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#include <stdio.h>
#include <stdlib.h>
#include <string.h>

// Define the structure for a song node
typedef struct SongNode {
    char title[50];
    struct SongNode* next;
} SongNode;

// Function to create a new song node
SongNode* createSongNode(char* title) {
    SongNode* newNode = (SongNode*)malloc(sizeof(SongNode));
    strcpy(newNode->title, title);
    newNode->next = NULL;
    return newNode;
}

// Function to add a song to the end of the list
void addSong(SongNode** head, char* title) {
    SongNode* newNode = createSongNode(title);
    if (*head == NULL) {
        *head = newNode;
        return;
    }
    SongNode* temp = *head;
    while (temp->next != NULL) {
        temp = temp->next;
    }
    temp->next = newNode;
}

// Function to remove a song from the list by title
void removeSong(SongNode** head, char* title) {
    if (*head == NULL) {
        printf("No songs in the list.\n");
        return;
    }
    SongNode* temp = *head;
    SongNode* prev = NULL;

    // If the song to be removed is the first node
    if (strcmp(temp->title, title) == 0) {
        *head = temp->next;
        free(temp);
        printf("Song removed: %s\n", title);
        return;
    }

    // Search for the song to be removed
    while (temp != NULL && strcmp(temp->title, title) != 0) {
        prev = temp;
        temp = temp->next;
    }

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        printf("Song not found: %s\n", title);
        return;
    }

    // Remove the node
    prev->next = temp->next;
    free(temp);
    printf("Song removed: %s\n", title);
}

// Function to display the current list of songs
void displaySongs(SongNode* head) {
    if (head == NULL) {
        printf("No songs in the list.\n");
        return;
    }
    SongNode* temp = head;
    printf("Current songs in the list:\n");
    while (temp != NULL) {
        printf("%s\n", temp->title);
        temp = temp->next;
    }
}

int main() {
    SongNode* head = NULL;
    int choice;
    char title[50];

    while (1) {
        printf("\nMusic Request System\n");
        printf("1. Add a song\n");
        printf("2. Remove a song\n");
        printf("3. Display songs\n");
        printf("4. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                printf("Enter the title of the song to add: ");
                scanf("%s", title);
                addSong(&head, title);
                break;
            case 2:
                printf("Enter the title of the song to remove: ");
                scanf("%s", title);
                removeSong(&head, title);
                break;
            case 3:
                displaySongs(head);
                break;
            case 4:
                printf("Exiting...\n");
                exit(0);
        }
    }
}

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    }  
}  
  
return 0;  
}
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
Hello World