

PIMPRI CHINCHWAD EDUCATION TRUST's.

PIMPRI CHINCHWAD COLLEGE OF ENGINEERING

(An Autonomous Institute)

S.Y. B. TECH Year: 2024 – 25 **Semester:** 1

Name: Abhishek JoshiPRN: 123B1B150Department: Computer EngineeringDivision: C (C1)

Course: Data Structures Laboratory

Course Code: BCE23PC02

Date:

Assignment -3

• Aim:

Consider the playlist in a music player. Implement a playlist feature in music player application using singly linked list. Each song in the playlist is represented as a node in the linked list. Each node contains information about the song (such as title or artist or duration, etc.). The playlist should allow users to:

- a. Add songs
- b. Remove songs
- c. Display the entire playlist
- d. Play specific songs

• Source Code:

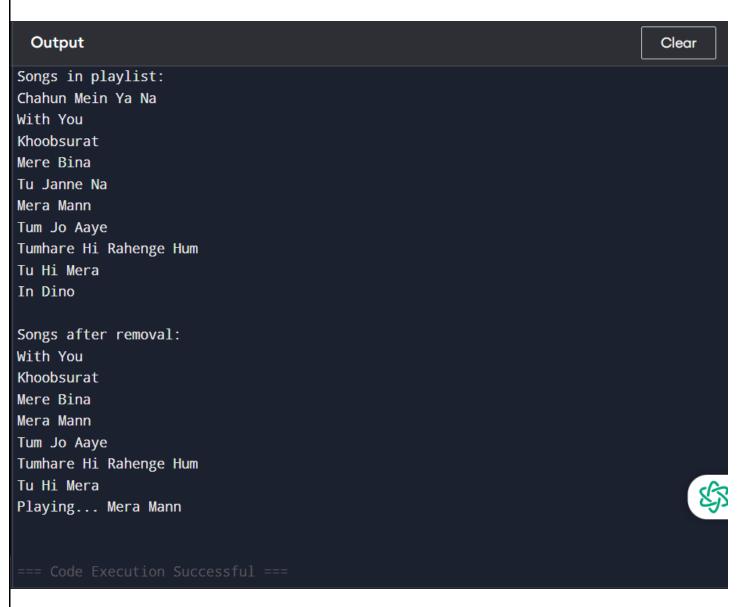
```
#include<iostream>
using namespace std;
class Song{
  public:
  string Title;
  Song* nextSong;
  Song(){
    Title = "";
    nextSong = NULL;
  Song(string newTitle){
    Title = newTitle;
    nextSong = NULL;
  }
};
class Playlist{
  public:
  Song *firstSong = NULL;
  void addSongAtFirst(string newTitle );
```

```
void addSongAtLast(string newTitle );
  void addSongBet(string newTitle, int key);
  void removeSongAtFirst();
  void removeSongAtLast();
  void removeSongBet(int key);
  void DisplaySongs();
  void PlaySpecificSong(string name);
};
void Playlist::addSongAtFirst(string newTitle ){
  Song *newSong = new Song(newTitle);
  if(firstSong == NULL){
    firstSong = newSong;
    return;
  }
  newSong->nextSong = firstSong;
  firstSong = newSong;
}
void Playlist::addSongAtLast(string newTitle ){
  Song* newSong = new Song(newTitle);
  Song* temp = firstSong;
  while(temp->nextSong != NULL){
    temp = temp->nextSong;
  }
  temp->nextSong = newSong;
}
void Playlist::addSongBet(string newTitle, int key){
  int pos=0;
  Song *newSong = new Song(newTitle);
  Song* temp = firstSong;
  while((pos+1) != key){
    temp = temp->nextSong;
    pos++;
  }
  newSong->nextSong = temp->nextSong;
  temp->nextSong = newSong;
}
void Playlist::removeSongAtFirst(){
  Song* temp = firstSong;
  firstSong = temp->nextSong;
  free(temp);
```

```
void Playlist::removeSongAtLast(){
  Song* last2nd = firstSong;
  while(last2nd->nextSong->nextSong != NULL){
    last2nd = last2nd->nextSong;
  Song* temp = last2nd->nextSong;
  last2nd->nextSong = NULL;
  free(temp);
}
void Playlist::removeSongBet(int key){
  int pos = 0;
  Song* songAtpos = firstSong;
  while((pos+1) != key){
    if(key == 0){
      removeSongAtFirst();
      return;
    }
    songAtpos = songAtpos->nextSong;
    pos++;
  }
  Song* temp = songAtpos->nextSong;
  songAtpos->nextSong = songAtpos->nextSong->nextSong;
  free(temp);
}
void Playlist::DisplaySongs(){
  Song *temp = firstSong;
  while(temp->nextSong != NULL){
    cout << temp->Title << endl;</pre>
    temp = temp->nextSong;
  cout<<temp->Title<<endl;
}
void Playlist::PlaySpecificSong(string name){
  Song *temp = firstSong;
  while(temp->nextSong->Title != name && temp->nextSong != NULL){
    temp = temp->nextSong;
  if(temp->nextSong != NULL)
    cout<<"Playing..."<<temp->nextSong->Title<<endl;
  else
    cout<<"No song found."<<endl;</pre>
```

```
}
int main() {
  Playlist list;
  list.addSongAtFirst("Tu Janne Na");
  list.addSongAtFirst("Mere Bina");
  list.addSongAtFirst("With You");
  list.addSongAtFirst("Chahun mein ya na");
  list.addSongAtLast("Mera Mann");
  list.addSongAtLast("Tumhare hi rahenge hum");
  list.addSongAtLast("Tu hi mera");
  list.addSongAtLast("In Dino");
  list.addSongBet("Khoobsurat", 2);
  list.addSongBet("Tum jo aaye", 6);
    cout<<"Songs are-----"<<endl;
    list.DisplaySongs();
  list.removeSongAtFirst();
  list.removeSongAtLast();
  list.removeSongBet(3);
    cout<<"Songs are-----"<<endl;
    list.DisplaySongs();
  list.PlaySpecificSong("Mera Mann");
  return 0;
```

• Screen Shot of Output:



• Conclusion:

Hence, we studied about application of Singly Linked List such as Adding Node, Deleting Node and Displaying List with their algorithm and programs.