

**RAJAGIRI COLLEGE OF SOCIAL SCIENCES, KALAMASSERY**  
**DEPARTMENT OF COMPUTER SCIENCE**



**DATA STRUCTURES PROJECT**

**TOPIC: PLAYLIST MANAGER USING LINKEDLIST**

**NAME: ABHIJITH SURESH**

**PROGRAM NAME: MCA**

**ROLL NO: 02**

## **PLAYLIST MANAGER USING LINKED LIST**

This is a C program which can be used to create and manage a music playlist. This is implemented using LinkedList. The key features of this program are:

1. Adding Songs: Users can add songs to the playlist by providing the song's title and artist name. The program ensures that duplicate songs are not added.
2. Displaying the Playlist: Users can view the current playlist, including the titles and artist names of each song. The program lists the songs in order, providing a simple way to see what's in the playlist.
3. Saving the Playlist to a File: Users can save the current playlist to a file, allowing them to preserve their playlist for future use. The program also checks whether the file already exists and provides options to overwrite it or choose a new filename.
4. Loading the Playlist from a File: Users can load a playlist from a previously saved file, which makes it easy to recover or share playlists with others.
5. Shuffling the Playlist: Users can shuffle the current playlist to randomize the order of songs, providing a different listening experience.
6. Creating a Random Playlist from a Saved File: Users can create a new random playlist from a saved file. This feature is useful for those who want to experience their music collection in a different order.

### **CODE**

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/stat.h> // for the file status
#include <time.h> // for the randomizer

//so this program is an implemetation of a Playlist Manager using the datastructure
Linked List

struct song {
    char title[100];
    char artist[100];
    struct song *next;
};

typedef struct song song;
song *playlist = NULL;

int fileExists(const char *filename) //check if file is already present
{
```

```

    struct stat buffer;
    return (stat(filename, &buffer) == 0);
}
void addSong(const char *title, const char *artist) //add new Song
{
    song *newSong = (song *)malloc(sizeof(song));
    strcpy(newSong->title, title);
    strcpy(newSong->artist, artist);
    newSong->next = NULL;

    if (playlist == NULL) //empty
    {
        playlist = newSong;
    }
    else
    {
        song *current = playlist;
        while (current->next != NULL && (strcmp(current->title, newSong->title) != 0 &&
        strcmp(current->artist, newSong->artist) != 0)) {
            current = current->next;
        }
        if ((strcmp(current->title, newSong->title) == 0 && strcmp(current->artist,
        newSong->artist) == 0)) //if song already added
        {
            printf("\nThe song %s by artist %s already exists in the playlist. Not added.\n",
            newSong->title, newSong->artist);
            return;
        }
        current->next = newSong;
    }
}

void displayPlaylist()
{
    printf("Playlist:\n");
    int trackNumber = 1;
    if (playlist == NULL) {
        printf("Is Empty!\n");
        return;
    }
    song *current = playlist;
    while (current != NULL) {
        printf("%d. %s - %s\n", trackNumber, current->title, current->artist);
        current = current->next;
        trackNumber++;
    }
}

void savePlaylistToFile(const char *filename)

```

```

{
    int ch;
    if (fileExists(filename)) //if already exist ask the question what to do
    {
        printf("File exists.\nWhat would you like to do:\n1 - Rewrite the existing file.\n2 - Change the filename.\nEnter your choice: ");
        scanf("%d", &ch);
        if (ch == 1) //Rewrite option
        {
            goto playsave;
        }
        else if (ch == 2) //change the given name
        {
            here:
            printf("Enter another name: ");
            scanf(" %[^\\n]", filename);
            savePlaylistToFile(filename);
            return;
        }
        else
        {
            printf("Invalid Option!");
            goto here;
        }
    }
    else
    {
        playsave://is the name is fine or the user wish to rewrite the file they will jump to here
        printf("Saving Playlist\n");
        FILE *file = fopen(filename, "w");
        if (file == NULL) //error
        {
            perror("Error opening file");
            return;
        }
        song *current = playlist;
        while (current != NULL) {
            fprintf(file, "%s, %s\n", current->title, current->artist);
            current = current->next;
        }
        fclose(file);
    }
}

void loadPlaylistFromFile(const char *filename) //load the playlist from a file
{
    FILE *file = fopen(filename, "r");//load file, 'r' represent read permission
    if (file == NULL) {

```

```

        perror("Error opening file");
        return;
    }
    char line[200];
    char title[100];
    char artist[100];
    while (fgets(line, sizeof(line), file) != NULL) {
        sscanf(line, "%[^,], %[^\\n]", title, artist);
        addSong(title, artist);
    }
    printf("Playlist loaded from %s.\\n", filename);
    fclose(file);
}

```

```

void shufflePlaylist() // shuffle the current playlist
{

```

```

    int i;
    int numSongs = 0;
    song *current = playlist;
    if(playlist==NULL)
    {
        printf("The Current Playlist is Empty, Please add Songs to shuffle
them!\\n");
        return;
    }
    while (current != NULL) {
        numSongs++;
        current = current->next;
    }

```

```

    song *songArray[numSongs];
    current = playlist;

```

```

    for (i = 0; i < numSongs; i++) {
        songArray[i] = current;
        current = current->next;
    }

```

```

    srand(time(NULL)); //seed the time for randomizing

```

```

    for (i = numSongs - 1; i > 0; i--) {
        int j = rand() % (i + 1);
        song *temp = songArray[i];
        songArray[i] = songArray[j];
        songArray[j] = temp;
    }

```

```

    playlist = songArray[0];

```

```

current = playlist;
for (i = 1; i < numSongs; i++) {
    current->next = songArray[i];
    current = current->next;
}
current->next = NULL;
if(playlist!=NULL)
{
    printf("Your Shuffled Playlist:\n");
    displayPlaylist();
}
}

```

```

void createRandomPlaylistFromFile(const char *filename) // create a random playlist
from a saved file

```

```

{
    //so what happens here is that the function will open the file and appends it to
the current playlist if it exist and shuffle it
    loadPlaylistFromFile(filename);
    shufflePlaylist();
}

```

```

int menu() {
    int ch;
    printf("-----\n");
    printf("MENU\n-----\n1 - Add a song\n2 - Display playlist\n3 - Save
playlist to file\n4 - Load playlist from file\n5 - Shuffle playlist\n6 - Create random
playlist\n7 - Quit\n");
    printf("-----\n");
    printf("Enter your choice: ");
    scanf(" %d", &ch);
    return ch;
}

```

```

int main() {
    char ch;
    ch = menu();
    while (ch != 7) {
        switch (ch) {
            case 1: {
                char title[100];
                char artist[100];
                printf("Enter song title: ");
                scanf(" %[^\\n]", title);
                printf("Enter artist name: ");
                scanf(" %[^\\n]", artist);
                addSong(title, artist);
                printf("Song added to the playlist.\n");
            }

```

```

    } break;
    case 2:
        displayPlaylist();
        break;
    case 3: {
        char filename[100];
        printf("Enter the filename to save the playlist: ");
        scanf("%s", filename);
        savePlaylistToFile(filename);
        printf("Playlist saved to %s.\n", filename);
    } break;
    case 4: {
        char filename[100];
        printf("Enter the filename to load the playlist from: ");
        scanf("%s", filename);
        loadPlaylistFromFile(filename);
    } break;
    case 5:
        shufflePlaylist();
        if(playlist!=NULL)
        {
            printf("Your New Playlist:\n");
            displayPlaylist();
            printf("Playlist shuffled.\n");
        }

        break;
    case 6: {
        char filename[100];
        printf("Enter the filename to create a random playlist from: ");
        scanf("%s", filename);
        createRandomPlaylistFromFile(filename);
        printf("Random playlist created from %s.\n", filename);
    } break;
    default:
        printf("Invalid choice. Please try again.\n");
}
ch = menu();
}
printf("\nExiting....");
return 0;
}

```

## OUTPUT

### ADDSONG and DISPLAY

-----  
MENU  
-----

- 1 - Add a song
  - 2 - Display playlist
  - 3 - Save playlist to file
  - 4 - Load playlist from file
  - 5 - Shuffle playlist
  - 6 - Create random playlist
  - 7 - Quit
- 

Enter your choice: 1  
Enter song title: Abhi Mujhmein  
Enter artist name: Sonu Nigam  
Song added to the playlist.  
-----

MENU  
-----

- 1 - Add a song
  - 2 - Display playlist
  - 3 - Save playlist to file
  - 4 - Load playlist from file
  - 5 - Shuffle playlist
  - 6 - Create random playlist
  - 7 - Quit
- 

Enter your choice: 1  
Enter song title: Kalapakkara  
Enter artist name: Shreya  
Song added to the playlist.  
-----

MENU  
-----

- 1 - Add a song
  - 2 - Display playlist
  - 3 - Save playlist to file
  - 4 - Load playlist from file
  - 5 - Shuffle playlist
  - 6 - Create random playlist
  - 7 - Quit
- 

Enter your choice: 2  
Playlist:  
1. Abhi Mujhmein - Sonu Nigam  
2. Kalapakkara - Shreya



## SAVE TO FILE

-----  
MENU  
-----

- 1 - Add a song
  - 2 - Display playlist
  - 3 - Save playlist to file
  - 4 - Load playlist from file
  - 5 - Shuffle playlist
  - 6 - Create random playlist
  - 7 - Quit
- 

Enter your choice: 3  
Enter the filename to save the playlist: Play1  
File exists.  
What would you like to do:  
1 - Rewrite the existing file.  
2 - Change the filename.  
Enter your choice: 2  
Enter another name: Play2  
Saving Playlist  
Playlist saved to Play2.

## LOAD FROM FILE

-----  
MENU  
-----

- 1 - Add a song
  - 2 - Display playlist
  - 3 - Save playlist to file
  - 4 - Load playlist from file
  - 5 - Shuffle playlist
  - 6 - Create random playlist
  - 7 - Quit
- 

Enter your choice: 4  
Enter the filename to load the playlist from: Play1  
Playlist loaded from Play1.

-----  
MENU  
-----

- 1 - Add a song
  - 2 - Display playlist
  - 3 - Save playlist to file
  - 4 - Load playlist from file
  - 5 - Shuffle playlist
  - 6 - Create random playlist
  - 7 - Quit
- 
- Enter your choice: 2  
Playlist:
- 1. Abhi Mujhmein - Sonu Nigam
  - 2. Kalapakkara - Shreya
  - 3. Chandrachooda - Anoop Shankar
  - 4. Alaipayude - Hari
  - 5. Ajitha Hare - Gowri Lakshmi
  - 6. Punchiri Thanjum - Shankar Mahadevan
  - 7. Pottukuthedi - Sreeraama Chandra
  - 8. Thaaram Padipicha - Deepak

## SHUFFLE

```
-----  
MENU  
-----  
1 - Add a song  
2 - Display playlist  
3 - Save playlist to file  
4 - Load playlist from file  
5 - Shuffle playlist  
6 - Create random playlist  
7 - Quit  
-----  
Enter your choice: 5  
Your Shuffled Playlist:  
Playlist:  
1. Punchiri Thanjum - Shankar Mahadevan  
2. Abhi Mujhmein - Sonu Nigam  
3. Ajitha Hare - Gowri Lakshmi  
4. Chandrachooda - Anoop Shankar  
5. Pottukuthedi - Sreeraama Chandra  
6. Alaipayude - Hari  
7. Thaaram Padipicha - Deepak  
8. Kalapakkara - Shreya  
Playlist shuffled.
```

## CREATE A RANDOM PLAYLIST

```
-----  
MENU  
-----  
1 - Add a song  
2 - Display playlist  
3 - Save playlist to file  
4 - Load playlist from file  
5 - Shuffle playlist  
6 - Create random playlist  
7 - Quit  
-----  
Enter your choice: 6  
Enter the filename to create a random playlist from: shott  
Playlist loaded from shott.  
Your New Playlist:  
Playlist:  
1. Punchiri Thanjum - Shankar Mahadevan  
2. Kalapakkara - Shreya  
3. Abhi Mujhmein - Sonu Nigam  
4. Alaipayude - Hari  
5. Bad Economy - SA  
6. Pottukuthedi - Sreeraama Chandra  
7. Ajitha Hare - Gowri Lakshmi  
8. Thaaram Padipicha - Deepak  
9. Chandrachooda - Anoop Shankar  
10. Megham - Asif  
Random playlist created from shott.
```