ALGORITHM

• Step-1 :- START  
• Step-2 :- Create a class named as prime\_adam.

• Step-3 :- Create a function named as isPrime which takes an integer as an argument and returns a boolean value. In this function, first initialize the counter to 0 and then start a for loop (from 1 to the given number) and check if the given number is divisible by the current number in the loop. If it is divisible, then increment the counter by 1. If the counter is greater than 2, then return False. Else, return True.

• Step-4 :- Create a function named as reverse which takes an integer as an argument and returns an integer.

In this function, first initialize the variable rev to 0. Then, start a while loop and in each iteration, multiply the rev by 10 and add the remainder of the given number divided by 10 to it. Then, divide the given number by 10. Repeat this until the given number becomes 0. Finally, return the rev.

• Step-5 :- Create a function named as isAdam which takes an integer as an argument and returns a boolean value. In this function, first check if the given number is prime or not (by calling isPrime function). If it is not prime, then return False. Else, check if the reverse of the square of the given number (by calling reverse function) is equal to the square of the reverse of the given number. If it is equal, then return True. Else, return False.• Step-6 :- Create a function named as main to call the methods and print the result. In this function, first initialize the variable m and n using Scanner Class. Then, start a for loop (from m to n) and check if the current number in the loop is an Adam number or not by calling the isAdam function. If it is an Adam number, then print it.

• Step-7 :- END

VD TABLE

|  |  |  |  |
| --- | --- | --- | --- |
| Sr. No. | Variable | Data Type | Description |
| 1  2  3  4  5  6  7  8  9 | x  r  s1  s2  i  c  count  m  n | int  int  int  int  int  int  int  int  int | To store the number  To store the reverse of the number  To store the square of the number  To store the square of the reverse of the number To store the value of the loop variable  Used As Counter Variable  Used As Counter Variable  To store the upper limit for the loop  To store the lower limit for the loop |

OUTPUT

