

## Algorithm/Program Flow

- Reference: [https://www.youtube.com/watch?v=S7iMdaA\\_-Gg](https://www.youtube.com/watch?v=S7iMdaA_-Gg)  
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```
        if(count==26)
        {
            System.out.println(s1+ " = is PANGRAM");
        }
        else
        {
            System.out.println(s1+" = is NOT PANGRAM");
        }
    }
}

class Pangram_Main
{
    public static void main(String args[])
    {
        Pangram obj=new Pangram();
        obj.disp();
    }
}
```