ALGORITHM

- Step-1 :- START
- Step-2 :- Create a class named as `pallin`.
- Step-3 :- Create a method named as `isPallindrome` and pass a string named `word` as a parameter. In this function check whether the string is pallindrome or not.
- Step-4 :- Create a method named as `makePalindrome` and pass a string named `word` as a parameter. In this function, declare variables to store length and the last character of the string `word` in `len` and `lastChar` respectively. Using a StringBuffer class and a for-loop, append the string `word` to the StringBuffer object `sb` and then append the last character of the string `word` to the StringBuffer object `sb`. Then, return the StringBuffer object `sb` as a string.
- Step-5 :- Create a method named as `main`. In this function, using Scanner class take the input of the string `Str` as input. Then, call the method `isPallindrome` and pass the string `word` as a parameter. If the method returns `true`, then print the string `Str`. Then, call the method `makePalindrome` and pass the string `word` as a parameter. Then, print the string returned by the method `makePalindrome`.
- Step-6 :- END

VD TABLE

Sr. No.	Variable	Data Type	Description
1	Str	String	To store the input string
2	word	String	To store the words of the string
3	str	String	To store the string without front and back spaces
4	len	int	To store the length of the string
5	lastChar	char	To store the last character of the string
6	i	int	Used in for-loop
7	isPalindrome	boolean	To check whether the word is pallindrome or not
8	palin	boolean	To check whether the word is pallindrome or not
9	palinWord	String	To store the string returned by the method `makePalindrome`
10	convertedStr	String	To store the converted string

OUTPUT