# 1056. Confusing Number

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Given a number `N`, return `true` if and only if it is a *confusing number*, which satisfies the following condition:

We can rotate digits by 180 degrees to form new digits. When 0, 1, 6, 8, 9 are rotated 180 degrees, they become 0, 1, 9, 8, 6 respectively. When 2, 3, 4, 5 and 7 are rotated 180 degrees, they become invalid. A *confusing number* is a number that when rotated 180 degrees becomes a **different** number with each digit valid.

**Example 1:**


```
Input: 6
Output: true
Explanation:
We get 9 after rotating 6, 9 is a valid number and 9!=6.
```

**Example 2:**


```
Input: 89
Output: true
Explanation:
We get 68 after rotating 89, 86 is a valid number and 86!=89.
```

**Example 3:**


```
Input: 11
Output: false
Explanation:
We get 11 after rotating 11, 11 is a valid number but the value remains the same, thus 11 is not a confusing number.
```

**Example 4:**


```
Input: 25
Output: false
Explanation:
We get an invalid number after rotating 25.
```

**Note:**

1. `0 <= N <= 10^9`
2. After the rotation we can ignore leading zeros, for example if after rotation we have `0008` then this number is considered as just `8`.

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```
class Solution(object):
    def confusingNumber(self, N):
        """
        :type N: int
        :rtype: bool
        """
```