

## Code

```
#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: ");
```

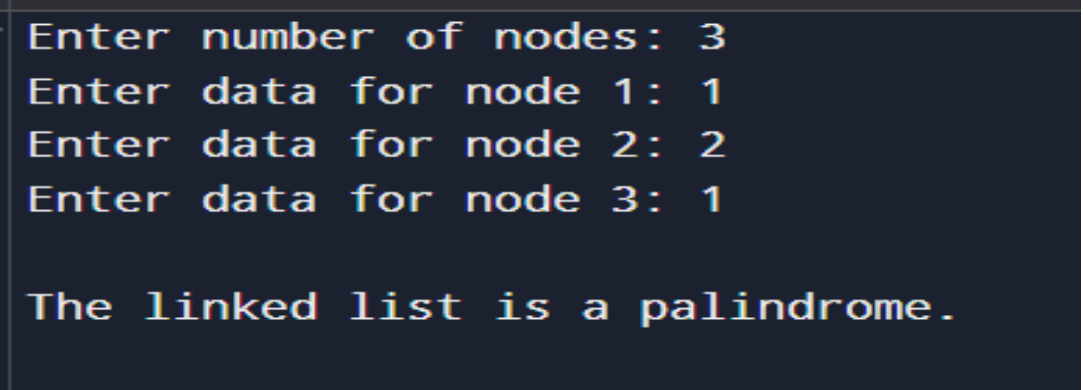
```

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



```

Enter number of nodes: 3
Enter data for node 1: 1
Enter data for node 2: 2
Enter data for node 3: 1

The linked list is a palindrome.

```