RemoveNode.cpp

```
2 * AUTHOR
            : Amirarsalan Valipour & Ali Eshghi
3 * STUDENT ID : 1103126 - 1112261
4 * LAB #10
            : Creating an Ordered List
5 * CLASS
             : CS 1B
6 * SECTION
             : MW - 7:30 pm
           : 11/05/2019
7 * DUE DATE
9 * RemoveNode
10 *********************************
11 * This function Allows the user to input a name and removes the node from the
12 *
     list.
15 #include "MyHeader.h"
17 void RemoveNode(PersonNode *&head)
18 {
19
      PersonNode *persPtr;
                         //Proc - stores the target name
                         //Proc - search node
20
      PersonNode *ptr;
21
      PersonNode *rmv;
                         //Proc - remove node
22
      PersonNode node;
                         //Proc & In - passes the info into persPtr
23
24
      bool found;
                      //Proc - condition value for the searched name
25
      //CHECKS FOR EMPTY LIST
26
27
28
      found = false;
29
      if (head == NULL)
30
31
32
         cout << endl;</pre>
33
         cout << "Remove operation is not available for an empty list.";</pre>
34
         cout << endl;</pre>
      }
35
36
37
      else
38
      {
39
         //NEW NODE
40
41
         persPtr = new PersonNode;
42
         ptr = head;
43
44
         //INPUT
45
46
         cout << endl;</pre>
         cout << "Who would you like to remove? ";</pre>
47
48
         getline(cin, node.name);
49
50
         *persPtr = node;
51
52
         //FIRST CASE
53
         if (ptr -> next == NULL || ptr -> name == persPtr -> name)
54
55
             head = ptr -> next;
```

RemoveNode.cpp

```
56
                  ptr -> next -> prev = NULL;
 57
                  delete ptr;
 58
 59
 60
                  cout << endl;</pre>
                  cout << "Removing " << persPtr -> name << '!';</pre>
 61
 62
                  cout << endl;</pre>
 63
              }
 64
 65
             else
 66
                  found = false;
 67
 68
 69
                  //GOES THROUGH
 70
                  while (ptr -> next != NULL && !found)
 71
 72
                      if (ptr -> name == persPtr -> name)
 73
 74
                           found = true;
 75
                      }
 76
                      else
 77
 78
                           ptr = ptr -> next;
 79
 80
                  }
 81
 82
                  //IF FOUND DELETE
 83
                  if (found)
 84
 85
 86
                      rmv = ptr;
 87
                      ptr = ptr -> prev;
 88
                      ptr -> next = rmv -> next;
 89
                      rmv -> next -> prev = ptr;
 90
                      delete rmv;
 91
 92
                      rmv = NULL;
 93
 94
 95
                      cout << endl;</pre>
                      cout << "Removing " << persPtr -> name << '!';</pre>
 96
 97
                      cout << endl;</pre>
                  }
 98
 99
100
                  //DELETE OTHER
101
                  else if (ptr -> name == persPtr -> name)
102
103
                      rmv = ptr;
104
                      ptr = ptr -> prev;
105
                      ptr -> next = NULL;
106
                      delete rmv;
107
108
                      rmv = NULL;
109
110
```

RemoveNode.cpp

```
111
                          cout << endl;</pre>
                          cout << "Removing " << persPtr -> name << '!';</pre>
112
113
                          cout << endl;</pre>
                     }
114
115
                    //IF THEY DON"T EXIST
116
117
                    else
118
                     {
119
                          cout << endl;</pre>
                          cout << "I'm sorry, \"" << persPtr -> name;
cout << "\" was NOT found!";</pre>
120
121
                          cout << endl;</pre>
122
                     }
123
124
125
               }
126
               ptr = NULL;
127
128
          }
129 }
130
```