## **Program:**

```
#include <iostream>
#include <string>
using namespace std;
class list;
class node
    int MIS;
    string name;
    node *next;
public:
    node(int x, string nem)
        MIS = x;
        next = NULL;
        name = nem;
    friend class list;
};
class list
    node *start;
public:
    list()
        start = NULL;
    void create();
    void display();
    void InsertPresident();
    void InsertSecretary();
    void InsertMember();
    void DeletePresident();
    void DeleteMember();
    void DeleteSecretary();
    void SortList();
    void concat(list &q1);
    void RevDisplay(node *t);
    int ContTotal();
    bool DisplayReverse()
        if (start == NULL)
            return false;
        node *temp = start;
        RevDisplay(temp);
        return true;
```

```
void list::RevDisplay(node *t)
    if (t == NULL)
        return;
    else
        RevDisplay(t->next);
        cout << "\nMIS NO:" << t->MIS << " Name: " << t->name;
void list::create()
    int no;
    string StudName;
    if (start == NULL)
        cout << "Enter MIS number: ";</pre>
        cin >> no;
        cout << "Enter name: ";</pre>
        cin >> StudName;
        cout << StudName;</pre>
        start = new node(no, StudName);
        cout << "\n*Added Successfully*";</pre>
    }
    else
        cout << "\nList is Already Created.";</pre>
void list::display()
    node *t;
    t = start;
    if (start == NULL)
        cout << "\nList is Empty";</pre>
    else
    {
        cout << "\n**** List: ****\n";</pre>
        while (t != NULL)
             cout << t->MIS << " " << t->name << " \n";</pre>
            t = t->next;
void list::InsertPresident()
    int no;
    string StudName;
    node *temp;
```

```
if (start == NULL)
        create();
    else
        cout << "\nEnter MIS number: ";</pre>
        cin >> no;
        cout << "Enter name: ";</pre>
        cin >> StudName;
        temp = new node(no, StudName);
        temp->next = start;
        start = temp;
        //;
        cout << " President " << temp->name << "Inserted Successfully.";</pre>
void list::InsertSecretary()
    int no;
    string StudName;
    node *t;
    if (start == NULL)
        create();
    else
        cout << "\nEnter MIS number: ";</pre>
        cin >> no;
        cout << "Enter name: ";</pre>
        cin >> StudName;
        t = start;
        while (t->next != NULL)
            t = t->next;
        node *p = new node(no, StudName);
        t->next = p;
    cout << " Secretary Inserted Successfully.";</pre>
void list::InsertMember()
    int prev_no;
    cout << "\nEnter Member MIS Number after do you want insert:";</pre>
    cin >> prev_no;
    node *t;
    t = start;
    string StudName;
    int flag = 0, no;
    while (t != NULL)
        if (t->MIS == prev_no)
```

```
flag = 1;
             break;
        t = t->next;
    if (flag == 1)
        node *p;
        cout << "\nEnter MIS number: ";</pre>
        cin >> no;
        cout << "Enter name: ";</pre>
        cin >> StudName;
        p = new node(no, StudName);
        p->next = t->next;
        t->next = p;
    else
             << prev_no << " Not found.";</pre>
    }
    cout << "Member added Successfully.";</pre>
void list::DeletePresident()
    node *t;
    if (start == NULL)
        cout << "\nClub is Empty";</pre>
    else
        t = start;
        start = start->next;
        t->next = NULL;
        delete t;
        cout << "\nPresident deleted successfully.";</pre>
void list::DeleteMember()
    int no, flag = 0;
    node *t, *prev;
    if (start == NULL)
        cout << "\nList/Club is empty;";</pre>
    else
        cout << "\nEnter member MIS number to be deleted: ";</pre>
        cin >> no;
        t = start->next;
        while (t->next != NULL)
            if (t->MIS == no)
```

```
flag = 1;
                 break;
            prev = t;
        if (flag == 1)
            prev->next = t->next;
            t->next = NULL;
            delete t;
            cout << "\nMember: " << no << " is deleted successfully.";</pre>
        else
             cout << "\nMember not Found.";</pre>
void list::DeleteSecretary()
    node *t, *prev;
    t = start;
    if (start == NULL)
        cout << "\nEmpty..";</pre>
    else
        while (t->next != NULL)
            prev = t;
            t = t->next;
        prev->next = NULL;
        delete t;
        cout << "\nSecretary Deleted successfully.";</pre>
int list::ContTotal()
    node *t;
    int count = 0;
    t = start;
    if (start == NULL)
        cout << "\nempty.";</pre>
        return 0;
    while (t != NULL)
        count++;
        t = t->next;
    return count;
```

```
void list::SortList()
    node *i, *j, *last = NULL;
    int tMIS;
    string tname;
    if (start == NULL)
        cout << "\nempty.";</pre>
        return;
    for (i = start; i->next != NULL; i = i->next)
        for (j = start; j->next != last; j = j->next)
             if ((j->MIS) > (j->next->MIS))
                 tMIS = j->MIS;
                 j->MIS = j->next->MIS;
                 j->name = j->next->name;
                 j->next->MIS = tMIS;
                 j->next->name = tname;
    cout << "\n List is sorted.";</pre>
    display();
void list::concat(list &q1)
    node *t, *p;
    t = q1.start;
    if (t == NULL)
    {
        cout << "\nList 2 is empty";</pre>
        return;
    }
    p = start;
    while (p->next != NULL)
        p = p->next;
    p \rightarrow next = t;
    q1.start = NULL;
    cout << "\nAfter concatenationlist";</pre>
    display();
int main()
    list *1;
    int choice, selectList;
```

```
list 11, 12;
    1 = &11;
X:
    cout << "Welcome to GHRCEM Club!" << endl;</pre>
    cout << "\n1.List 1";</pre>
    cout << "\n2.List 2";</pre>
    cout << "\nEnter choice: ";</pre>
    cin >> selectList;
    if (selectList == 1)
        1 = &11;
    else if (selectList == 2)
        1 = &12;
    else
        cout << "\nWrong list Number.";</pre>
        goto X;
    }
    do
        cout << "\n";</pre>
        cout << "\n* 1.Create</pre>
                                                        *";
        cout << "\n* 2.Insert President</pre>
        cout << "\n* 3.Insert Secretary</pre>
        cout << "\n* 4.insert Member</pre>
        cout << "\n* 5.Display ALL Member</pre>
        cout << "\n* 6.Delete President</pre>
                                                        *";
        cout << "\n* 7.Delete Secretary</pre>
                                                        *";
        cout << "\n* 8.Delete Member</pre>
                                                        *";
        cout << "\n* 9.Count members</pre>
                                                        *":
        cout << "\n* 10.Sort list</pre>
                                                        *";
        cout << "\n* 11.To concatenate two list</pre>
                                                        *";
        cout << "\n* 12.Reverse Display</pre>
                                                        *";
        cout << "\n* 13.Go back & select list</pre>
        cout << "\n* 0.Exit</pre>
                                                        *";
        cout << "\nEnter your choice:\t</pre>
        cin >> choice;
        cout << "\n";</pre>
        switch (choice)
         case 1:
             1->create();
             break:
        case 2:
             1->InsertPresident();
            break;
```

```
case 3:
        1->InsertSecretary();
        break;
    case 4:
        1->InsertMember();
        break;
    case 5:
        1->display();
        break;
    case 6:
        1->DeletePresident();
        break;
    case 7:
        1->DeleteSecretary();
        break;
    case 8:
        1->DeleteMember();
        break;
    case 9:
        cout << "\nTotal members of Club: " << 1->ContTotal();
        break;
    case 10:
        1->SortList();
        break;
    case 11:
        11.concat(11);
        break;
    case 12:
        1->DisplayReverse();
        break;
    case 13:
        goto X;
        break;
    deafult:
        cout << "Wrong input try again";</pre>
} while (choice != 0);
cout << "\nThank you!!\n";</pre>
return 0;
```

## **Output:**







