class Node:

def \_\_init\_\_(self, song): self.song, self.next = song, None

class Playlist:

def \_\_init\_\_(self): self.head = None

def add(self, song):

n = Node(song)

if not self.head: self.head = n

else:

t = self.head

while t.next: t = t.next

t.next = n

def show(self):

t = self.head

print("Empty" if not t else "", end="")

while t: print("->", t.song, end=" "); t = t.next

print()

def insert(self, song, pos):

n = Node(song)

if pos == 0: n.next, self.head = self.head, n; return

t = self.head

for \_ in range(pos-1): t = t.next if t else None

if not t: return

n.next, t.next = t.next, n

def delete(self, song):

t, p = self.head, None

while t and t.song != song: p, t = t, t.next

if not t: return

if not p: self.head = t.next

else: p.next = t.next

p = Playlist()

while True:

c = input("1-Add 2-Show 3-Insert 4-Del 5-Exit: ")

if c == '1': p.add(input("Song: "))

elif c == '2': p.show()

elif c == '3': p.insert(input("Song: "), int(input("Pos: ")))

elif c == '4': p.delete(input("Song: "))

elif c == '5': break