GAYATHRI

4AL19CS035

Algorithm

Stepl: Start

Skpa! Input num

Step3: Check powerdroome ()

Step4: If (check pallindrome (num) = =0)

Osplay id is a pallhanome.

Osplay 1. d 98 not a palindrome

Steps: Stop

Chelle pallnotrome (Int num)

EDEG)

Stepl: Enmy

Stepa: Sum =0

Slepa: temp = num

Stepu: while (num;=0)

rem = num .1.10

sum > Sum * 10 + rem

num /= 10

Steps: If (sum = = temp)

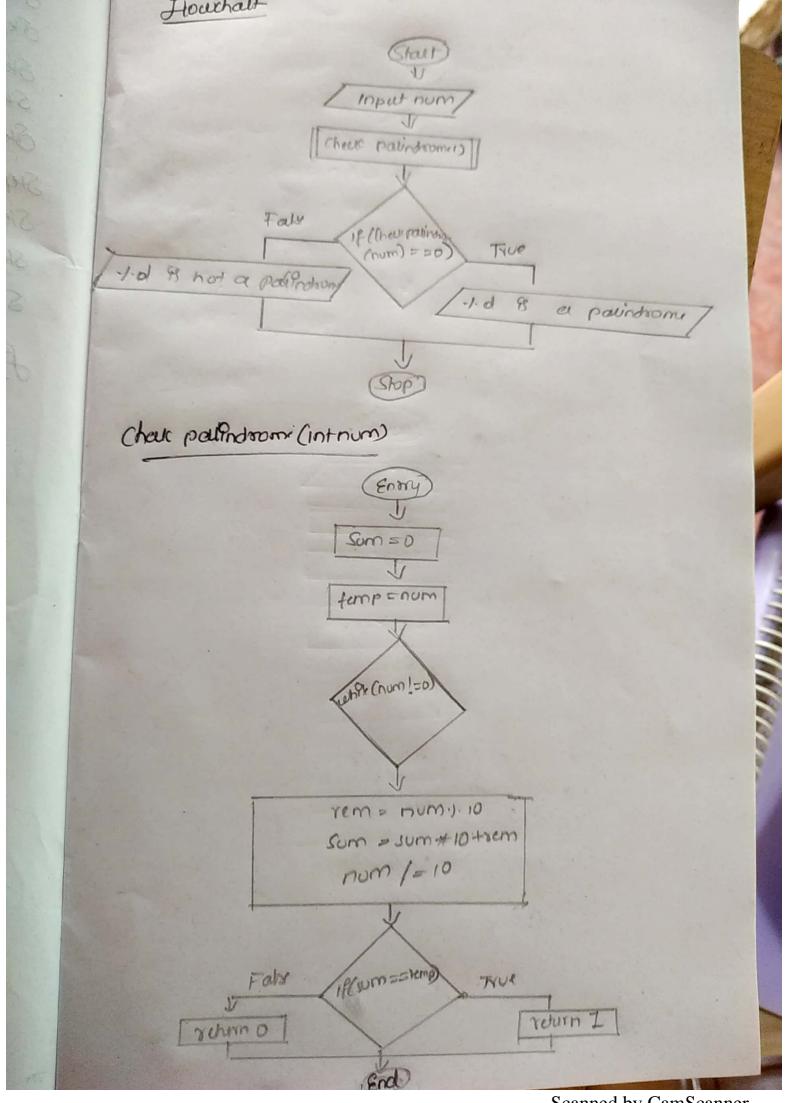
returno

Else +

return 1

Step 6 : End.

HOLDER ON H



Scanned by CamScanner