```
/* 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"
#include<string.h>
Node* get_NodeforName(Node *head, char *name) {
        char **matches;
        Node *traversePtr;
        Node *student;
        int i, j;
        int option;
        /* travel through the linked list looking for the student name */
        traversePtr = head;
        /*Dynamically allocates an array to store the matches*/
        matches = (char**)malloc(42 * sizeof(char*));
        i = 0:
        while (traversePtr != NULL) {
                /*found one, add the name to the matches list*/
                if (strstr(traversePtr->student.student name, name) != NULL) {
                        *(matches + i) = traversePtr->student.student name;
                traversePtr=traversePtr->next;
        student = head;
        /*If there is more than one match, prompts the user to specify which match*/
        if (i > 1) {
                printf("There is more than one student by that name.\n");
                j = 0;
                /*Prints the possible matches*/
                while (*(matches + j) != NULL) {
                        printf("%d) %s\n", j + 1, *(matches +
j));
                printf("Please indicate which student you want: ");
                scanf("%d", &option);
                option--;
                /*traverses the linked list to find which match number was entered b
the user*/
                while (strstr(student->student.student_name, *(matches + option)) ==
NULL) {
                        student = student->next:
                }
        }
        /*Otherwise, traverse the linked list to find the node that matches the name*/
        else {
                while (strstr(student->student_name, *matches) == NULL &&
student != NULL) {
                        student = student->next;
                }
        free(matches); /*Free the allocated storage in matches*/
        return student;
}
```