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/*Write a menu driven program to perform following
operations on singly linked list: Create, reverse,
search, count and Display.
*/
#include <iostream>
using namespace std;
struct Node {
    int data;
    Node* next;
};
class LinkedList {
private:
    Node* head;
    int count;
public:
    LinkedList() {
        head = NULL;
        count = 0;
    }
    void create() {
        int data;
        cout << "Enter the data for the node: ";</pre>
        cin >> data;
        Node* newNode = new Node();
        newNode->data = data;
        newNode->next = head;
        head = newNode;
        count++;
    }
    void reverse() {
        Node* prev = NULL;
        Node* current = head;
        Node* next = NULL;
        while (current != NULL) {
            next = current->next;
            current->next = prev;
            prev = current;
            current = next;
        head = prev;
    }
    int search(int key) {
        Node* current = head;
        int index = 0;
        while (current != NULL) {
            if (current->data == key) {
                return index;
            current = current->next;
            index++;
        }
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return -1;
    }
    int countNodes() {
         return count;
    }
    void display() {
         Node* current = head;
         while (current != NULL) {
             cout << current->data << " ";</pre>
             current = current->next;
         }
        cout << endl;
    }
};
int main() {
    int choice;
    LinkedList list;
    while (true) {
         cout << "1. Create Node" << endl;</pre>
         cout << "2. Reverse List" << endl;</pre>
         cout << "3. Search Element" << endl;</pre>
         cout << "4. Count Nodes" << endl;</pre>
         cout << "5. Display List" << endl;</pre>
        cout << "6. Exit" << endl;</pre>
         cout << "Enter your choice: ";</pre>
         cin >> choice;
        switch (choice) {
             case 1:
                 list.create();
                  break;
             case 2:
                  list.reverse();
                  break;
             case 3: {
                  int key;
                 cout << "Enter the element to be searched: ";</pre>
                 cin >> key;
                  int index = list.search(key);
                  if (index == -1) {
                      cout << "Element not found." << endl;</pre>
                      cout << "Element found at index: " << index << endl;</pre>
                  break;
             case 4:
                 cout << "Number of nodes: " << list.countNodes() << endl;</pre>
                  break;
             case 5:
                  list.display();
                 break;
             case 6:
                 return 0;
             default:
```

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cout << "Invalid choice. Please enter a valid choice." << endl;
}
return 0;
}</pre>
```