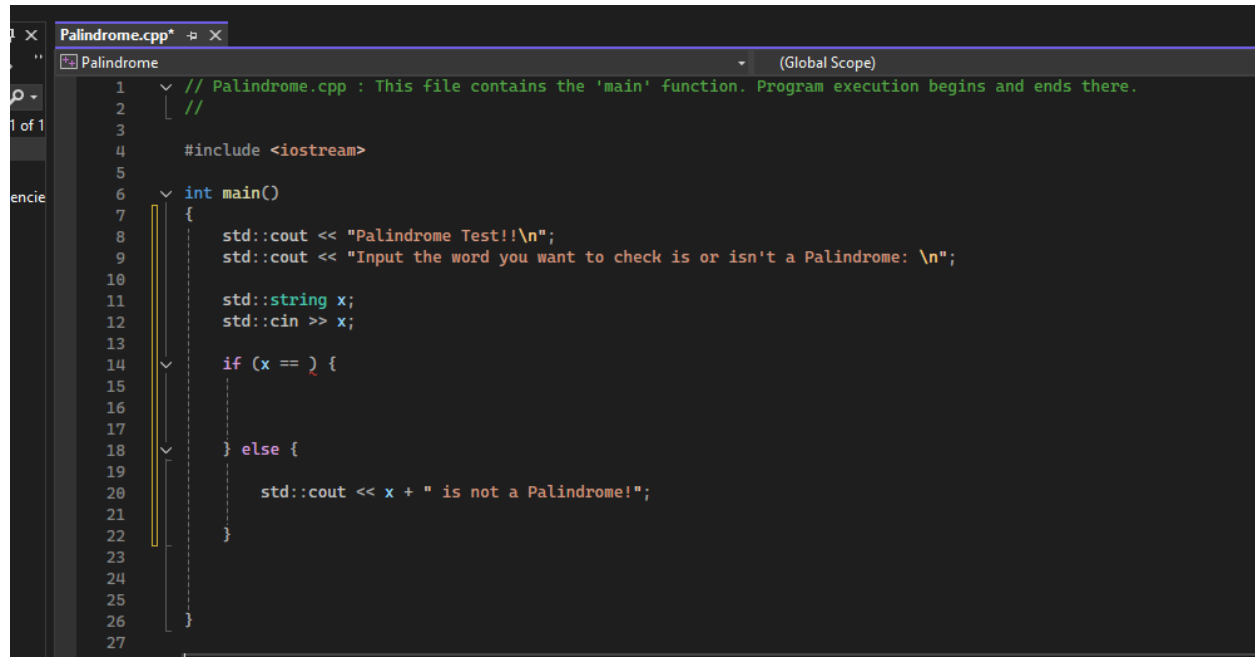


Palindrome #1



```
1 // Palindrome.cpp : This file contains the 'main' function. Program execution begins and ends there.
2 //
3
4 #include <iostream>
5
6 int main()
7 {
8     std::cout << "Palindrome Test!!\n";
9     std::cout << "Input the word you want to check is or isn't a Palindrome: \n";
10
11     std::string x;
12     std::cin >> x;
13
14     if (x == ) {
15
16     }
17
18     } else {
19
20         std::cout << x + " is not a Palindrome!";
21
22     }
23
24
25
26
27
28
```

I got this far and am having trouble figuring out how to check if the input can be read and checked backwards. I set the if up so then if x is == to another value but the value is backwards. I looked up that there is a library called `<algorithm>` that has a reverse function. Then I set `reversed = x` so that `reversed` is copying the same input. The `std::reverse` goes from the beginning of the string, to the end of THAT string, and reverses the characters in place. Then the argument with the 'if' checks if x (the user word) matches with `reversed` (the reversed word) to see if it is a palindrome or not.