



Minhaj University Lahore

Semester Project: 3rd		Mid <input type="radio"/>	Final <input checked="" type="radio"/>
Course Title & Code	Data Structure & Alogorithm		
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Semester/Class/ Section:	3rd Bscs "B"		
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Due Date	Online	Hard copy	
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Faculty of CS & IT,Minhaj University Lahore

Project Title:

Student Record Management System using DSA in C++

1. Introduction

The **Student Record Management System** is a console-based application developed using C++, focusing on the implementation of core **Data Structures and Algorithms (DSA)** and **Object-Oriented Programming (OOP)**. This system allows users to manage student records, including operations like adding, deleting, searching, and displaying student details. It also implements a **stack** to maintain action history and a **queue** for managing pending tasks.

The purpose of this project is to help students understand how real-world systems utilize **linked lists**, **stacks**, and **queues** to manage dynamic data efficiently. The system promotes clean code practices, modular design, and interactive user functionality.

2. Objectives

The objective of this project is to build a simple console-based **Student Record Management System** that uses fundamental **Data Structures and Algorithms (DSA)** concepts in C++, such as Linked Lists, Stacks, and Queues, while also applying Object-Oriented Programming (OOP) principles.

☐ 3.1 Program Flow

The program follows a **menu-driven flow**, controlled by a while loop and a switch statement based on user input. Here's a simplified breakdown:

- **Main Menu Display:**
Shows options like Add, Delete, Search, Display, etc.
- **User Input (Choice):**
The user enters a number (0–7) to choose an operation.
- **Switch-Case Execution:**
Based on the choice, the appropriate function from the StudentManager class is executed.
- **Operations:**
 - Add: Inserts a new student using linked list insertion.
 - Delete: Removes a student node based on ID.

- Search: Traverses the list to find a student.
- Display All: Iterates through the list to show all records.
- History: Uses a **stack** to display recent actions.
- Tasks: Uses a **queue** to show/manage to-do items.

Loop Back to Menu:

After each operation, control returns to the main menu until the user chooses to exit (choice = 0).

❑ Tools & Technologies:

- **Programming Language:** C++
 - **Compiler:** g++, Code::Blocks, Dev-C++, or any standard C++ compiler
 - **Platform:** Console-based (Command Line Interface)
-

❑ Data Structures Used:

- **Linked List:** To store and manage the list of student records.
 - **Stack:** To maintain a log of recent actions for undo/history simulation
 - **Queue:** To store and display upcoming tasks or messages.
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Object-Oriented Concepts Used:

- **Classes & Objects:** Defined Student and StudentManager classes.
- **Encapsulation:** Data members are accessed and modified through class functions.
- **Dynamic Memory Allocation:** new keyword is used to create student nodes.
- **Single Responsibility Principle:** Each function performs a single task.

❑ Working of the System:

The user is shown a menu with different options. They can perform operations like adding or removing students, searching by ID, viewing all student records, viewing task history (via a stack), and managing pending tasks (via a queue). The system uses switch-case statements to handle user input and navigates through operations accordingly.

❑ Sample Output:

```
--- Student Record System ---1
```

```
. Add Student
```

2. Delete Student
3. 3. Search Student
4. 4. Display All
5. 5. Show History
6. 6. Add Task
7. 7. Show Tasks
8. 0. Exit

Enter choice: 1

Enter ID, 059

Name,Atif

CGPA: 3.9

Student added successfully.

❑ Limitations:

- No persistent storage (data is lost after the program ends).
- Does not handle duplicate IDs.
- Simple text interface (no GUI).

❑ Future Improvements:

- Add **file handling** to save and load student data.
- Implement **friend functions**, **inheritance**, or **polymorphism**.
- Add **error handling** and **input validation**.
- Upgrade to a **graphical user interface (GUI)** using libraries like Qt or SFML.

4. Code Walkthrough :

```
#include <iostream>
```

```
#include <stack>
```

```
#include <queue>
```

```
#include <string>
```

```
using namespace std;

// Student Class
class Student {
public:
    int id;
    string name;
    float cgpa;
    Student* next;

    Student(int id, string name, float cgpa) {
        this->id = id;
        this->name = name;
        this->cgpa = cgpa;
        next = nullptr;
    }
};

// StudentManager Class
class StudentManager {
private:
    Student* head;
    stack<string> actionHistory;
    queue<string> taskQueue;

public:
    StudentManager() {
        head = nullptr;
    }

    void addStudent(int id, string name, float cgpa) {
        Student* newStudent = new Student(id, name, cgpa);
```

```
newStudent->next = head;
head = newStudent;
actionHistory.push("Added Student ID: " + to_string(id));
cout << "Student added successfully.\n";
}
```

```
void deleteStudent(int id) {
    Student *temp = head, *prev = nullptr;

    while (temp != nullptr && temp->id != id) {
        prev = temp;
        temp = temp->next;
    }
```

```
if (temp == nullptr) {
    cout << "Student not found.\n";
    return;
}
```

```
if (prev == nullptr)
    head = temp->next;
else
    prev->next = temp->next;
```

```
delete temp;
actionHistory.push("Deleted Student ID: " + to_string(id));
cout << "Student deleted successfully.\n";
}
```

```
void searchStudent(int id) {
    Student* temp = head;
    while (temp != nullptr) {
```

```

        if (temp->id == id) {
            cout << "ID: " << temp->id << ", Name: " << temp->name << ", CGPA: " << temp->cgpa
<< endl;
            return;
        }
        temp = temp->next;
    }
    cout << "Student not found.\n";
}

```

```

void displayAll() {
    Student* temp = head;
    if (!temp) {
        cout << "No students to display.\n";
        return;
    }
    while (temp != nullptr) {
        cout << "ID: " << temp->id << ", Name: " << temp->name << ", CGPA: " << temp->cgpa <<
endl;
        temp = temp->next;
    }
}

```

```

void showHistory() {
    if (actionHistory.empty()) {
        cout << "No recent actions.\n";
        return;
    }
}

```

```

stack<string> temp = actionHistory;
while (!temp.empty()) {
    cout << temp.top() << endl;
    temp.pop();
}

```

```

    }
}

void addTask(string task) {
    taskQueue.push(task);
    cout << "Task added.\n";
}

void showTasks() {
    if (taskQueue.empty()) {
        cout << "No pending tasks.\n";
        return;
    }

    queue<string> temp = taskQueue;
    while (!temp.empty()) {
        cout << "Task: " << temp.front() << endl;
        temp.pop();
    }
}

};

// Main Function

int main() {
    StudentManager manager;
    int choice, id;
    string name;
    float cgpa;

    do {
        cout << "\n--- Student Record System ---\n";

        cout << "1. Add Student\n2. Delete Student\n3. Search Student\n4. Display All\n5. Show History\n6. Add Task\n7. Show Tasks\n0. Exit\n";

```



```
cout << "Enter choice: ";
cin >> choice;

switch (choice) {
case 1:
    cout << "Enter ID, Name, CGPA: ";
    cin >> id >> name >> cgpa;
    manager.addStudent(id, name, cgpa);
    break;

case 2:
    cout << "Enter ID to delete: ";
    cin >> id;
    manager.deleteStudent(id);
    break;

case 3:
    cout << "Enter ID to search: ";
    cin >> id;
    manager.searchStudent(id);
    break;

case 4:
    manager.displayAll();
    break;

case 5:
    manager.showHistory();
    break;

case 6:
    cout << "Enter task description: ";
```

```
        cin.ignore();
        getline(cin, name);
        manager.addTask(name);
        break;

    case 7:
        manager.showTasks();
        break;

    case 0:
        cout << "Exiting... Thank you!\n";
        break;

    default:
        cout << "Invalid choice. Try again.\n";
    }
} while (choice != 0);

return 0;
}
```

Program Compile Link:

<https://www.programiz.com/online-compiler/7ap910YmDeUSe>

Screenshot:

The screenshot shows a C++ IDE with a file named `main.cpp`. The code implements a menu-driven system with the following logic:

- `case 6:` Prompts for a task description, ignores the first input, and adds the task to a manager.
- `case 7:` Calls `manager.showTasks()` and then breaks.
- `case 0:` Prints an exit message and breaks.
- `default:` Prints an invalid choice message.
- A `while` loop continues the process as long as the choice is not 0.

The output window shows the program's execution:

```
--- Student Record System ---
1. Add Student
2. Delete Student
3. Search Student
4. Display All
5. Show History
6. Add Task
7. Show Tasks
0. Exit
Enter choice: 4
No students to display.

--- Student Record System ---
1. Add Student
2. Delete Student
3. Search Student
4. Display All
5. Show History
6. Add Task
7. Show Tasks
0. Exit
Enter choice:
```

5. Testing and Results

The system was tested with various scenarios to validate its functionality:

Test Case	Description	Expected Result	Actual Result	Status
TC1	Add a student (ID: 1001)	Student is added and listed	Passed	<input type="checkbox"/>
TC2	Add multiple students	All students appear in display	Passed	<input type="checkbox"/>
TC3	Delete a student (ID: 1001)	Student is removed	Passed	<input type="checkbox"/>
TC4	Delete a non-existing student	Show “not found” message	Passed	<input type="checkbox"/>
TC5	Search existing student (ID: 1002)	Displays student data	Passed	<input type="checkbox"/>
TC6	Add task “Generate Report”	Task appears in task list	Passed	<input type="checkbox"/>
TC7	Show action history	Stack shows previous actions	Passed	<input type="checkbox"/>

6. Conclusion:

This project successfully demonstrates the use of essential DSA concepts in C++, such as linked lists, stacks, and queues, in a practical application. It also reinforces OOP principles, making it a solid foundational project for further software development learning.

Future Enhancements

- **Persistent Storage**

Save and retrieve student records using **file handling** (e.g., text or CSV files).

- **Error Handling & Validation**

Handle edge cases like invalid inputs, empty lists, and duplicate IDs.

- **Advanced OOP Features**

Add **inheritance** to extend user roles (e.g., Admin vs. Student), and **polymorphism** for function overloading.

- **GUI Interface**

Replace the console interface with a graphical user interface using **Qt**, **SFML**, or **C++/CLI**.

- **Sorting and Filtering**

Add sorting by name, ID, or CGPA and filtering based on performance.

- **Login System**

Implement a basic authentication system to protect data access.

- **Unit Testing Framework**

Integrate a C++ unit testing library like **Google Test** for automated testing.

References

1. C++ Programming Language Documentation - <https://cplusplus.com/doc/tutorial/>
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5. Stack Overflow Community Discussions - <https://stackoverflow.com/>
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7. Microsoft Learn: Introduction to C++ - <https://learn.microsoft.com/en-us/cpp/>
8. W3Schools C++ Tutorial - <https://www.w3schools.com/cpp/>
9. Sololearn C++ Course - <https://www.sololearn.com/>