```cpp
struct SinhVien
{
  int maSV;
  string hoTen;
  float diemTB;
  string xepLoai;
};

struct Node
{
  SinhVien data;
  Node *pNext;
};

struct List
{
  Node *pHead;
  Node *pTail;
};

Node *initNode(SinhVien sv)
{
  Node *p = new Node;
  p->data = sv;
  p->pNext = NULL;

  return p;
}

void initList(List &l)
{
  l.pHead = NULL;
  l.pTail = NULL;
}

void addHead(List &l, Node *p)
{
  if (l.pHead == NULL)
  {
    l.pHead = p;
    l.pTail = p;
  }
  else
  {
    p->pNext = l.pHead;
    l.pHead = p;
  }
}

```

```
50  void addTail(List &l, Node *p)
51  {
52    if (l.pHead == NULL)
53    {
54      l.pHead = p;
55      l.pTail = p;
56    }
57    else
58    {
59      l.pTail->pNext = p;
60      l.pTail = p;
61    }
62  }
63
64  void initDataListSV(List &dsSV)
65  {
66    SinhVien sv1 = {1, "Nguyen Van A", 8.5, ""};
67    addHead(dsSV, initNode(sv1));
68
69    addHead(dsSV, initNode({8, "Nguyen Van H", 8.5, ""}));
70  }
71
72  Node* findSV(List l, int maSV)
73  {
74    for (Node *p = l.pHead; p != NULL; p = p->pNext)
75    {
76      if (p->data.maSV == maSV)
77      {
78        return p;
79      }
80    }
81
82    return NULL;
83  }
```