ALGORITHM

• Step-1 :- START  
• Step-2 :- Create a class named as Disarium.

• Step-3 :- Declare variables - num to store the number and size to store the size of the number.

• Step-4 :- Create a constructor named as Disarium to initialize the variables to initial values.

• Step-5 :- Create a method named as countDigits to count the number of digits in the number.

• Step-6 :- Create a method named as sumofDigits with two interger type parameters to return the sum of the digits of the number.

• Step-7 :- Create a method named as check to check whether the number is a disarium number and display the result with an appropriate message.

• Step-8 :- Create a method named as main to to create an object and call the functions accordingly to enable the task.

• Step-9 :- END

VD TABLE

|  |  |  |  |
| --- | --- | --- | --- |
| Sr. No. | Variable | Data Type | Description |
| 1  2  3  4 | num  size  m  a | int  int  int  int | To store the number  To store the size of the number  To store the input number by the user Temporary variable |

OUTPUT

