Quick note: I'm not too confident about what I have built this time. If you have time off and are willing to go over a tutorial on this through a youtube video (like you did previously) that would be extremely helpful to me! Thank you!

```
Source Code:
#include <iostream>
#include <string>
#include <fstream>
using namespace std;
struct NodeType;
//typedef to define a new data type for the pointer
typedef NodeType *NodePtr;
//this makes it so that if we declare something with Nodetype
//it automatically becomes a pointer
//structure definition for the record types
struct record
{
  long id;
  string fname;
  string Iname;
  double amount;
};
//structure definition for the info to be stored in the linked list
struct NodeType
```

```
{
  long id;
  string fname;
  string Iname;
  double amount;
  NodePtr flink;
  NodePtr blink;
};
//class for the list of user accounts
class AccountList
{
  //public functions
public:
  AccountList(); //constructor declaration
  //function declarations for the tasks to be done
  void addAccountSorted (record rec);
  void updateAccount (record rec);
  void display(ofstream &lfstream);
  //private variables
private:
  NodePtr head; //pointer to the head of the linkedlist
  NodePtr cursor; //just a pointer
};
AccountList::AccountList()
{
  //constructs the dummy node
  head = new NodeType;
  head > id = -1;
```

```
head->fname = "";
  head->Iname = "";
  head->amount= -999.999;
  head->flink=head; //points the head to itself
  head->blink=head; //points the tail to itself
  cursor = head; //points the external cursor to the head
}
void AccountList::addAccountSorted(record rec)
{
  NodePtr newPtr = new NodeType; //dynamically allocate memory for the new pointer
  //inserting all the record details
  newPtr->id = rec.id;
  newPtr->fname = rec.fname;
  newPtr->Iname = rec.Iname;
  newPtr->amount = rec.amount;
  newPtr->flink = NULL;
  newPtr->blink = NULL;
  NodePtr cur, prev;
  //loop to iterate through the linkedlist
  for (cur=head->flink; cur!=head; cur=cur->flink)
  {
    if (rec.id < cur->id) //stops the loop when the place is found
      break;
  }
  //cur is now pointing to the Point of Insertion node.
  //Using cur, initialize prev that will point to the node just before the cur node.
  prev = cur -> blink;
  //Create the two forward links
  newPtr -> flink = prev -> flink;
  prev -> flink = newPtr;
```

```
//Create the two back links
  newPtr -> blink = cur -> blink;
  cur -> blink = newPtr;
  //The new node is now inserted just before the Point Of Insertion Node.
}
void AccountList::updateAccount(record rec)
{
  if (cursor == head) // if cursor is at dummy node
    cursor = cursor->flink; //move to the first node
  if (cursor->id == rec.id) //if cursor is at the target node
  {
    //perform the updates
    cursor->fname = rec.fname;
    cursor->Iname = rec.Iname;
    if(rec.amount > 0)
      cursor->amount += rec.amount;
    }
    else
    {
      cursor->amount += rec.amount;
    //remove the account
    if(cursor->amount <=0)</pre>
      NodePtr temp = cursor;
      cursor->blink->flink = cursor->flink;
      cursor->flink->blink = cursor->blink;
```

```
cursor = cursor->flink;
    delete(temp);
  }
}
//if the target node is in the forward direction
else if (cursor->id < rec.id)
{
  //locate the target node or point of insertion node
  while (cursor != head)
  {
    if (cursor->id >= rec.id)
      break;
    cursor = cursor->flink;
  }
  //if target node is found
  if (cursor->id == rec.id)
  {
    //perform the same update operation
    cursor->fname = rec.fname;
    cursor->Iname = rec.Iname;
    if(rec.amount > 0)
    {
      cursor->amount += rec.amount;
    }
    else
    {
      cursor->amount += rec.amount;
    if(cursor->amount <=0)
      NodePtr temp = cursor;
```

```
cursor->blink->flink = cursor->flink;
      cursor->flink->blink = cursor->blink;
      cursor = cursor->flink;
      delete(temp);
    }
  }
  else
  {
    //initialize the new node
    NodePtr newPtr = new NodeType;
    newPtr->id = rec.id;
    newPtr->fname = rec.fname;
    newPtr->Iname = rec.Iname;
    newPtr->amount = rec.amount;
    newPtr->flink = NULL;
    newPtr->blink = NULL;
    //insert the new node before the cursor node
    newPtr->blink = cursor->blink;
    newPtr->flink = cursor;
    cursor->blink->flink = newPtr;
    cursor->flink->blink = newPtr;
  }
//last case when the target node is moving backwards
else
  while (cursor != head ) //when cursor hasnt reached the dummy node
    if (cursor->id <= rec.id)</pre>
      break;
    cursor = cursor->blink;
```

}

{

```
}
//when target node is found
if (cursor->id == rec.id)
{
  cursor->fname = rec.fname;
  cursor->Iname = rec.Iname;
  if(rec.amount > 0)
  {
    cursor->amount += rec.amount;
  }
  else
  {
    cursor->amount += rec.amount;
  }
  if(cursor->amount <=0) //delete the account if balance is less than 0
  {
    NodePtr temp = cursor;
    cursor->blink->flink = cursor->flink;
    cursor->flink->blink = cursor->blink;
    cursor = cursor->flink;
    delete(temp);
  }
}
else
{
  //move the cursor one node
  NodePtr newPtr = new NodeType;
  newPtr->id = rec.id;
  newPtr->fname = rec.fname;
  newPtr->Iname = rec.Iname;
  newPtr->amount = rec.amount;
```

```
newPtr->flink = NULL;
      newPtr->blink = NULL;
      //insert the node before the cursor node
      cursor = cursor->flink;
      newPtr->blink = cursor->blink;
      newPtr->flink = cursor;
      cursor->blink->flink = newPtr;
      cursor->flink->blink = newPtr;
    }
  }
}
void AccountList::display(ofstream & Ifout)
{
  //display the results
  for(NodePtr cur = head->flink; cur!=head; cur=cur->flink)
    Ifout << cur->id << " " <<
    cur->fname << " " << cur->lname <<
    " " << cur->amount << endl;
}
int main()
{
  //initialize the records and account list
  record recType;
  AccountList accounts;
  //declare and initialize the output file
  ofstream fout ("log.txt");
  //declare variables to hold the user input for the name of the file
  string m;
```

```
string t;
//get user input
cout<<" Enter the master file :";</pre>
cin>>m;
cout<<" Enter the transaction file :";</pre>
cin>>t;
//open the file according to the user input string
ifstream m_in(m.c_str());
ifstream t_in(t.c_str());
//if file is opened successfully
if(m_in.is_open())
{
  //while the master file is not at the end
  while(!m_in.eof())
  {
    m_in>>recType.id;
    m_in>>recType.fname;
    m_in>>recType.lname;
    m_in>>recType.amount;
    accounts.addAccountSorted(recType);
  }
  //display the list of values from the linked list by
  //calling the function
  accounts.display(fout);
  if(t_in.is_open())
    while(!t_in.eof())
      t_in>>recType.id;
      t_in>>recType.fname;
```

```
t_in>>recType.Iname;
        t_in>>recType.amount;
        accounts.updateAccount(recType);
      }
        accounts.display(fout);
    }
    else
    cout<<"ERROR: unable to open "<<t;
  }else
  cout<<"ERROR: unable to open "<<m;
  m_in.close();
  t_in.close();
  fout.close();
}
Contents of the log
10203 Mindy Ho 2000
12345 Jeff Lee 211.22
14142 James Bond 1500
20103 Ed Sullivan 3000
22345 Norma Patel 2496.24
27183 Teresa Wong 1234.56
30102 Ray Baldwin 3824.36
30201 Susan Woo 9646.75
31456 Jack Smith 1200
31623 Norris Hunt 1500
10101 Judy Malik 800
12345 Jeff Lee 211.22
14142 James Bond 3000
20103 Ed Sullivan 3000
20301 Joe Hammil 500
```

22222 Joanne Doe 2750.02

30102 Ray Baldwin 3824.36

30201 Susan Woo 9646.75

31416 Becky Wu 200

32123 John Doe 900

Contents of the master

27183 Teresa Wong 1234.56

12345 Jeff Lee 211.22

31456 Jack Smith 1200.00

14142 James Bond 1500.00

31623 Norris Hunt 1500.00

10203 Mindy Ho 2000.00

20103 Ed Sullivan 3000.00

30102 Ray Baldwin 3824.36

30201 Susan Woo 9646.75

22345 Norma Patel 2496.24