ALGORITHM

• Step-1 :- START  
• Step-2 :- Create a class named as circular\_prime.

• Step-3 :- Create a method named as is\_prime and pass a parameter num. In this function, check whether the number is prime or not.

• Step-4 :- Create a method named as getDigitCount and pass a parameter num. The function returns the number of digits in the number.

• Step-5 :- Create a method named as main. In this function, take a number as input from the user using Scanner Class. Now check for the invalid input. If the input is invalid, then print the message Invalid Input. Now check whether the number is prime or not. If the number is prime, then check whether the number is circular prime or not. If the number is circular prime, then print the number in the rotated forms. If the number is prime even after rotating, then print the message Circular Prime. If the number is not prime, then print the message Not a Prime Number.

• Step-6 :- END

VD TABLE

|  |  |  |  |
| --- | --- | --- | --- |
| Sr. No. | Variable | Data Type | Description |
| 1  2  3  4  5  6  7  8  9 | n  num  digitCount  n2  divisor  isCircularPrime t1  t2  i | int  int  int  int  int  boolean int  int  int | To store the number  To store the number  To store the number of digits in the number To store the copy of the original number To store the remainder  To store the boolean value  Used as a temporary variable  Used as a temporary variable  Used as loop variable |

OUTPUT

