**2.ARMSTRONG**

**RECURSIVE:-**

#include<stdio.h>

#include<math.h>

int check\_ArmstrongNumber(int num)

{

if(num>0)

return (pow(num%10,3) +check\_ArmstrongNumber(num/10));

}

int main()

{

int num;

printf("Enter a number:");

scanf("%d",&num);

if(check\_ArmstrongNumber(num)==num)

printf("It is an Armstrong Number");

else

printf("It is not an Armstrong Number");

}

