

Lab Task 5 Singly Linked List [Patient ID System]

Task:



You are a software developer working for a hospital that manages patient check-ins. Patients arrive, register, get treated, and leave. The hospital needs a dynamic system that can:

- Add new patients
- Remove treated patients
- Search a patient by ID
- Display all current patients

Since the number of patients changes continuously, the hospital wants a linked list-based system.

Your Task

Write a C++ program using a Singly Linked List where each patient has:

- Patient ID

Implement the following operations:

1. Insert a new patient at the end (new check-in)
2. Insert a patient at the beginning (emergency patient)
3. Display all patients

BY

Code:

```
#include<iostream>
using namespace std;

struct Node
{
int PatientID;

Node* next;
};

Node* head = NULL;

void InsertStart(int id)
{
    Node* newNode = new Node();
    newNode->PatientID = id;
    newNode->next = head;

    head = newNode;
    cout<<"Emergency Patient Added" << endl;
}

void InsertEnd(int id)
{
    Node* newNode = new Node();
    newNode->PatientID = id;
    newNode->next = NULL;

    if(head == NULL)
    {
        head = newNode;
        cout<<"Patient added at the end" << endl;
        return;
    }

    Node* temp = head;

    while(temp->next != NULL)
    {
        temp = temp->next;
    }

    temp->next = newNode;
    cout<<"Patient added at the end" << endl;
}

void Display()
{
    if(head == NULL)
    {
        cout<<"No Patient In the List" << endl;
        return;
    }

    Node* temp = head;

    while(temp != NULL)
    {
        cout<<"*****" << endl;
        cout<<"ID: " << temp->PatientID << endl;
        cout<<" " << endl;
        temp = temp->next;
    }
}

void Search(int id)
```

```
void Search(int id)
{
    Node* temp = head;

    while(temp != NULL)
    {
        if(temp->PatientID == id)
        {
            cout<<"Patient Found:"<<endl;
            cout<<"ID: "<<temp->PatientID<<endl;
            return;
        }
        temp = temp->next;
    }

    cout<<"Patient Not Found"<<endl;
}

void RemovePatient(int id)
{
    if(head == NULL)
    {
        cout<<"No patient for remove"<<endl;
        return;
    }

    if(head->PatientID == id)
    {
        Node* temp = head;
        head = head->next;
        delete temp;

        cout<<"Patient Removed"<<endl;
        return;
    }

    Node* curr = head;

    while(curr->next != NULL && curr->next->PatientID != id)
    {
        curr = curr->next;
    }

    if(curr->next == NULL)
    {
        cout<<"No Patient for remove"<<endl;
        return;
    }

    Node* temp = curr->next;
    curr->next = curr->next->next;
    delete temp;
    cout<<"Patient Removed"<<endl;
}

int main()
```


Table Of Output:

Condition		Output
1	Add emergency patient (choice 2)	Emergency Patient Added
2	Add patient at end (choice 1, list empty or not)	Patient added at the end
3	Display when list is empty	No Patient In the List
4	Display when list has patients	Patient IDs printed
5	Search when patient is found	Patient Found + ID
6	Search when patient not found	Patient Not Found
7	Remove when list is empty	No patient for remove
8	Remove when patient ID is found	Patient Removed
9	Remove when patient ID not found	No Patient for remove
10	Invalid menu option	Invalid Choice
Total 10 Possible Outputs		

When

Add emergency patient (choice 2):

```
● ● ●  
1. Press [1] to add new patient at the end  
2. Press [2] to add emergency patient at the beginning  
3. Press [3] for Search a patient by ID  
4. Press [4] for Dispaly all patients  
5. Press [5] to Remove treated patient  
6. Press [6] For Exit  
>2  
Enter Patient ID:199  
Emergency Patient Added
```

When

Add patient at end (choice 1, list empty or not):

```
● ● ●  
1. Press [1] to add new patient at the end  
2. Press [2] to add emergency patient at the beginning  
3. Press [3] for Search a patient by ID  
4. Press [4] for Dispaly all patients  
5. Press [5] to Remove treated patient  
6. Press [6] For Exit  
>1  
Enter Patient ID:200  
Patient added at the end
```

Display **When** list is empty:

```
● ● ●  
1. Press [1] to add new patient at the end  
2. Press [2] to add emergency patient at the beginning  
3. Press [3] for Search a patient by ID  
4. Press [4] for Dispaly all patients  
5. Press [5] to Remove treated patient  
6. Press [6] For Exit  
>4  
No Patient In the List
```

Display **When** list has patients:

```
● ● ●  
1. Press [1] to add new patient at the end  
2. Press [2] to add emergency patient at the beginning  
3. Press [3] for Search a patient by ID  
4. Press [4] for Dispaly all patients  
5. Press [5] to Remove treated patient  
6. Press [6] For Exit  
>4  
*****  
ID: 199  
*****  
ID: 200
```

Search **When** patient is found

```
● ● ●

1. Press [1] to add new patient at the end
2. Press [2] to add emergency patient at the beginning
3. Press [3] for Search a patient by ID
4. Press [4] for Dispaly all patients
5. Press [5] to Remove treated patient
6. Press [6] For Exit
>3
Enter Patient ID:199
Patient Found:
ID: 199
```

Search **When** patient not found:

```
● ● ●

1. Press [1] to add new patient at the end
2. Press [2] to add emergency patient at the beginning
3. Press [3] for Search a patient by ID
4. Press [4] for Dispaly all patients
5. Press [5] to Remove treated patient
6. Press [6] For Exit
>3
Enter Patient ID:200
Patient Not Found
```

Remove When list is empty

```
● ● ●

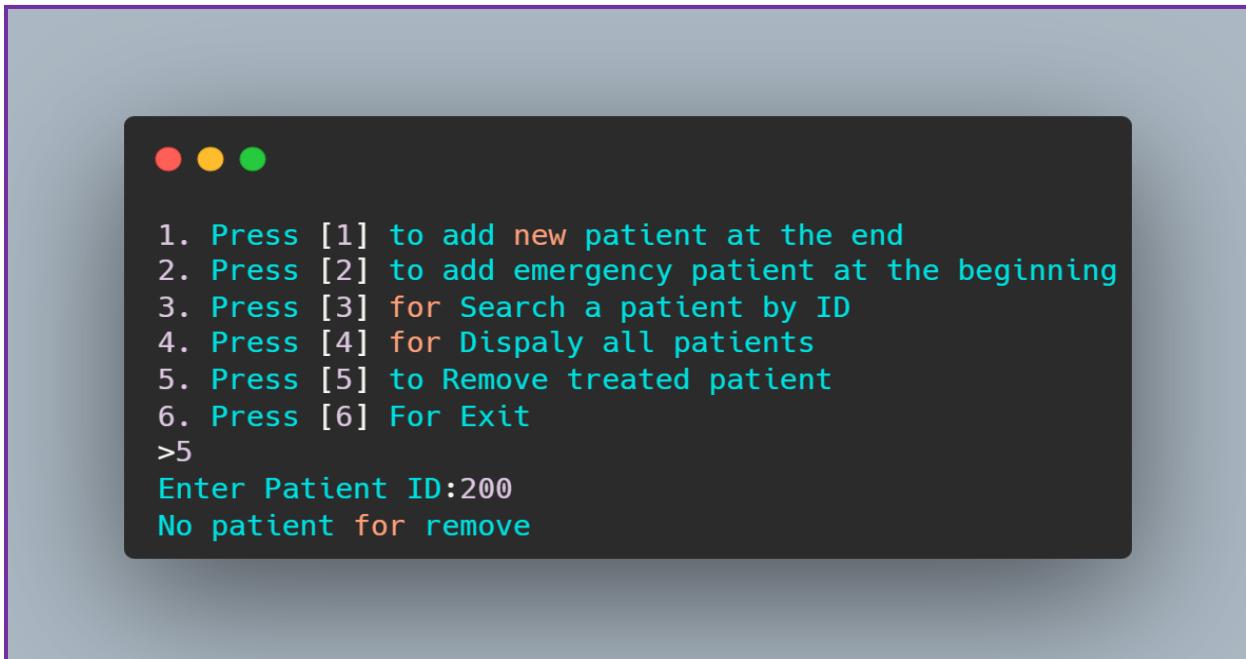
1. Press [1] to add new patient at the end
2. Press [2] to add emergency patient at the beginning
3. Press [3] for Search a patient by ID
4. Press [4] for Dispaly all patients
5. Press [5] to Remove treated patient
6. Press [6] For Exit
>5
Enter Patient ID:200
No patient for remove
```

Remove When patient ID is found

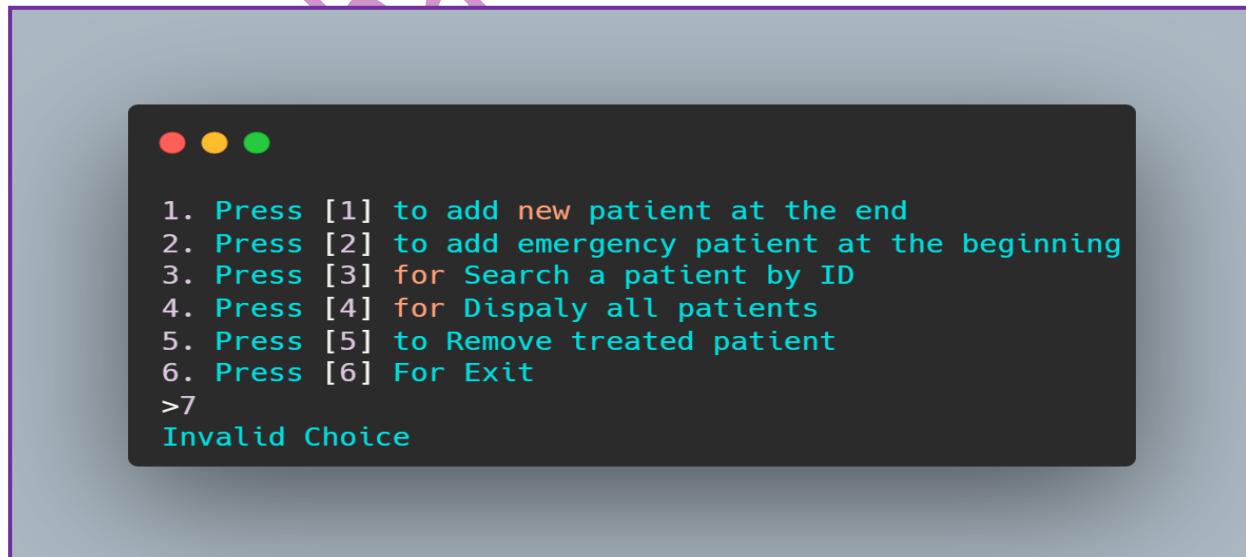
```
● ● ●

1. Press [1] to add new patient at the end
2. Press [2] to add emergency patient at the beginning
3. Press [3] for Search a patient by ID
4. Press [4] for Dispaly all patients
5. Press [5] to Remove treated patient
6. Press [6] For Exit
>5
Enter Patient ID:200
Patient Removed
```

Remove **When** patient ID not found



When Invalid menu option



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