Code:

```
import java.util.*

public class ReversedInteger {
    public static void main (String[] args){
        Scanner sc = new Scanner (System.in);

    System.out.print ("Enter An Integer:");
        int x = sc.nextInt();

     int reversed = reverse(x);
    System.out.println ("Reversed Integer:"+reversed);

    sc.close();

}
```

Reverse Integer:

Given a signed 32-bit integer x, return the number obtained by reversing the digits of x. If reversing x causes the value to go outside the signed 32-bit integer range $[-2^{31}, 2^{31}-1]$, return 0.

EX:

Input : x = 123

output: 321

Input : x = -123

output: -321

Logic:

→ Initialize a variable rev=0 to store reversed number
→ Extract digits one by one from given integer x using x%10
→ Before adding the digit to sum, check for overflow conditions
→ Append the digit to sum using sum=sum*10+digit
→ remove last digit from x using x/10.
→ Repeat until all digits are processed
→ Return the reversed integer.
→ Return 0 if overflow occurs