```c
/* BY SUBMITTING THIS FILE TO CARMEN, I CERTIFY THAT I HAVE PERFORMED ALL OF
THE WORK TO CREATE THIS FILE AND/OR DETERMINE THE ANSWERS FOUND WITHIN
THIS FILE MYSELF WITH NO ASSISSTANCE FROM ANY PERSON (OTHER THAN THE
INSTRUCTOR OR GRADERS OF THIS COURSE) AND I HAVE STRICTLY ADHERED TO THE
TENURES OF THE OHIO STATE UNIVERSITY'S ACADEMIC INTEGRITY POLICY.
*/
#include "lab4.h"
/*Deletes a student*/
void option9(Node* head) {
        int id; /*The ID number for the student to delete*/
        unsigned int response; /*Whether the user wants to delete or not*/
        Node *student; /*The student that matches the ID number*/
        /*If the list is empty, print an error indicating that*/
        if (head == NULL) {
                printf("Error: List is empty");
        }
        else {
                /*Prompts the user for the ID number for the student to delete*/
                printf("Please enter the student ID number you wish to delete,
followed by enter\n");
                scanf("%d", &id);
                student = get_NodeforID(head, id);
                if (student != NULL) {
                        /*Asks the user if it's sure to delete the student or not*/
                        printf("Do you really wamt to delete student ID number %d,
%s ?\n", id, student->student.student_name);
                        printf("If yes, enter 1. If no enter 2: ");
                        scanf("%u", &response);
                        /*If no, do nothing*/
                        if (response == 1) {
                                /*Confirms the user that the student was deleted*/
                                printf("student ID number %d, %s has been deleted.
\n", id, student->student.student_name);
                                deleteNode(head, id);
                        }
                }
                /*If student is not found in the linked list, print a message
indicating an error*/
                else {
                        printf("The student ID number %d doesn't exist.\n", id);
                }
        }
}
```