

begin

number,
million,
hundredThousand,
tenThousand,
thousand,
hundred,
ten

```
number1 = number % 10 * million  
number2 = (number /= 10) % 10 * hundredThousand  
number3 = (number /= 10) % 10 * tenThousand  
number4 = (number /= 10) % 10 * thousand  
number5 = (number /= 10) % 10 * hundred  
number6 = (number /= 10) % 10 * ten  
number7 = (number /= 10) % 10
```

```
newNumbers = number1 + number2 + number3 + number4 +  
              number5 + number6 + number7
```

newNumbers

end