```
#include<iostream>
Using namespace std;

Template<typename T>
Class Stack
{
Private:
   Struct Node
   {
      T value;
      Node* prev;
      Node* nxt;
      Node(T nwvalue){value = nwvalue;}
   };
   Node* top=NULL;
   Int size=0;
Public:
   Void push(T item)
   {
      If(top == NULL)
         Top = new Node(item);
      Else
      {
         Node* temp = new Node(item);
         Top→nxt=temp;
         Temp→prev=top;
         Top=temp;
      }
      Size++;
```

```
    }

    T pop()
    {
        Size--;
        Node ret = *top;
        Top=top→prev;
        Return ret.value;
    }
    Int getsize(){return size;}
};

Int main()
{
    Stack<char> mystack;
    String input;
    Cin≫input;

    For(int i=0;i<input.size();i++)
        Mystack.push(input[i]);

    Bool isPalindrome=1;
    For(int i=0;i<input.size();i++)
    {
        If(input[i] != mystack.pop())
        {
            isPalindrome=0;
            break;
        }
```

```
    }
    If(isPalindrome)
        Cout≪"\nYES, the text is palindrome\n";
    Else
        Cout≪"\nNO, the text is NOT palindrome\n";

    Return 0;
}
```