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#include<iostream>

using namespace std;

class node
{
    public:
        int id;
        string name;
        int prn;
        float cgpa;
        node *next;
};

class SLL
{
    node *head;
    public:
        SLL()
        {
            head=NULL;
        }
        void create();
        void display();
        void search();
        void insert();
        void update();
        void del();
        void sort();
        void rev();
};

void SLL::create()

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{
    node *temp=NULL;
    node *p=NULL;
    int c=1;
    temp=new(node);
    while(c!=0)
    {
        if(head==NULL)
        {
            cout<<"Enter Roll No.: ";
            cin>>temp->id;
            cout<<"Enter Name: ";
            cin>>temp->name;
            cout<<"Enter PRN: ";
            cin>>temp->prn;
            cout<<"Enter CGPA: ";
            cin>>temp->cgpa;
            temp->next=NULL;
            head=temp;
            p=head;
        }
        else
        {
            temp=new(node);
            cout<<"Enter Roll No.: ";
            cin>>temp->id;
            cout<<"Enter Name: ";
            cin>>temp->name;
            cout<<"Enter PRN: ";
            cin>>temp->prn;

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        cout<<"Enter CGPA: ";

        cin>>temp->cgpa;

        temp->next=NULL;

        p->next=temp;

        p=temp;

    }

    cout<<"Enter 0 to exit: ";

    cin>>c;

}

}

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void SLL::display()
{
    node *p;
    p=head;
    if(head==NULL)
    {
        cout<<endl<<"Linked List is empty..."<<endl;
    }
    else
    {
        while(p!=NULL)
        {
            cout<<p->id<<" ";
            cout<<p->name<<" ";
            cout<<p->prn<<" ";
            cout<<p->cgpa<<" "<<endl;
            p=p->next;
        }
    }
}

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}

void SLL::search()
{
    node *p=NULL;
    int no,flag;
    p=head;
    cout<<"\nEnter Roll No. to search: ";
    cin>>no;
    while(p!=NULL)
    {
        if(p->id==no)
        {
            flag=1;
            break;
        }
        p=p->next;
    }

    if(flag==1)
    {
        cout<<"Roll no. Present";
    }
    else
    {
        cout<<"Element not Present"<<endl;
    }
}

void SLL::update()
{
    node *p=NULL;

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int no,c,flag;
p=head;
cout<<"\nEnter Roll No. to be updated: ";
cin>>no;
while(p!=NULL)
{
    if(p->id==no)
    {
        flag=1;
        break;
    }
    p=p->next;
}

if(flag==1)
{
    cout<<"\nElement found\n";
    do
    {
        cout<<"\tEnter what to be updated";
        cout<<"\n1.Roll number\n2.Name\n3.PRN\n4.CGPA\n5.Exit";
        cout<<"\nEnter choice:";
        cin>>c;
        switch(c)
        {
            case 1:
                cout<<"\nEnter new Roll number:";
                cin>>p->id;
                break;
            case 2:

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        cout<<"\nEnter new Name:";
        cin>>p->name;
        break;
    case 3:
        cout<<"\nEnter new PRN:";
        cin>>p->prn;
        break;
    case 4:
        cout<<"\nEnter new CGPA:";
        cin>>p->cgpa;
        break;
    }
    }while (c!=5);
}
else
{
    cout<<"Element not Present"<<endl;
}
}
void SLL::insert()
{
    int ch;
    do
    {
        cout<<"\nEnter where to insert:\n1.Beginning\n2.Ending\n3.At Specific
Position\n4.Between Value\n5.Exit Insertion"<<endl;

        cout<<"Enter your choice: ";
        cin>>ch;
        switch(ch)
        {
            case 1:

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{
    node *temp=NULL;
    temp=new(node);
    cout<<"Enter Roll No.: ";
    cin>>temp->id;
    cout<<"Enter Name: ";
        cin>>temp->name;
        cout<<"Enter PRN: ";
        cin>>temp->prn;
        cout<<"Enter CGPA: ";
        cin>>temp->cgpa;

    temp->next=NULL;
    temp->next=head;
    head=temp;
    cout<<"\nLinked List is: "<<endl;
display();

    break;
}
case 2:
{
    node *p;
    node *temp=NULL;
    temp=new(node);
    cout<<"Enter Roll No.: ";
        cin>>temp->id;
        cout<<"Enter Name: ";
            cin>>temp->name;
            cout<<"Enter PRN: ";
            cin>>temp->prn;
            cout<<"Enter CGPA: ";

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        cin>>temp->cgpa;
temp->next=NULL;
p=head;
while(p->next!=NULL)
{
    p=p->next;
}
p->next=temp;
cout<<"\nLinked List is: "<<endl;

display();

    break;
}
case 3:
{
    int pos;
    node *p;
    node *temp=NULL;
    cout<<"Enter position where to insert: ";
    cin>>pos;
    temp=new(node);
    cout<<"Enter Roll No.: ";
    cin>>temp->id;
    cout<<"Enter Name: ";
    cin>>temp->name;
    cout<<"Enter PRN: ";
    cin>>temp->prn;
    cout<<"Enter CGPA: ";
    cin>>temp->cgpa;
    temp->next=NULL;
    p=head;

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        for(int i=1;i<pos-1;i++)
        {
            p=p->next;
        }
        temp->next=p->next;
        p->next=temp;
        cout<<"\nLinked List is: "<<endl;

display();

        break;
    }
case 4:
    {
        node *p=NULL;
        int no,flag;
        node *temp=NULL;
        p=head;
        cout<<"\nEnter value after which Roll No. to be
inserted: ";

        cin>>no;
        while(p->next!=NULL)
        {
            if(p->next!=NULL)
            {
                if(p->id==no)
                {
                    flag=1;
                    break;
                }
                p=p->next;
            }
        }
    }
}

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temp=new(node);
cout<<"\nEnter Roll No. to be inserted: ";
cin>>temp->id;
cout<<"Enter Name: ";
cin>>temp->name;
cout<<"Enter PRN: ";
cin>>temp->prn;
cout<<"Enter CGPA: ";
cin>>temp->cgpa;
temp->next=NULL;
if(flag==1)
{
    if(p->next!=NULL)
    {
        temp->next=p->next;
        p->next=temp;
    }
    else
    {
        p->next=temp;
    }
}
else
{
    cout<<"Element not Present"<<endl;
}
cout<<"\nLinked List is: "<<endl;

display();

break;
}

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        default:
            {
                break;
            }
    }
}while(ch!=5);
}

void SLL::del()
{
    int ch;
    do
    {
        cout<<"\n\nEnter which to delete:\n1.First\n2.Last\n3.At specific
position\n4.Specific value\n5.Exit"<<endl;
        cin>>ch;
        switch(ch)
        {
            case 1:
                {
                    node *p;
                    p=head;
                    head=p->next;
                    delete(p);
                    cout<<"\nLinked List is: "<<endl;
                    display();
                    break;
                }
            case 2:
                {
                    node *p=NULL;

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        node *temp=NULL;
        p=head;
        while(p->next!=NULL)
        {
            temp=p;
            p=p->next;
        }
        temp->next=NULL;
        delete(p);
        cout<<"\nLinked List is: "<<endl;

display();
break;
    }
    case 3:
    {
        node *p=NULL;
        node *temp=NULL;
        int pos;
        cout<<"\nEnter position which to be deleted: ";
        cin>>pos;
        p=head;
        for(int i=1;i<pos-1;i++)
        {
            p=p->next;
        }
        temp=p->next;
        p->next=p->next->next;
        delete(temp);
        cout<<"\nLinked List is: "<<endl;

display();

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break;
    }
case 4:
    {
        node *p=NULL;
        node *temp=NULL;
        int no,flag,c=0;
        p=head;
        temp=head;
        cout<<"\nEnter Roll No. to be deleted: ";
        cin>>no;
        while(p->next!=NULL)
        {
            if(p->id==no)
            {
                flag=1;
                break;
            }
            p=p->next;
            c++;
        }
        for(int i=1;i<c;i++)
        {
            temp=temp->next;
        }
        if(flag==0)
        {
            cout<<"Element not present!";
        }
        else
    }

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        {
            if(p==head)
            {
                head=p->next;
                delete(p);
            }
            else if(p->next==NULL)
            {
                temp->next=NULL;
                delete(p);
            }
            else
            {
                temp->next=p->next;
                delete(p);
            }
        }
        cout<<"\nLinked List is: "<<endl;

        display();
        break;
    }

    default:
    {
        break;
    }

}

}while(ch!=5);
}

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void SLL::sort()

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```

{
    node *p;
    node *s;
    p=head;
    int z, w;
    string x;
    float y;
    while (p!=NULL)
    {
        s=p->next;
        while(s!=NULL)
        {
            if (p->id > s->id)
            {
                z=p->id;
                p->id=s->id;
                s->id=z;
                x=p->name;
                p->name=s->name;
                s->name=x;
                y=p->cgpa;
                p->cgpa=s->cgpa;
                s->cgpa=y;
                w=p->prn;
                p->prn=s->prn;
                s->prn=w;
                s=s->next;
            }
            else
            {

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        s=s->next;

    }

}

p=p->next;
}

cout<<"\nLinked List is: "<<endl;

    display();
}

void SLL::rev()
{
    node *p;
    node *q=NULL;
    p=head;
    node *r;
    r=p->next;
    while(p!=NULL)
    {
        p->next=q;
        q=p;
        p=r;
        if(p!=NULL)
        {
            r=r->next;
        }
    }
    head=q;
    cout<<"\nLinked List is: "<<endl;
    display();
}

```



```

int main()
{
    SLL l;
    int c;
    do
    {
        cout<<"\n\tLinked list";

        cout<<"\n1.Create\n2.Display\n3.Search\n4.Insertion\n5.Update\n6.Deletion\n7.Sorting\n8.Reversing\n9.Exit";

        cout<<"\nEnter choice:";
        cin>>c;
        switch(c)
        {
            case 1:
            {
                l.create();
                break;
            }
            case 2:
            {
                cout<<"\nLinked List is: "<<endl;
                l.display();
                break;
            }
            case 3:
            {
                l.search();
                break;
            }
            case 4:

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{
    l.insert();
    break;
}
case 5:
{
    l.update();
    cout<<"\nLinked List is: "<<endl;
    l.display();
    break;
}
case 6:
{
    l.del();
    break;
}
case 7:
{
    l.sort();
    break;
}
case 8:
{
    l.rev();
    break;
}
default:
{
    break;
}
```

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    }  
  }while(c!=9);  
  return 0;  
}
```