CLL.h

```
#include <iostream>
#define first(L) (L).first
#define next(p) (p)->next
#define info(p) (p)->info
using namespace std;
struct infotype {
  string artis, judul, genre;
  int playtime;
};
typedef struct element *adr;
struct element {
  infotype info;
  adr next;
};
struct listLagu {
  adr first;
};
void createList_1301213232(listLagu &L);
void createElement_1301213232(infotype lagubaru, adr &pLagu);
void insertLast_1301213232(listLagu &L, adr pLagu);
void deleteFirst_1301213232(listLagu &L, adr &pLagu);
void showSemuaLagu_1301213232(listLagu L);
```

CLL.cpp

```
#include "CLL.h"

void createList_1301213232(listLagu &L) {
   first(L) = NULL;
}

void createElement_1301213232(infotype lagubaru, adr &pLagu) {
   pLagu = new element;
   info(pLagu) = lagubaru;
```

```
next(pLagu) = NULL;
void insertLast_1301213232(listLagu &L, adr pLagu) {
  if (first(L) == NULL) {
       first(L) = pLagu;
      next(pLagu) = first(L);
      adr p = first(L);
       while (next(p) != first(L)) {
           p = next(p);
       next(p) = pLagu;
      next(pLagu) = first(L);
void deleteFirst_1301213232(listLagu &L, adr &pLagu) {
  if (first(L) != NULL) {
      pLagu = first(L);
       adr lastElement = first(L);
       while (next(lastElement) != first(L)) {
           lastElement = next(lastElement);
       first(L) = next(first(L));
       next(lastElement) = first(L);
      next(pLagu) = NULL;
void showSemuaLagu_1301213232(listLagu L) {
  adr p = first(L);
       cout << "Lagu: " << info(p).judul << " (" << info(p).genre << ") " << "- "</pre>
<< info(p).artis << " - Played " << info(p).playtime << " times." << endl;
       p = next(p);
  } while (p != first(L));
```

```
main.cpp
```

```
#include "CLL.h"
// helper
infotype createInfo(string artis, string genre, string judul, int playtime) {
   return infotype {artis, judul, genre, playtime};
int main()
   listLagu songs;
   adr song, out;
  createList_1301213232(songs);
song);
song);
0), song);
  // insertLast_1301213232(songs, song);
   for (int i = 0; i < 12; i++) {
       createElement_1301213232(createInfo("Avenged Sevenfold", "Rock", "M.I.A",
i+1337), song);
       insertLast_1301213232(songs, song);
   showSemuaLagu_1301213232(songs);
   cout << endl;</pre>
   for (int i = 0; i < 3; i++) {
       deleteFirst_1301213232(songs, out);
       cout << "Deleting " << info(out).judul << " song that you've played " <<</pre>
info(out).playtime << " times." << endl;
   cout << endl;</pre>
```

```
showSemuaLagu_1301213232(songs);
return 0;
}
```

<u>output</u>

```
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1337 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1338 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1339 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1340 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1341 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1342 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1343 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1344 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1345 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1346 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1347 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1348 times.
Deleting M.I.A song that you've played 1337 times.
Deleting M.I.A song that you've played 1338 times.
Deleting M.I.A song that you've played 1339 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1340 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1341 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1342 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1343 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1344 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1345 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1346 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1347 times.
Lagu: M.I.A (Rock) - Avenged Sevenfold - Played 1348 times.
```