**Palindrome Linked List**

#include <bits/stdc++.h>

bool isPalindrome(LinkedListNode<int> \*head) {

// Write your code here.

vector<int> vec;

while(head){

vec.push\_back(head->data);

head = head->next;

}

int n = vec.size();

int i=0, j=n-1;

while(i<=j){

if(vec[i]!=vec[j])

return false;

i++;

j--;

}

return true;

}