

Pseudo code below;

```
initialize music player
initialize playlist
initialize tracklist
initialize repeat function
initialize search function
initialize add/remove function
play music player
play tracks from playlist
repeat tracks as necessary
search for specific tracks
add/remove tracks as necessary
exit
End
```

Algorithm below;

```
function create_playlist()
tracks := 100
linked_list := create_new_linked_list()
for i := 0 to tracks-1 do
add_track(linked_list, i)
end for
return linked_list
end function
```

```

function play_track(linked_list, track_number)
current_track := linked_list.head
for i := 0 to track_number-1 do
current_track := current_track.next
end for
play_audio(current_track.data)
end function

function add_track(linked_list, track_number)
new_track := create_new_track(track_number)
if linked_list.head = null then
linked_list.head := new_track
else
current_track := linked_list.head
while current_track.next != null do
current_track := current_track.next
end while
current_track.next := new_track
end if
end function

function remove_track(linked_list, track_number)
current_track := linked_list.head
previous_track := null
for i := 0 to track_number-1 do
previous_track := current_track

```

```
current_track := current_track.next
end for
if previous_track = null then
linked_list.head := current_track.next
else
previous_track.next := current_track.next
end if
end function
function search_playlist(linked_list, track_number)
current_track := linked_list.head
while current_track != null do
if current_track.data = track_number then
return true
end if
current_track := current_track.next
end while
return false
end function
```