```
struct node{
    char grade
    long identification
    string student
    node *next
    typeOfData VariableName;
};

node *newNode;

newNode = new node;
newNode->student = "Jake";
newNode->identification = 9812345;
newNode->VariableName = /*anything could go here*/;
newNode->grade = 'D';
newNode->next = NULL;
```