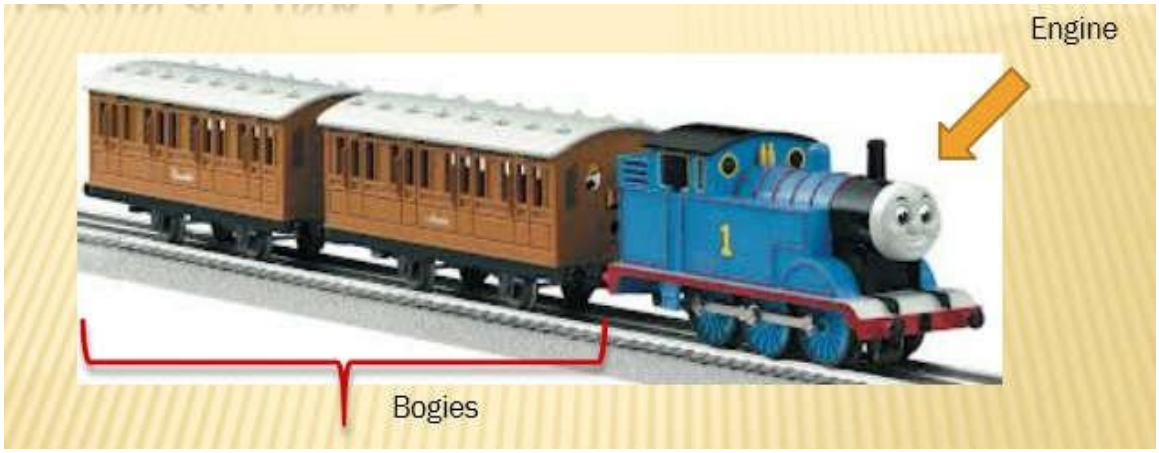
Train

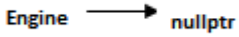


A train is a form of transport consisting of a series of connected ***vehicles/bogies*** that generally runs along a railroad track to transport cargo or passengers. The word "train" comes from the Old French trainer, derived from the Latin trahere meaning "to pull" or "to draw".

A passenger train includes many passenger-carrying vehicles/bogies that are connected together and can often be very long and fast. Every bogie has a unique identification number.

Every train has an engine (special form of bogie).

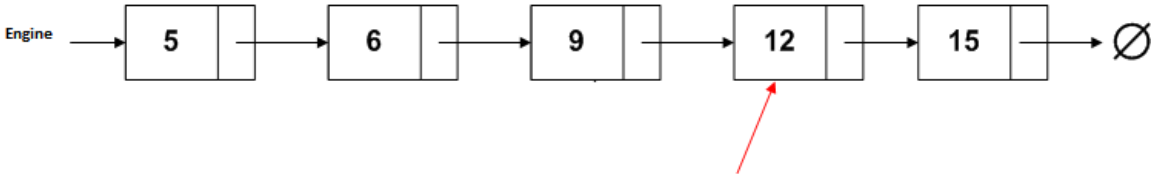
Now you have to implement the model of train such that engine is the starting point of train. Engine contains the address of first bogie (connected to it). Initially when no bogie is attached Engine is NULL.



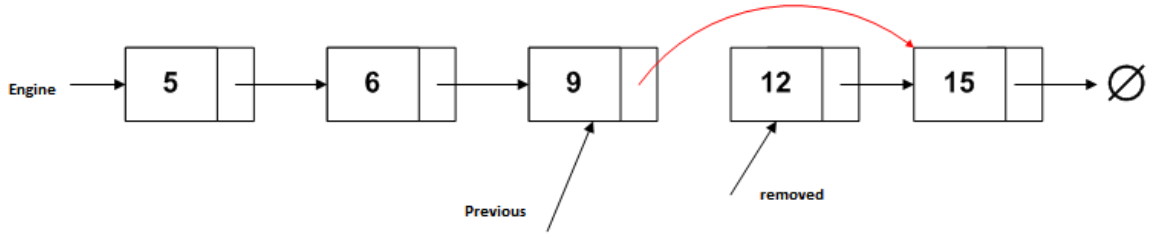
Similarly each bogie will contain the address of next bogie attached to it. Every new bogie will be attached at the end of the train only.

We can simply detach any bogie (based on `Bogie_ID`) by placing the address of next bogie in the address part of previous bogie.

Suppose you have the following train and you want to remove the bogie 12.



After removal your train will look like this



Now you can safely delete bogie 12.

Keep in mind you cannot directly access any bogie. Your traversal should start from engine.

Each bogie can accommodate only 10 people (4 adults and 6 kids) at a time (maximum). Only one family can reserve one bogie. Your system should be able to print the bogie number and following information.

Adult	Kids
Name Age Gender Occupation Qualification NIC number	Name Age Gender B-form number