Code

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#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;
}
int isPalindrome(struct Node* head) {
    int arr[100], i = 0, j;
    struct Node* temp = head;
    while (temp != NULL) {
        arr[i++] = temp->data;
        temp = temp->next;
    }
    for (j = 0; j < i / 2; j++) {
        if (arr[j] != arr[i - j - 1])
            return 0;  // Not palindrome
    }
    return 1;  // Palindrome
}
int main() {
    struct Node *head = NULL, *temp = NULL, *newNode;
    int n, i, val;
    printf("Enter number of nodes: ");
```

```
    scanf("%d", &n);
    for (i = 0; i < n; i++) {
        printf("Enter data for node %d: ", i + 1);
        scanf("%d", &val);
        newNode = createNode(val);
        if (head == NULL)
            head = newNode;
        else
            temp->next = newNode;
        temp = newNode;
    }
    if (isPalindrome(head))
        printf("\nThe linked list is a palindrome.\n");
    else
        printf("\nThe linked list is not a palindrome.\n");

    return 0;
}
```

Output