

```

#include<stdio.h>
#include<stdlib.h>
#include<string.h>
struct Node
{
    char data;
    struct Node *next;
    struct Node *prev;
};
struct Node *head =NULL;
void push(char new_data)
{
    struct Node* new_node = (struct
Node*)malloc(sizeof(struct Node));
    new_node->data = new_data;
    new_node->next = head;
    new_node->prev = NULL;
    if (head != NULL)
    head->prev = new_node ;
    head = new_node;
}

int isPalindrome()
{
    struct Node *left = head;
    if (left == NULL)
    return 1;

    struct Node *right = left;
    while (right->next != NULL)
        right = right->next;

    while (left != right)
    {
        if (left->data != right->data)
            return 0;

        left = left->next;
        right = right->prev;
    }

    return 1;
}

int main()

```

```
{
    char s[50];
    printf("Enter a Word\n");
    scanf("%s",s);
    for (int i = 0; i < strlen(s); i++)
    {
        push(s[i]);
    }

    if (isPalindrome())
        printf("It is Palindrome");
    else
        printf("Not Palindrome");

    return 0;
}
```