1. **Initialization:**
   * The program initializes an empty list called **list\_att** with some initial values.
2. **Add Attendee Function:**
   * Allows the user to input a roll number and appends it to the list.
3. **Display Function:**
   * Prints the current list of attendees.
4. **Linear Search Function:**
   * Searches for a roll number in the list using linear search.
5. **Sentinel Search Function:**
   * Searches for a roll number in the list using sentinel search.
6. **Menu Function:**
   * Displays a menu with different options.
7. **Main Loop:**
   * Runs an infinite loop where the user can choose options from the menu.
   * Options include adding an attendee, displaying the list, performing linear or sentinel search, direct search, or exiting the program.

Algorithm:Top of Form

1. Initialize an empty list list\_att to store attendance rolls.

2. Define functions for adding an attendee (addAttendy), displaying the attendance list (display), Linear Search (LinearSearch), Sentinel Search (sentinel), and a menu function (menu).

3. Enter an infinite loop (while(1)) to continuously display the menu and process user input.

4. Based on the user's choice, perform the corresponding action:

a. If the choice is 1, add an attendee to the list.

b. If the choice is 2, display the current list of attendees.

c. If the choice is 3, perform a Linear Search on the attendance list.

d. If the choice is 4, perform a Sentinel Search on the attendance list.

e. If the choice is 5, perform a Direct Search on the attendance list.

f. If the choice is 0, exit the program.