#pragma once

class SingleListPalindrome

{

public:

SingleListPalindrome();

~SingleListPalindrome();

struct Node {

int data;

Node \*next;

};

Node \*head, \*tail;

void setHead (int x);

void addNode(int x);

bool isPalindrome(Node \*head);

bool isPalindrome2(string tempString);

int Main();

};

//Created using Microsoft Visual Studio