12321;

int sum,rem=0;

int temp=n;

while(n>0){

rem=n%10;

sum=sum\*10+rem;

n=n/10;

} if(temp==sum){

printf("pallindrome number");

}

else{

printf("not match");

}

}

``````````````````````````````

5.#include<stdio.h>

int main(){

int num=123421;

int sum,rem=0;

int temp=0;

while(num>0){

rem=num%10;

sum=sum\*10+rem;

num=num/10;

} if(temp==sum){

printf("pallindrome number");

}

else{

printf("not match");

}

return 0;

}

```````````````````````````````

6..#include<stdio.h>

int main(){

int num=153;

int rem,sum=0;

int temp=num;

while(num>0){

rem=num%10;

sum=sum+rem\*rem\*rem;

num=num/10;

} if(temp==sum){

printf("armstrong number");

} else{

printf("not match");

}

return 0;

}

``````````````````````````````

#include<stdio.h>

int main(){

int num=152;

int sum,rem=0;

int temp=num;

while(num>0){

rem=num%10;

sum=sum+rem\*rem\*rem;

num=num/10;

}

if(temp==sum){

printf("armstrong number");

}

else{

printf("not match");

}

return 0;

}

`````````````````````````````````````

#include<stdio.h>

int main(){

int num=151;

int sum,rem=0;

int temp=num;

while(num>0){

rem=num%10;

sum=sum+rem\*rem\*rem;

num=num/10;

}

if(temp==sum){

printf("armstrong number");

}

else{

printf("not match");

}

return 0;

}

````````````````````````````````````

#include<stdio.h>

int main(){

int num=9;

int sum,rem=0;

int sq=num\*num;

//int temp=num;

while(sq>0){

rem=sq%10;

sum=sum+rem;

sq=sq/10;

}

if(sum==num){

printf("neon number");

}

else{

printf("not match");

}

return 0;

}

``````````````````````````````````