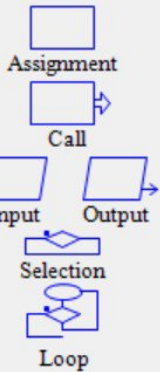


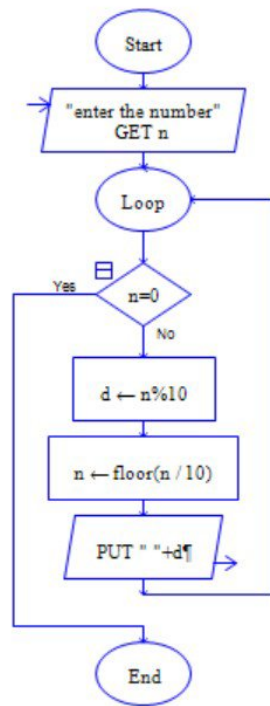


80%

### Symbols



main



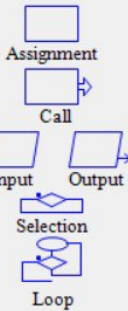
# summing up the digits of an integer number

MasterConsole

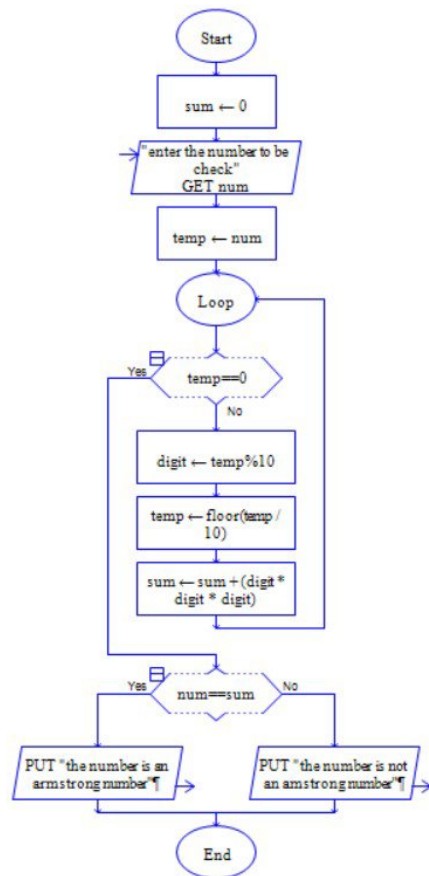
Font	Font Size	Edit	Help
5			
----Run complete. 10 symbols evaluated.----			
5			
4			
----Run complete. 15 symbols evaluated.----			

Clear

## Symbols



main



# finding given number is Armstrong or not

```

MasterConsole
Font Font Size Edit Help
the number is not an armstrong number
----Run complete. 14 symbols evaluated.----
    
```



80%

## Symbols



Assignment



Call



Input

Output

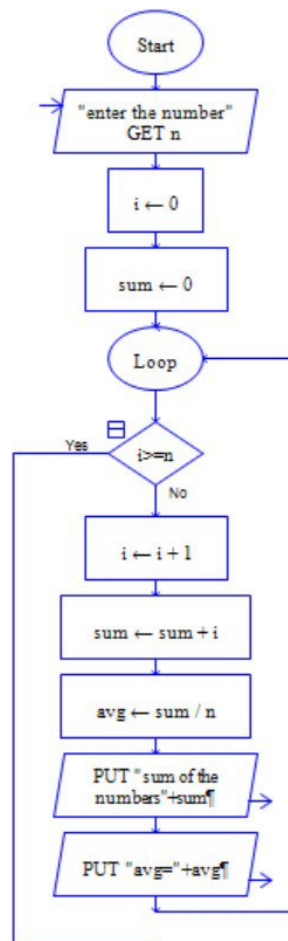


Selection



Loop

main



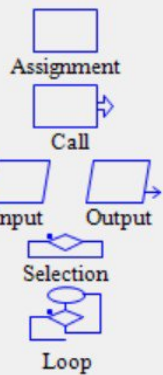
# summing up and finding average

ENG  
IN09:19  
06-10-2022



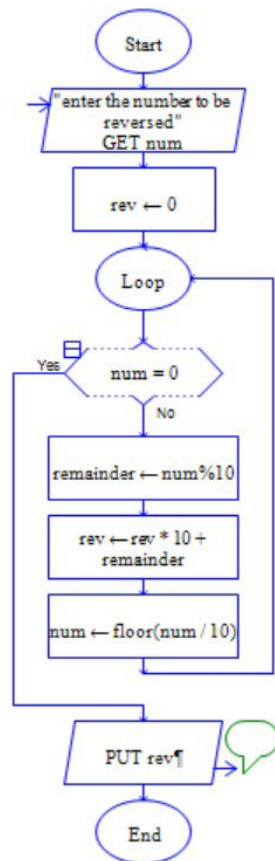
80%

## Symbols



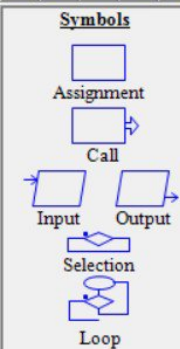
main

# reviving the digits of an integer number

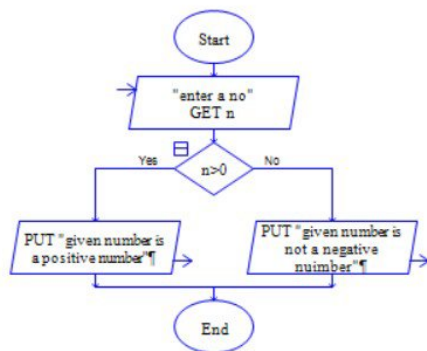


num: 0  
remainder: 4  
rev: 54

```
MasterConsole
Font Font Size Edit Help
54
----Run complete. 17 symbols evaluated.----
```



main



# finding the given number is positive are negative

.....n: 4

MasterConsole

Font Font Size Edit Help

```
given number is not a even number
----Run complete. 5 symbols evaluated.----
given number is a positive number
----Run complete. 5 symbols evaluated.----
given number is a positive number
----Run complete. 5 symbols evaluated.----
given number is not a negative nuimber
----Run complete. 5 symbols evaluated.----
given number is a positive number
----Run complete. 5 symbols evaluated.----
```

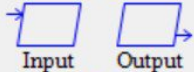
Clear

**Symbols**

Assignment



Call



Input

Output

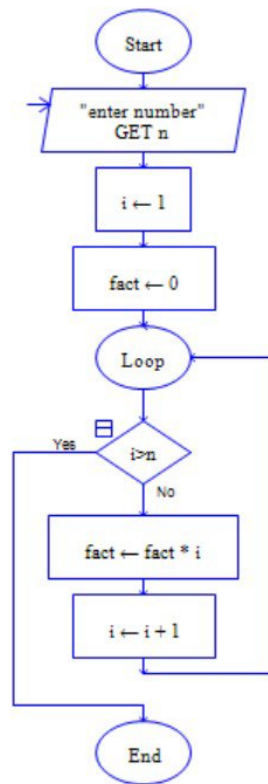


Selection



Loop

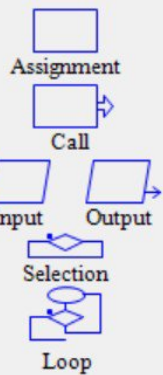
main



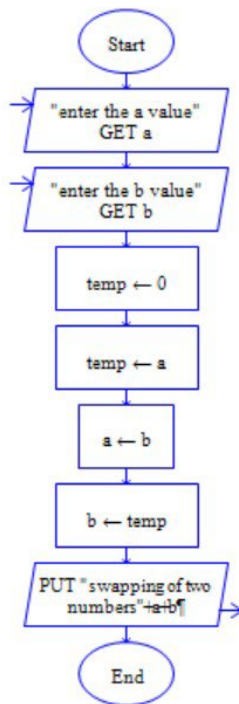
# factorial of a numbers

ENG  
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06-10-2022



**Symbols**

main



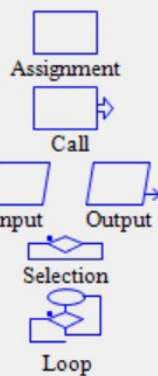
# swaping of two numbers

a: 4  
b: 3  
temp: 3

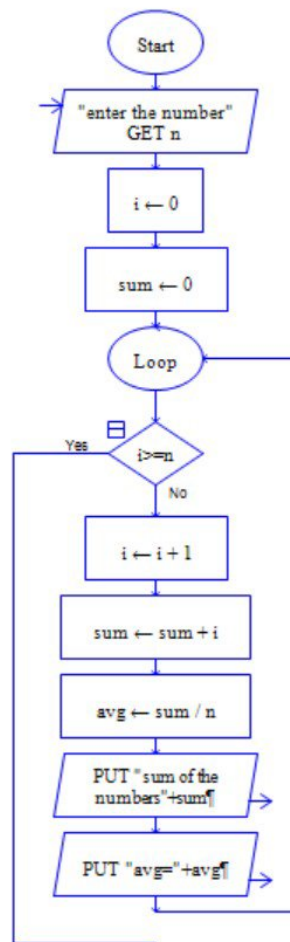
```
Font Font Size Edit Help
swapping of two numbers43
----Run complete. 9 symbols evaluated.----
```



**Symbols**



main







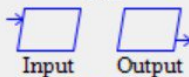
**Symbols**



Assignment



Call



Input

Output

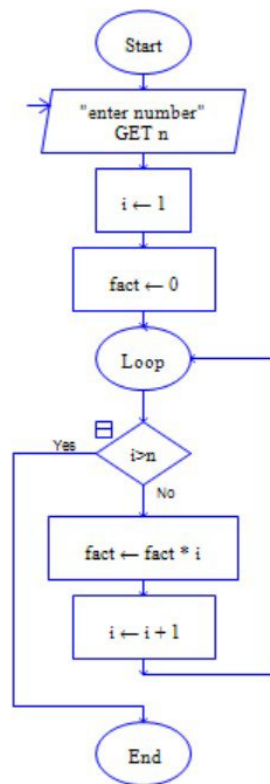


Selection



Loop

main



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IN



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06-10-2022