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#include <stdio.h>
#include <stdlib.h>
#include <string.h>
typedef struct SongNode {
char title[50];
struct SongNode* next;
} SongNode;
SongNode* createSongNode(char* title) {
SongNode* newNode = (SongNode*)malloc(sizeof(SongNode));
strcpy(newNode->title, title);
newNode->next = NULL;
return newNode;
}
void insertion(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;
}

void deletion(SongNode** head, char* title) {
if (*head == NULL) {
printf("No songs in the list.\n");
return;
}
SongNode* temp = *head;
SongNode* prev = NULL;
if (strcmp(temp->title, title) == 0) {
*head = temp->next;
free(temp);
printf("Song removed: %s\n", title);
return;
}
while (temp != NULL && strcmp(temp->title, title) != 0) {
prev = temp;
temp = temp->next;
}
if (temp == NULL) {
printf("Song not found: %s\n", title);
return;
}
prev->next = temp->next;
free(temp);
```

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printf("Song removed: %s\n", title);
}
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. Insert a song\n");
printf("2. Delete 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 insert: ");
scanf(" %s", title);
insertion(&head, title);
break;
case 2:
printf("Enter the title of the song to delete: ");
scanf(" %s", title);
deletion(&head, title);
break;
case 3:
displaySongs(head);
break;
case 4:
printf("Exiting...\n");
exit(0);
default:
printf("Invalid choice. Please try again.\n");
}
}
return 0;
}
```