

```
// Reverse Gear
#include <stdio.h>
int main(){
    int a, b, x, y, z;
    scanf("%d %d", &a, &b);
    x = a % 10; // Last digit
    y = (a/10)%10; // a/10 is remaining number after removing last digit, (a/10)%10 is the last
digit of remaining number
    z = (a/100)%10; // a/100 is remaining number after removing last two digits, (a/100)%10 is the
last digit of remaining number
    printf("%d\n%d\n%d\n%d", z, y, x, x*100+y*10+z+b);
    return 0;
}
```