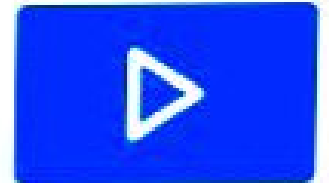


main.c

Output



```
Enter an integer: 6
```

```
Reversed number: 6
```

```
=== Code Execution Successful ===
```