	the state of the s
#TEBOW IT	
	e importable la
T-Talk :	the state of the s
	ok2
	interviewer, vovally a pointer to the
	the linked list.
what will the linked lis	
	character is allowed.
What if input is null?	du ite pe pe vet morre
-throw an	exception.
	return?
- true/faise	
How will the linked lis	t be?

E- Examples:	· Andrew
Mary 1	the effective and the state
Sample Input	Equivalence class Output
Null	exception
a	One element True
a-bia	Two elements True
a > b > > a	Three elements True
a > 1 b	Two elements (fail) False
<u>а</u> > b > d	Three elements (fail) False
1-32-71	Numberical elements True
B>!->8	Other characters True
8 × a × 1	Mixed characters False
A 76 70	Upper + lower case False
	and an angular to some
B-Brute Force:	To promote to arbre
7-2-7 : 112	16-96-9 1949
Reverse and store	
· Compare the elemen	nts of the original and reversed linked
	same, return true
- else, false	
,	(n) + O(n) = O(2n) = O(n)

0-optimize:	i in I would be a second
· Try to define one function which	ch both
reverses and compares instead	
separate function	15-17- 1
Try recursion	
111 HALLING 101	To live III
W-walk Through:	The I victor
The street (bil) File	184 181
O check if head is NULL	THERED
-if it is, throw an exception	TRACHE
2 The function will take 2 parameters -1	born head
but one will be reversed	
3 Recursively call the function to reverse	
and compare the values.	
For example, for $a \rightarrow b \rightarrow c$	for a > b > a
org: $a \rightarrow b \rightarrow c$	org: a > b > a
J	reverse: a > b > a
compare $-a \neq c$	=
b b	b=b
c for a color more	
^	return true
AND - CANA - CANA L.	

```
I-Implement

bool isPalindrome (struct Node * org, struct Node *

to-be-reversed)

if (to-be-reversed == NULL)

return true;

bool check = isPalindrome (org, to-be-reversed > next);

bool ans = (org > data == to-be-reversed -> data);

org = org > next;

return ans;
```

T- Test