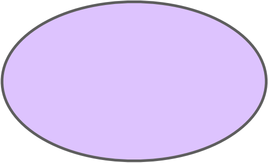
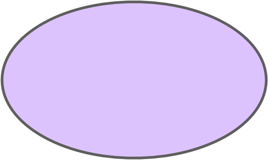
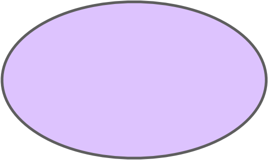


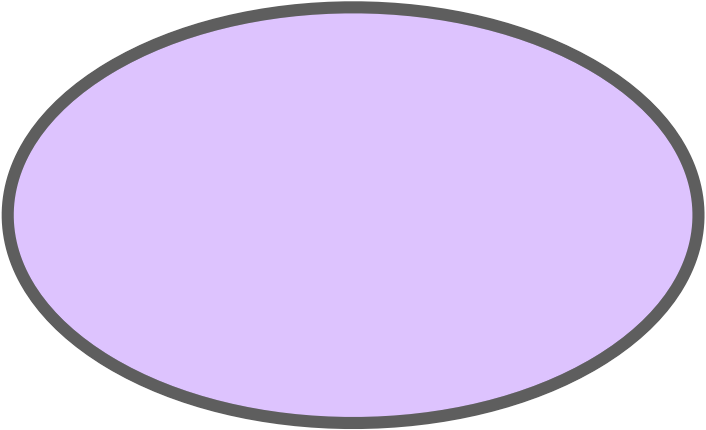




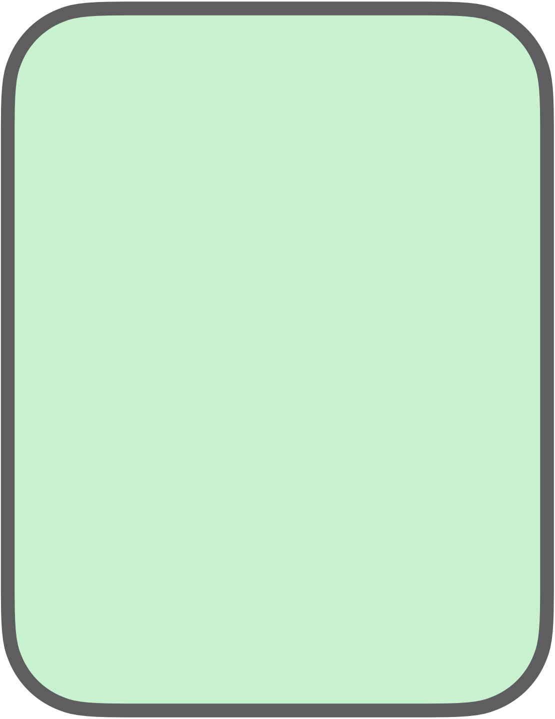
Playlist

Legend

Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

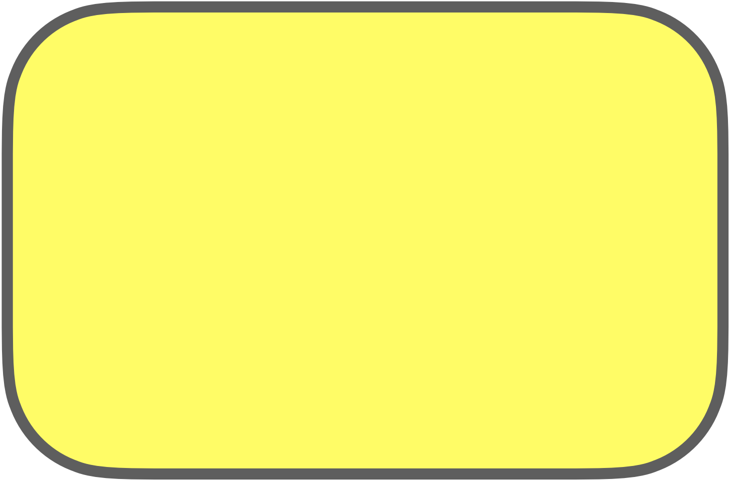
_prev..

_size

Stack memory

Heap memory

playlist object



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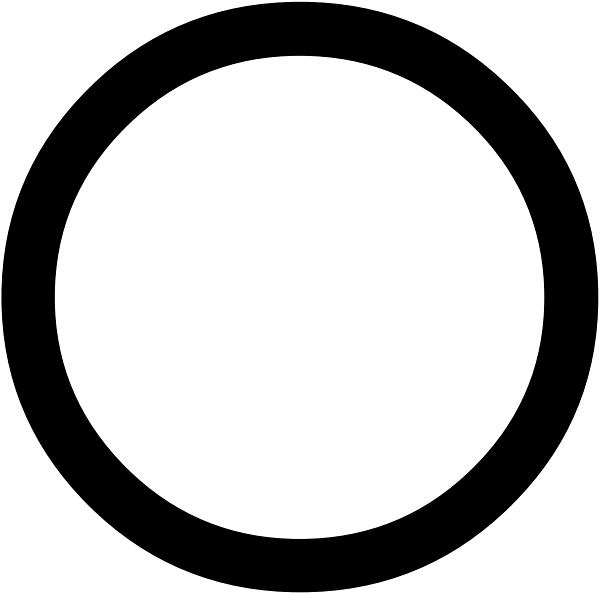

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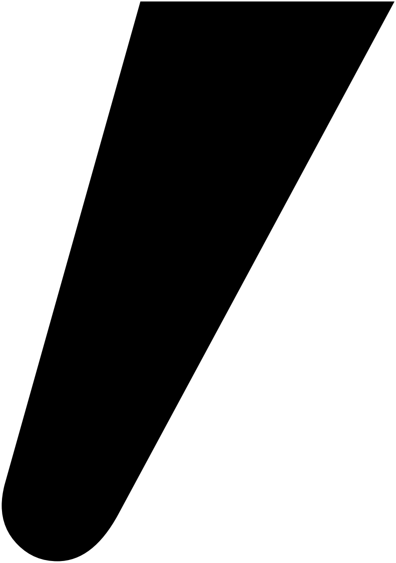

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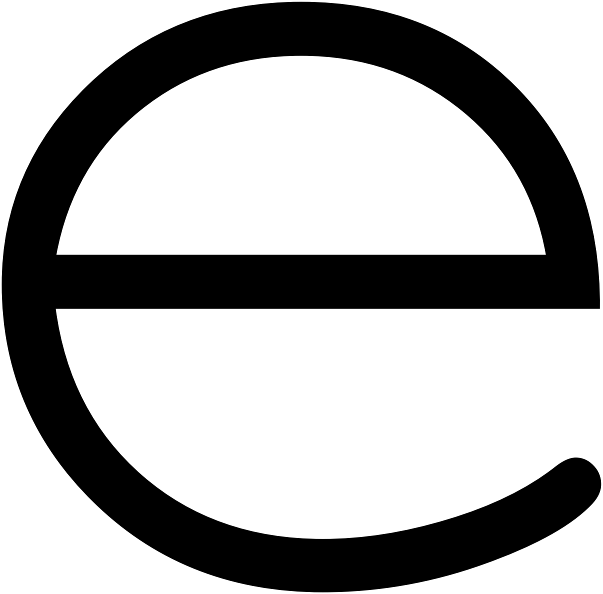

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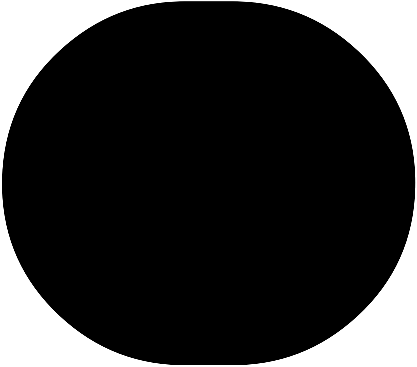

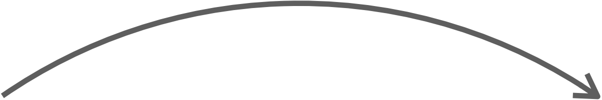

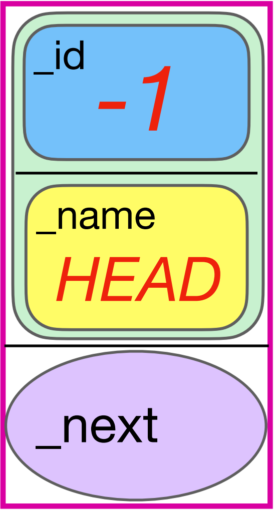
_id
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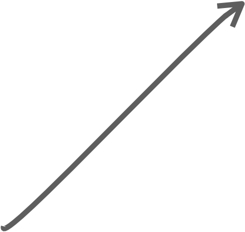
_name
HEAD
_next



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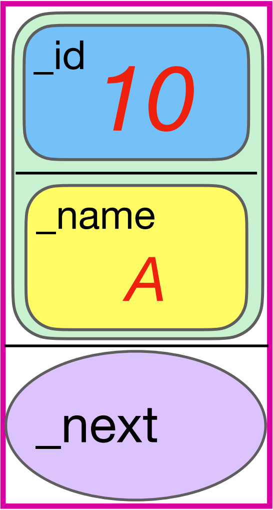
_id
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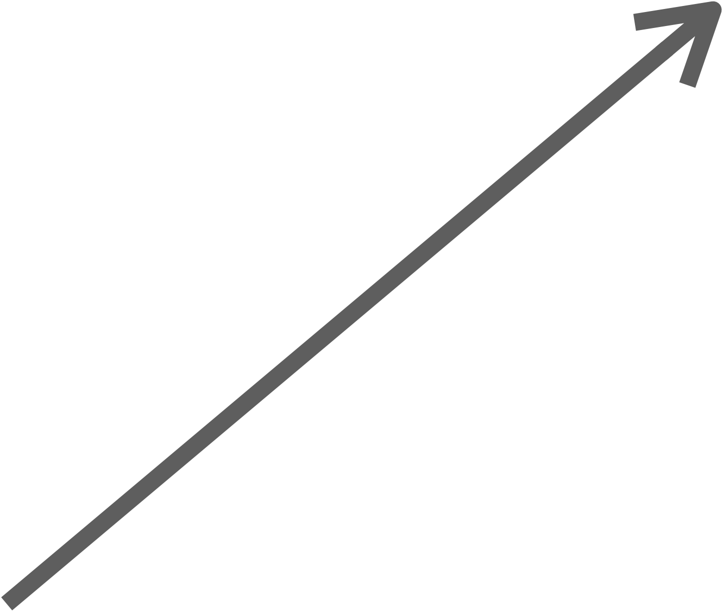

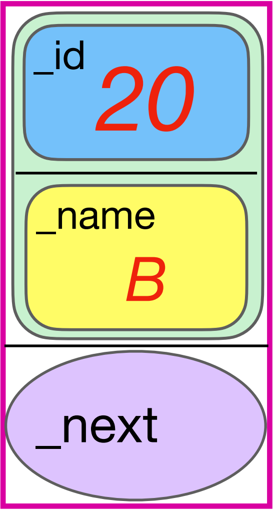
_id
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_name
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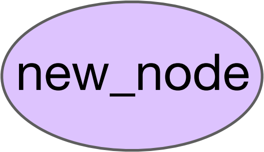
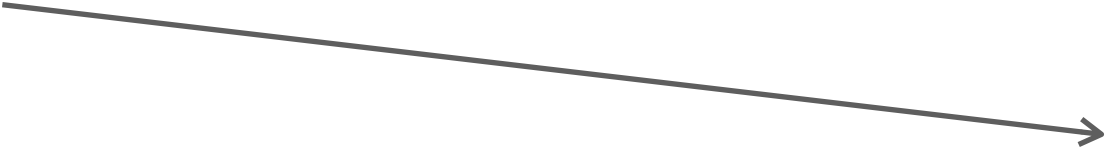
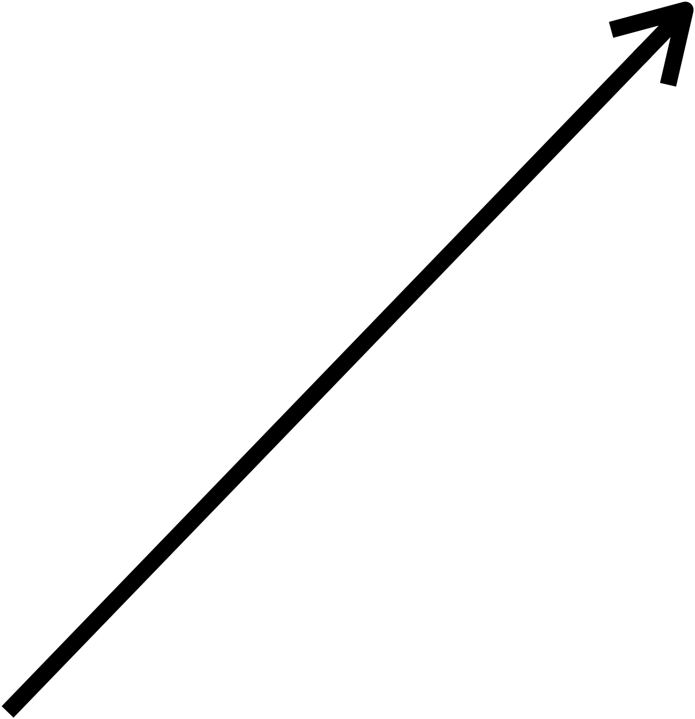
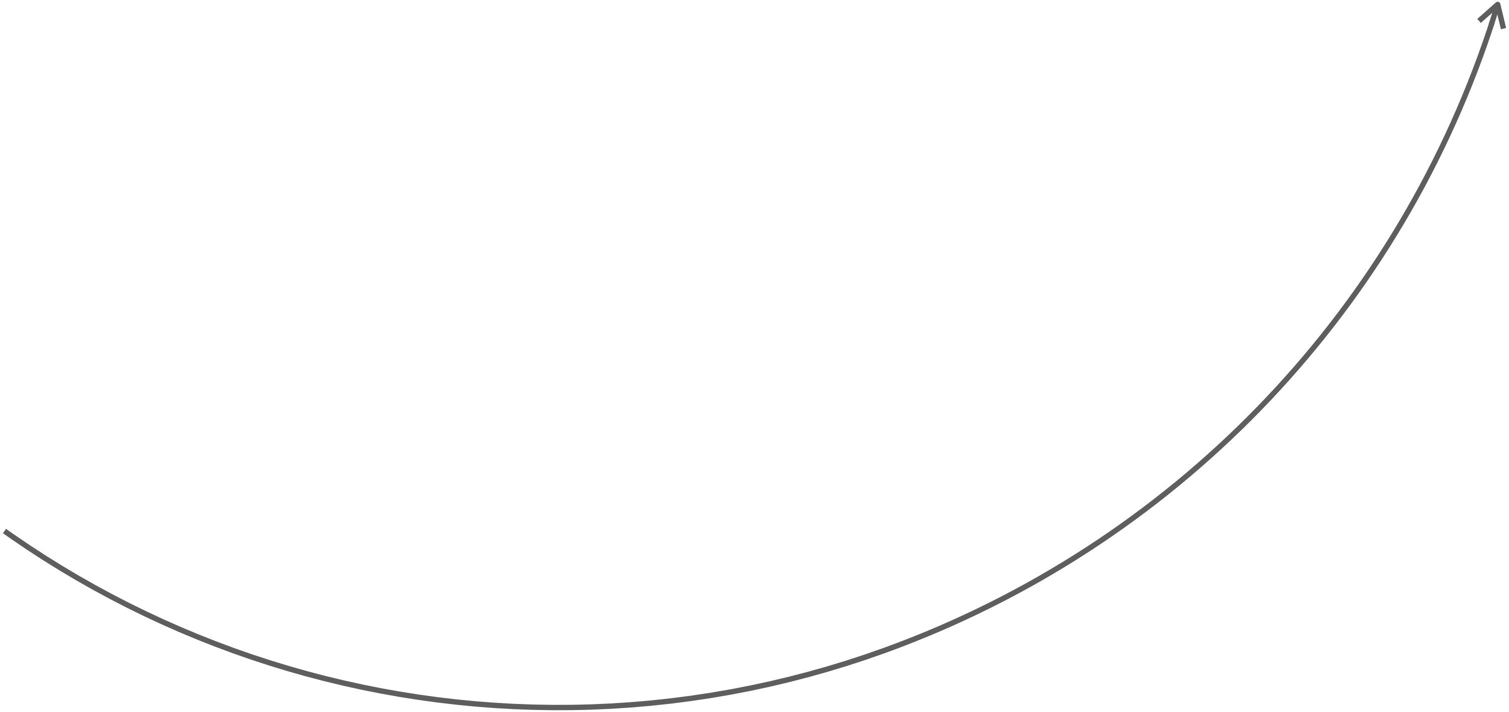
_next

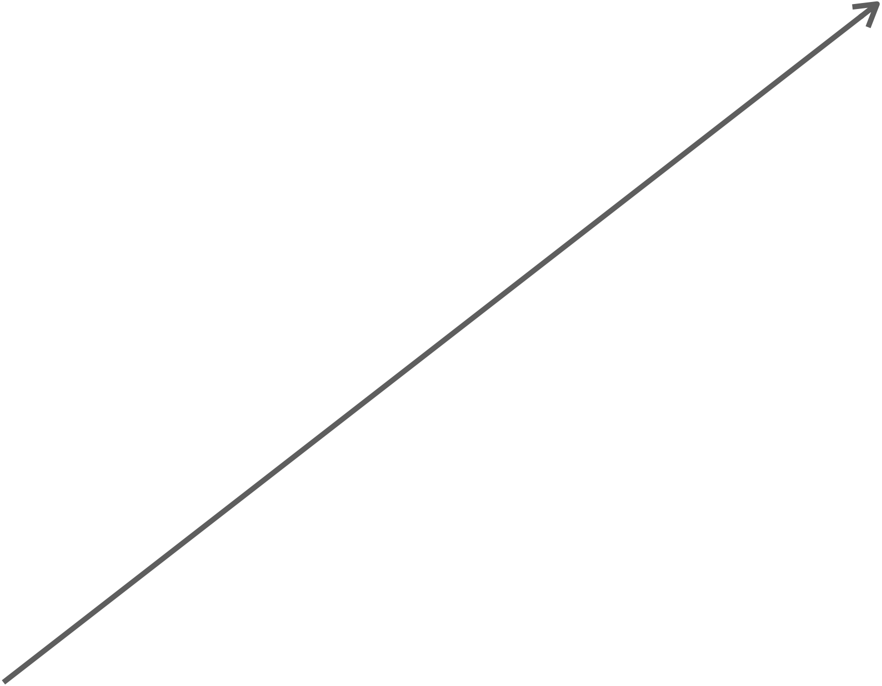

new_node





Note that in this case, _tail does not need to move, but we need to update the size before the function returns.



2