

234. Palindrome Linked List

My Solution

```
1 class Solution:
2     def isPalindrome(self, head: Optional[ListNode]) -> bool:
3
4         stack = []
5         while head != None:
6             stack.append(head.val)
7             head = head.next
8
9         return stack == stack[::-1]
```

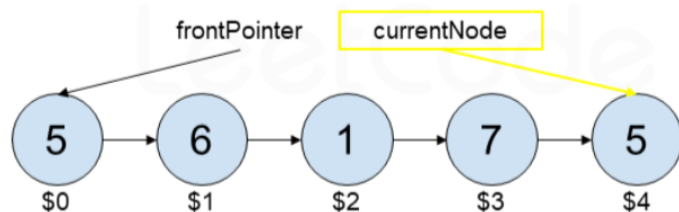
I tried to reverse the linked list, but it did not work. Because once I reversed it, the head node will change too.

Recursion Solution

method: recursivelyCheck currentNode = \$4 Line 7 if(!<true>)) return false;
method: recursivelyCheck currentNode = \$3 Line 7 if(!<result>)) return false;
method: recursivelyCheck currentNode = \$2 Line 7 if(!<result>)) return false;
method: recursivelyCheck currentNode = \$1 Line 7 if(!<result>)) return false;
method: recursivelyCheck currentNode = \$0 Line 7 if(!<result>)) return false;
method: isPalindrome head = \$0 Line 16 return <result>;

```
1 class Solution {
2
3     private ListNode frontPointer;
4
5     private boolean recursivelyCheck(ListNode currentNode) {
6         if (currentNode != null) {
7             if (!recursivelyCheck(currentNode.next)) return false;
8             if (currentNode.val != frontPointer.val) return false;
9             frontPointer = frontPointer.next;
10        }
11        return true;
12    }
13
14    public boolean isPalindrome(ListNode head) {
15        frontPointer = head;
16        return recursivelyCheck(head);
17    }
18 }
```

调用栈弹出，代码回到当初入栈时的位置。
currentNode 回到节点 \$4 处。



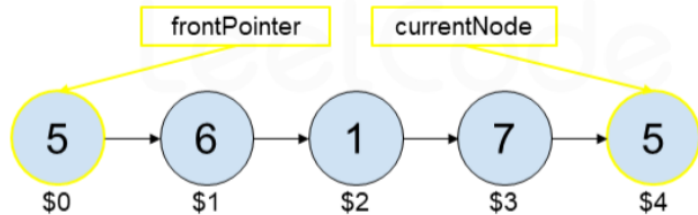
method: recursivelyCheck currentNode = \$3 Line 7 if(!<result>)) return false;
method: recursivelyCheck currentNode = \$2 Line 7 if(!<result>)) return false;
method: recursivelyCheck currentNode = \$1 Line 7 if(!<result>)) return false;
method: recursivelyCheck currentNode = \$0 Line 7 if(!<result>)) return false;
method: isPalindrome head = \$0 Line 16 return <result>;

```

1 class Solution {
2
3     private ListNode frontPointer;
4
5     private boolean recursivelyCheck(ListNode currentNode) {
6         if (currentNode != null) {
7             if (!recursivelyCheck(currentNode.next)) return false;
8             if (currentNode.val != frontPointer.val) return false;
9             frontPointer = frontPointer.next;
10        }
11        return true;
12    }
13
14    public boolean isPalindrome(ListNode head) {
15        frontPointer = head;
16        return recursivelyCheck(head);
17    }
18 }

```

由于 frontPointer 和 currentNode 的值相等，因此 if 函数体不执行，继续来看下一行代码。



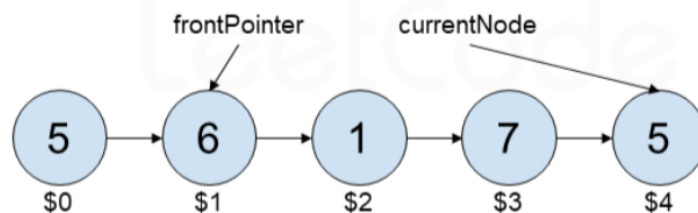
method: recursivelyCheck currentNode = \$3 Line 7 if(!<true>)) return false;
method: recursivelyCheck currentNode = \$2 Line 7 if(!<result>)) return false;
method: recursivelyCheck currentNode = \$1 Line 7 if(!<result>)) return false;
method: recursivelyCheck currentNode = \$0 Line 7 if(!<result>)) return false;
method: isPalindrome head = \$0 Line 16 return <result>;

```

1 class Solution {
2
3     private ListNode frontPointer;
4
5     private boolean recursivelyCheck(ListNode currentNode) {
6         if (currentNode != null) {
7             if (!recursivelyCheck(currentNode.next)) return false;
8             if (currentNode.val != frontPointer.val) return false;
9             frontPointer = frontPointer.next;
10        }
11        return true;
12    }
13
14    public boolean isPalindrome(ListNode head) {
15        frontPointer = head;
16        return recursivelyCheck(head);
17    }
18 }

```

然后返回 true，类似地，它的值填充到栈顶的信息中。



```

method: recursivelyCheck
currentNode = $2
Line 7
if(!<false>)) return false;

method: recursivelyCheck
currentNode = $1
Line 7
if(!<result>)) return false;

method: recursivelyCheck
currentNode = $0
Line 7
if(!<result>)) return false;

method: isPalindrome
head = $0
Line 16
return <result>;

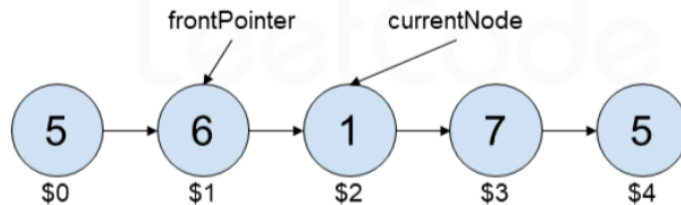
```

```

1 class Solution {
2
3     private ListNode frontPointer;
4
5     private boolean recursivelyCheck(ListNode currentNode) {
6         if (currentNode != null) {
7             if (!false)) return false;
8             if (currentNode.val != frontPointer.val) return false;
9             frontPointer = frontPointer.next;
10        }
11        return true;
12    }
13
14    public boolean isPalindrome(ListNode head) {
15        frontPointer = head;
16        return recursivelyCheck(head);
17    }
18 }

```

然后我们回到 if 语句中。



result keeps staying for False.

```

1 class Solution:
2     def isPalindrome(self, head: ListNode) -> bool:
3
4         self.front_pointer = head
5
6         def recursively_check(current_node=head):
7             if current_node is not None:
8                 if not recursively_check(current_node.next):
9                     return False
10                if self.front_pointer.val != current_node.val:
11                    return False
12                self.front_pointer = self.front_pointer.next
13            return True
14
15        return recursively_check()
16
17
18

```

author: LeetCode-Solution

Link: <https://leetcode.cn/problems/palindrome-linked-list/solution/hui-wen-lian-biao-by-leetcode-solution/>