```c
#include <stdio.h>
#include <stdlib.h>

struct Node {
    int data;
    struct Node* next;
};

struct Node* createNode(int data) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node
        ));
    newNode->data = data;
    newNode->next = NULL;
    return newNode;
}

void insertEnd(struct Node** head, int data) {
    struct Node* newNode = createNode(data);
    if (*head == NULL) {
        *head = newNode;
        return;
    }
    struct Node* temp = *head;
    while (temp->next) temp = temp->next;
    temp->next = newNode;
}

int isPalindrome(struct Node* head) {
```

```c
    while (temp) {              // copy data to array
        arr[n++] = temp->data;
        temp = temp->next;
    }
    for (int i = 0; i < n / 2; i++)  // check palindrome
        if (arr[i] != arr[n - i - 1])
            return 0;
    return 1;
}

int main() {
    struct Node* head = NULL;
    int n, val;
    printf("Enter number of nodes: ");
    scanf("%d", &n);
    printf("Enter elements:\n");
    for (int i = 0; i < n; i++) {
        scanf("%d", &val);
        insertEnd(&head, val);
    }

    if (isPalindrome(head))
        printf("Linked list is a palindrome.\n");
    else
        printf("Linked list is not a palindrome.\n");

    return 0;
}
```

```
Enter number of nodes: 3
Enter elements:
1 5 6
Linked list is not a palindrome.


=== Code Execution Successful ===
```