21. Palindrome using SLL

```c
#include <stdio.h>

#include <stdlib.h>

struct Node {

    char data;

    struct Node* next;

};

void push(struct Node** head, char val) {

    struct Node* n = (struct Node*)malloc(sizeof(struct Node));

    n->data = val;

    n->next = *head;

    *head = n;

}

int isPalindrome(struct Node* head) {

    char str[100];

    int i = 0;

    while (head) {

        str[i++] = head->data;

        head = head->next;

    }

    for (int j = 0; j < i / 2; j++)

        if (str[j] != str[i - j - 1])

            return 0;

    return 1;

}


int main() {

    struct Node* head = NULL;
```
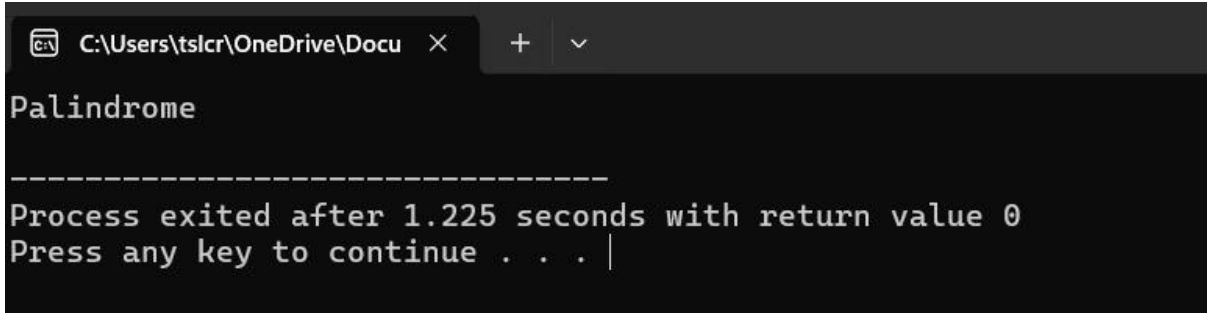
```c
    push(&head, 'r');

    push(&head, 'a');

    push(&head, 'd');

    push(&head, 'a');

    push(&head, 'r');


    if (isPalindrome(head))

        printf("Palindrome\n");

    else

        printf("Not Palindrome\n");


    return 0;
}
```

Output


```
Palindrome

-------------------------------
Process exited after 1.225 seconds with return value 0
Press any key to continue . . .
```