

Problem-1 : Add Two Numbers

```
package com.ishwarchavan;

class Solution {
    public ListNode addTwoNumbers(ListNode l1, ListNode l2) {
        // passing two listnode

        ListNode dummy = new ListNode(0);
        //initializing and declaring all the needed variable here
        ListNode p=l1, q=l2, curr=dummy;
        int carry=0; //
        assing 0 valur to the carry

        while(p !=null || q !=null) { //checking while
            condition , if satisfied then it will executed //It will check
            int x=p !=null ? p.val : 0;
            the size of Listnodes with condition operator
            int y=q !=null ? q.val : 0;
            int sum = x+y +carry; //adding two
            varialble x & y
            carry =sum/10; //Getting carry value by dividing
            sum by 10

            curr.next = new ListNode(sum%10); //creating new node which s attache with
            curr.node

            curr = curr.next; //shifting the node
            if(p !=null) p = p.next; //shifting all the pointer with node
            if(q !=null) q = q.next;
        }
        if(carry > 0) { //satisfied the
            condition then we need to attach the current carry value
            curr.next = new ListNode(carry);
        }
        return dummy.next; // return the value
    }
}
```

2. Palindrome

```
package com.ishwarchavan;

class Solution{
    public boolean isPalindrome(int x) { //creating function is Palindrome
    with integr value
        if (x<0) { //condition if x is
            negative value then it will false
            return false;

            int reverseOfx =0; //taking int variable to store
            result vlaue
            int copyOfx=x; //initialize the value to
            the copyofx variable

            while(copyOfx !=0){ //condition is checking
                reverseOfx = (reverseOfx * 10) + (copyOfx %10);
                //adding both value with remainder

                copyOfx = copyOfx/10;
            }
            return reverseOfx == x; //checking the original value is same or not
        }
    }
}
```