```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
typedef struct Node {
  char data;
  struct Node* next;
} Node;
Node* createNode(char data) {
  Node* newNode = (Node*)malloc(sizeof(Node));
  newNode->data = data;
  newNode->next = NULL;
  return newNode;
void insertEnd(Node** head, char data) {
  Node* newNode = createNode(data);
  if (*head == NULL) {
     *head = newNode;
    return;
  }
  Node* temp = *head;
  while (temp->next != NULL)
    temp = temp->next;
  temp->next = newNode;
Node* reverse(Node* head) {
  Node* prev = NULL;
  Node* curr = head;
  Node* next = NULL;
  while (curr) {
    next = curr->next;
    curr->next = prev;
    prev = curr;
    curr = next;
  }
  return prev;
bool isEqual(Node* head1, Node* head2) {
  while (head1 && head2) {
    if (head1->data != head2->data)
       return false;
    head1 = head1->next;
    head2 = head2->next;
  return (head1 == NULL && head2 == NULL);
```

```
bool isPalindrome(Node* head) {
  if (!head || !head->next)
     return true;
  Node *slow = head, *fast = head;
  while (fast->next && fast->next->next) {
     slow = slow->next;
     fast = fast->next->next;
  Node* secondHalf = reverse(slow->next);
  bool result = isEqual(head, secondHalf);
  slow->next = reverse(secondHalf);
  return result;
}
void display(Node* head) {
  while (head) {
     printf("%c -> ", head->data);
     head = head->next;
  printf("NULL\n");
int main() {
  Node* head = NULL;
  char str[] = "madam";
  for (int i = 0; str[i] != '\0'; i++) {
     insertEnd(&head, str[i]);
  }
  printf("Linked List: ");
  display(head);
  if (isPalindrome(head))
     printf("It is a Palindrome.\n");
  else
     printf("It is NOT a Palindrome.\n");
  return 0;
 C:\Users\upper\OneDrive\DATA STRUCTRES\Write a C program to implei
Linked List: m -> a -> d -> a -> m -> NULL
It is NOT a Palindrome.
 Process exited after 0.1069 seconds with return value 0
 Press any key to continue \dots
```