is Palindrome (terret") LD is Palindrome (ene) LD 15 Palindrome (n) 4D is Palindrome (") Output 15 Palindrome (ene) tenet is e=e? is Palindrome (n) ene is Palindrome (" 11) ceturn True return true Length =0 addStars (hello, 0) LD addStars (hello, 1) 4D add Stows (hello, 2) LD addStars (helb, 3) LD addStars (helb, 4) box hxex hello h*e *1* Ka*E*1*1* hello 100 11 + 1 + 1 + 1 + 0" " hello