```java
/* Check Palindrome of a number

Algorithm

1)  reverse a number
        a)  while loop until n!=0
        b)  store the remainder using modulo
        c)  store all the remainder in a variable via multiple of 10 system "rev=rev*10+r"
        d)  store the quotient via "/" and quotient will become new entered number "n"

2)  Compare the reverse number and entered number

Source: https://www.youtube.com/watch?v=kbvt6Ikk8no
*/

import java.util.Scanner;        // for taking input from user we need to import Scanner class

class Num_Palindrome
{
    int q,r,j,rev;

    void disp()
    {
        Scanner s=new Scanner(System.in);        //creating object of Scanner class and passing
        "System.in" in Scanner constructor as an argument

        System.out.println("Enter your Number = ");

        int n=s.nextInt();  //nextInt() method is used for taking integer as an user input

        j=n;        //storing the value of entered number in another variable "j" as value of
        "n" will be changing

        while(n!=0)            // Reverse of number logic
        {
            r=n%10;            //storing the remainder

            rev=rev*10+r;   //storing the reverse after storing the remainder one by one

            n=n/10;         //storing the quotient and you can see "n" is changing that's why
            "j" is assigned the value of "n"
        }

        if(rev==j)  // reversed variable is compared with entered variable
        {
            System.out.println(" your Number is Palindrime = "+j);
        }
        else
        {
            System.out.println(" your Number is NOT Palindrime = "+j);
        }
    }
}


class Num_Palindrome_Main
{
    public static void main(String args[])
    {
        Num_Palindrome obj1=new Num_Palindrome();
        obj1.disp();
    }
}
```