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)
{
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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;
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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;
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p = new node(no, StudName);
        p->next = t->next;
        t->next = p;
    }
    else
    {
        cout << "\n"
              << 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;
            t = t->next;
        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>
```

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}
}
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;
                 tname = j->name;
                 j->MIS = j->next->MIS;
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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 *l;
    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";
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(l1);
    break;
case 12:
```

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1->DisplayReverse();
    break;
    case 13:
        goto X;
        break;
    deafult:
        cout << "Wrong input try again";
    }
} while (choice != 0);
cout << "\nThank you!!\n";
    return 0;
}</pre>
```

Output:









