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```
#include <stdio.h>

int isPalindrome(char input[]);
int strlen(char s[]);

int main (int argc, char* argv[]){

      int i;

      if(argc<2){
            puts("You did not type anything after the executable!\n");
            return 1;
      }

      for(i = 1; i < argc; i++) {
        printf("arg %d: %s ", i, argv[i]);
        isPalindrome(argv[i]);
    }

      return(0);
}

int isPalindrome (char input[]){
      int i,j,bool;
      bool = 0;
      char copy[strlen(input)];
      for(i=0, j=strlen(input)-1; i<strlen(input);i++,j--){
            copy[j]=input[i];
      }
      for(i=0; i<strlen(input); i++){
            if(copy[i]!=input[i]){
                  bool = 1;
            }
            else{
                  bool = 0;
            }
      }
      if(bool==0){
            printf("is a palindrome\n");
      }
      else{
            printf("is not a palindrome\n");
      }
      return 0;
}

int strlen(char s[]){
      int i = 0;
      while(s[i]!='\0'){
            i++;
      }
      return i;
}
```

print should be here, rather than in the isPalindrome function

Can return 0 here, and avoid checking the rest of the string. In fact, if you use "died" as the input, the function will return 1 when it should return 0