MAIN

```
package Jurnal04;

import java.util.LinkedList;
import java.util.ListIterator;
import java.util.Scanner;

public class Main {
    public static void main(String[] args) {
        LinkedList<Lagu> listLagu = new LinkedList<>();
        Scanner sc = new Scanner(System.in);

        String inputLagu;
        int pilihan;

        do {
            System.out.println("============================ Pilih Menu
============================");
            System.out.println(" 1. Input Lagu\n 2. Hapus Lagu\n 3. Mainkan Lagu\n 4.
Keluar\n");
            pilihan = sc.nextInt();

            switch (pilihan) {
                case 1 -> {
                    System.out.println("============================ INPUT LAGU
============================");
                    while (pilihan != 0) {
                        System.out.println("Masukkan judul lagu");
                        sc.nextLine();
                        inputLagu = sc.nextLine();
                        Lagu lagu = new Lagu(inputLagu);
                        listLagu.add(lagu);
                        System.out.println(
                                "Data berhasil di input!\ninput lagi?(1/0)");
                        pilihan = sc.nextInt();
                    }
                }
                case 2 -> {
                    System.out.println("============================ HAPUS DATA
============================");
                    ListIterator<Lagu> iterator = listLagu.listIterator();
                    System.out.println("Ingin hapus lagu dari belakang? (1/0)");
                    pilihan = sc.nextInt();

                    if (pilihan == 1) {
                        listLagu.removeLast();

                    } else if (pilihan == 0) {
                        System.out.println("Masukkan judul lagu yang ingin dihapus:");
                        sc.nextLine();
                        inputLagu = sc.nextLine();

                        while (iterator.hasNext()) {
```

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                            Lagu current = iterator.next();

                            if (inputLagu.equals(current.getLagu())) {
                                iterator.remove();
                                System.out.println("Lagu berhasil di hapus!");
                            }
                        }
                    }
                }
                case 3 -> {
                    System.out.println("============================ PLAYLIST
============================");
                    ListIterator<Lagu> iterator2 = listLagu.listIterator();
                    while (iterator2.hasNext()) {
                        System.out.print(iterator2.next().getLagu() + " ");
                    }
                    while (iterator2.hasPrevious()) {
                        System.out.print(iterator2.previous().getLagu() + " ");
                    }
                    System.out.println();
                }
            }
        } while (pilihan != 4);
        sc.close();
    }
}
```

POJO

```
package Jurnal04;

public class Lagu {
    String lagu;

    public Lagu(String lagu) {
        this.lagu = lagu;
    }

    public String getLagu() {
        return lagu;
    }

    @Override
    public String toString() {
        return lagu + "\n";
    }
}
```