#include <stdio.h>

#include <stdlib.h>

typedef struct node

{

char name[50];

int stdNo;

int exam[3];

int telNo;

struct node \* next;

}student;

student \* addStudent(student \* head);

void viewAllStudent(student \* head);

main()

{

student \* headPtr = NULL;

student \* searchPtr = NULL;

int choice;

do{

printf("\n ====== MENU ====== ");

printf("\n [1] - Add Student ");

printf("\n [2] - Edit Student ");

printf("\n [3] - Search Student ");

printf("\n [4] - View All Student ");

printf("\n [5] - Delete Student ");

printf("\n [6] - Exit Student ");

printf("\n Choice: ");

scanf("%d", &choice);

switch(choice)

{

case 1: headPtr = addStudent(headPtr);

break;

case 2:

break;

case 3:

break;

case 4: viewAllStudent(headPtr);

break;

case 5:

break;

case 6: printf("Good bye!\n");

break;

default:

printf("Invalid input");

}

}while(choice != 6);

}

student \* addStudent(student \* head)

{

struct node \* newNode;

newNode = (student \*)malloc(sizeof(student));

scanf("%s", newNode->name);

scanf("%d", &newNode->stdNo);

scanf("%d %d %d", &newNode->exam[0], &newNode->exam[1], &newNode->exam[2]);

scanf("%d", &newNode->telNo);

newNode->next = head;

head = newNode;

return head;

}

void viewAllStudent(student \* head)

{

int count = 0;

student \* current = head;

while (current != NULL) {

printf("\nstudent %d:",count+1);

printf("\n Name: \t %s", current->name);

printf("\n Student Number: \t %d", current->stdNo);

printf("\n Exam 1: \t %d", current->exam[0]);

printf("\n Exam 2: \t %d", current->exam[1]);

printf("\n Exam 3: \t %d", current->exam[2]);

printf("\n Tel #: \t %d", current->telNo);

count++;

current = current->next;

}

}