#include <iostream>

#include <iomanip>

using namespace std;

struct Vehicle {

int id;

string model;

int year;

Vehicle\* next;

};

/\*================ GLOBAL VARIABLES ===================\*/

void insertVehicle(Vehicle\*&);

void displayList(Vehicle\*&);

void deleteVehicle(Vehicle\*&);

/\*================ GLOBAL VARIABLES ===================\*/

/\*

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=== MAIN FUNCTION BEGINS ===

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int main () {

char answer = 'Y';

Vehicle\* head = nullptr;

while (toupper(answer) == 'Y'){

insertVehicle(head);

cout << "Insert another vehicle? ";

cin >> answer;

}

cout << "Here is the list of vehicles." << endl;

displayList(head);

cout << endl << endl;

deleteVehicle(head);

cout << endl << endl;

displayList(head);

}

/\*

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=== MAIN FUNCTION ENDS ===

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=== HELPER FUNCTION BEGINS ===

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void insertVehicle(Vehicle\*& head){

Vehicle\* temp = new Vehicle;

cout << "Enter ID: ";

cin >> temp->id;

cout << "Enter model: ";

cin >> temp->model;

cout << "Enter year: ";

cin >> temp->year;

temp->next = head;

head = temp;

}

void displayList(Vehicle\*& head){

Vehicle\* temp = head;

while (temp != nullptr )

{

cout << temp->id << " " << temp->model << " "

<< temp->year << endl;

temp = temp->next;

}

}

void deleteVehicle(Vehicle\*& head){

Vehicle\* follow = head;

Vehicle\* lead = head;

int idNum;

cout << "Enter the ID of the vehicle to be deleted: ";

cin >> idNum;

while (lead != nullptr && lead->id != idNum)

{

follow = lead;

lead = lead->next;

};

if (lead->id == idNum)

{

follow->next = lead->next;

delete lead;

}

// if the id number is the last node

// delete the node

// else display not in the list

if (lead->next == nullptr)

{

if (lead->id == idNum)

{

delete lead;

}

else{

cout << "Not in the list.\n";

}

}

}

/\*

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=== HELPER FUNCTION ENDS ===

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