

# lab 3

date:24/09/2025

```
// 30. PROGRAM TO REVERSE OF A GIVEN NO.
```

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int num,p=0,r,a;
```

```
    printf("enter a number");
```

```
    scanf("%d",&num);
```

```
    a=num;
```

```
    while (num!=0)
```

```
    {
```

```
        r=num%10;
```

```
        p=(p*10)+r;
```

```
        num=num/10;
```

```
    }
```

```
    printf("reverse of %d is %d",a,p);
```

```
    return 0;
```

```
}
```

28\_armstrong\_number.c 29\_palindrom.c 30\_reverse.c

```
C 30_reverse.c > main()
1 // 30. PROGRAM TO REVERSE OF A GIVEN NO.
2 #include<stdio.h>
3
4 int main()
5 {
6     int num,p=0,r,a;
7     printf("enter a number");
8     scanf("%d",&num);
9     a=num;
10    while (num!=0)
11    {
12        r=num%10;
13        p=(p*10)+r;
14        num=num/10;
15    }
16    printf("reverse of %d is %d",a,p);
17
18
19    return 0;
20 }
```

TERMINAL

```
PS C:\Users\Sumit\Desktop\vscode\c\lg> cd "c:\Users\Sumit\Desktop\vscode\c\lg"
if ($?) { gcc 30_reverse.c -o 30_reverse } ; if ($?) { . 30_reverse.exe }
enter a number123456
reverse of 123456 is 654321
PS C:\Users\Sumit\Desktop\vscode\c\lg>
```