**.Reversing a Number**

Write a program to read a positive number as input and to get the reverse of the given number and return it as output.

Include a class **UserMainCode** with a static method **reverseNumber** which accepts a positive integer .

The return type is an integer value which is the reverse of the given number.

Create a **Main** class which gets the input as a integer and call the static method **reverseNumber** present in the**UserMainCode**

**Input and Output Format:**

Input consists of a positive integer.

Output is an integer .

Refer sample output for formatting specifications.

**Sample Input 1:**

543

**Sample Output 1:**

345

**Sample Input 1:**

1111

**Sample Output 1:**

1111