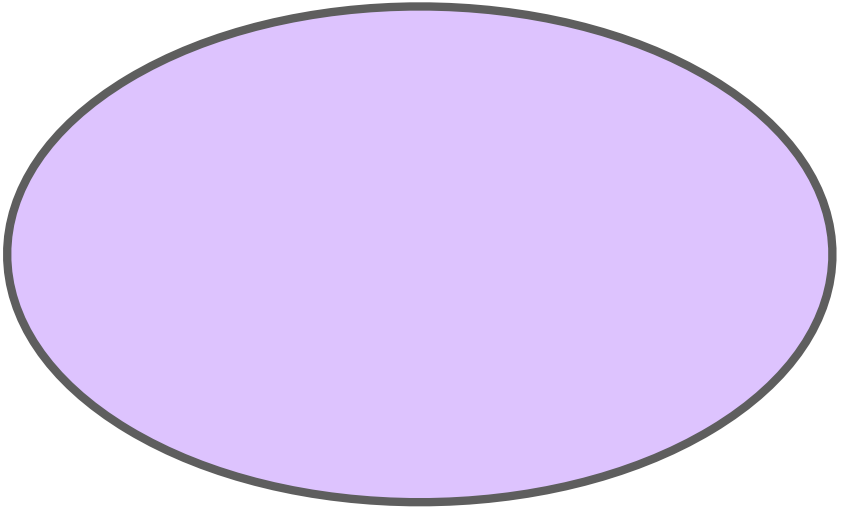
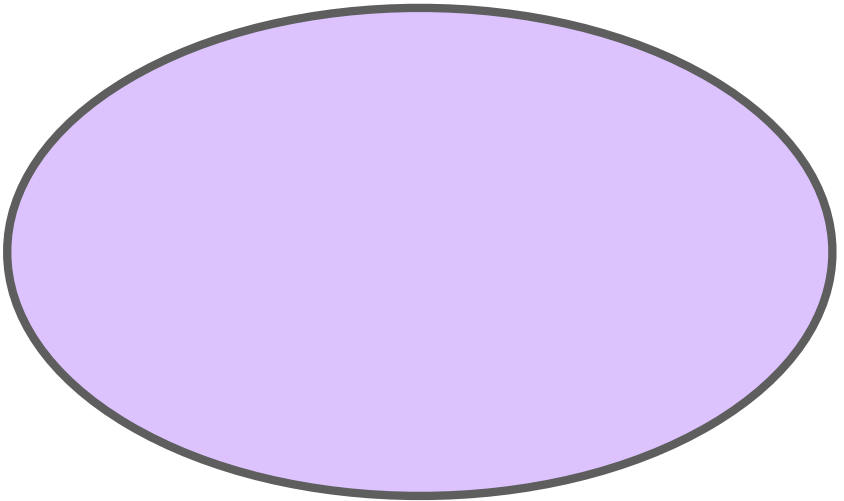
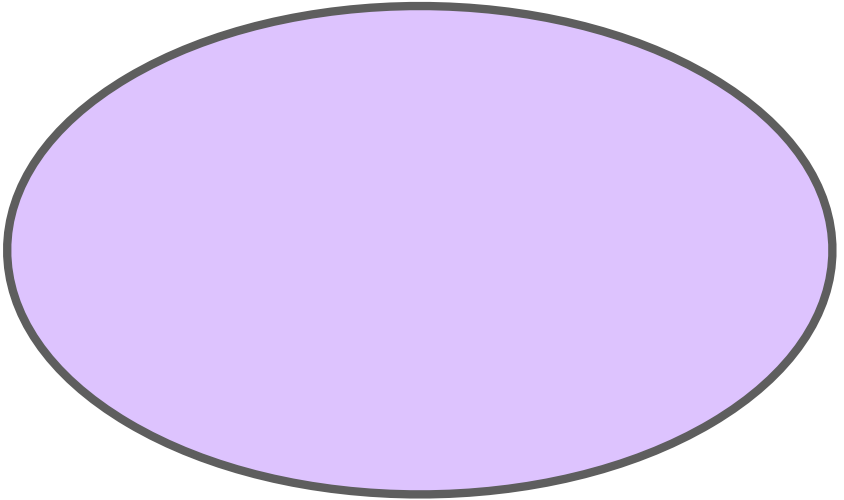
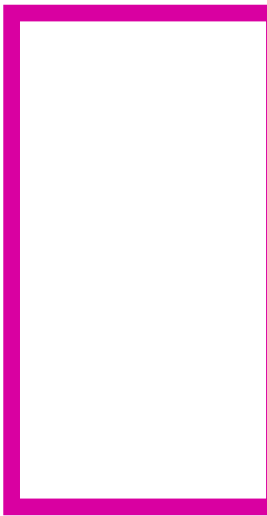






Playlist

Legend



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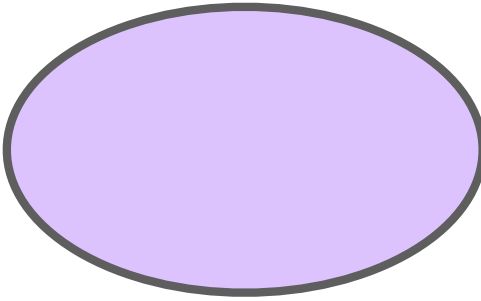

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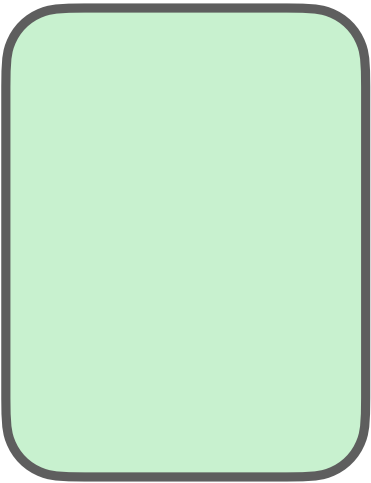

Playlist::SongEntry

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_head

_tail

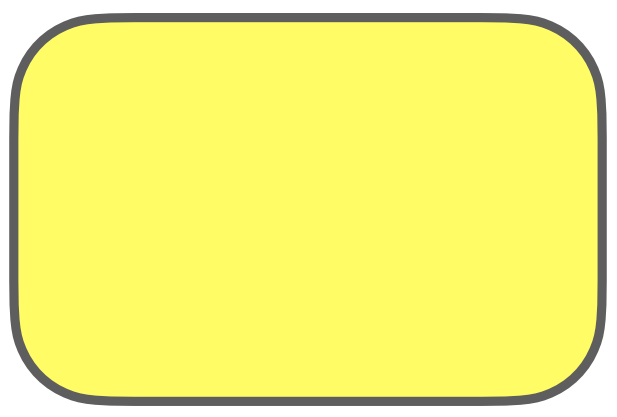
_prev..

_size

Stack memory

Heap memory

playlist object



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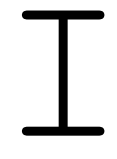

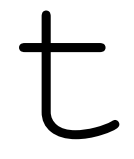

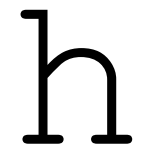

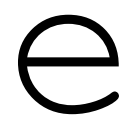

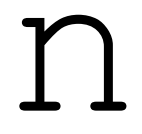

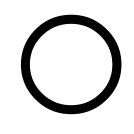

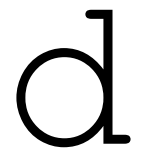

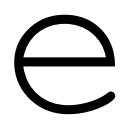

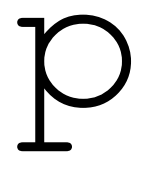

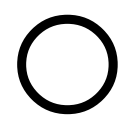

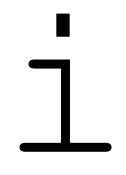

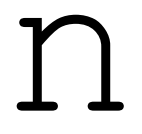

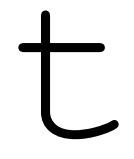

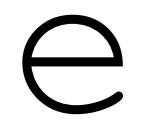

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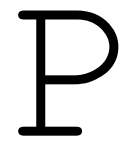

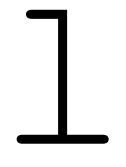

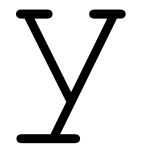

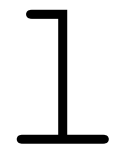

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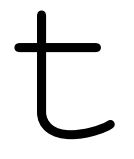

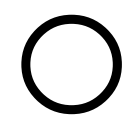

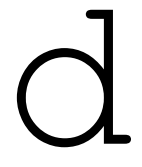

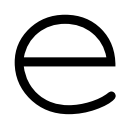

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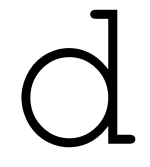

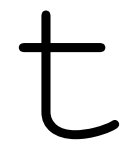

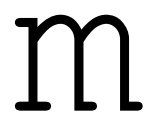

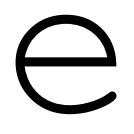

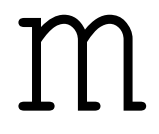

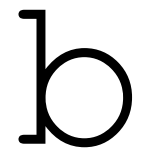

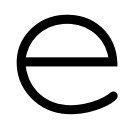

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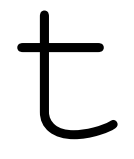

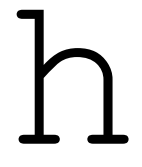

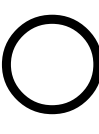

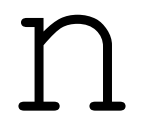

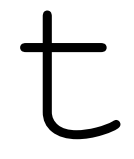

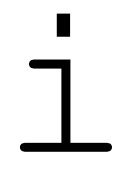

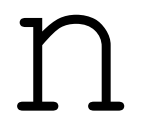

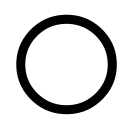

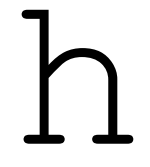

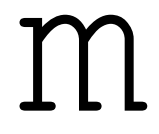

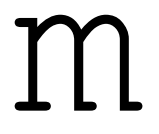

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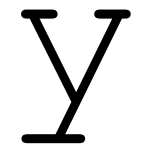

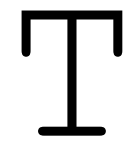

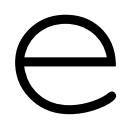

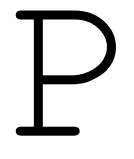

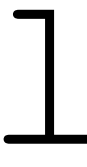

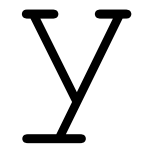

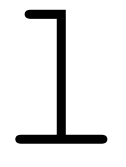

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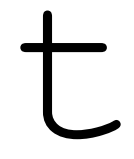

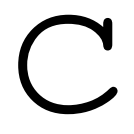

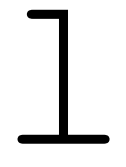

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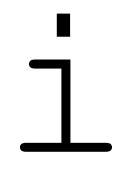

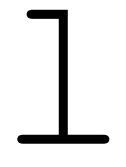

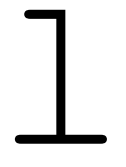

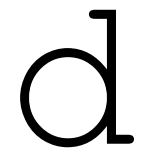

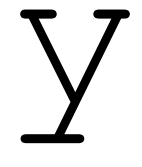

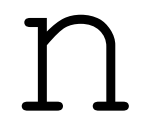

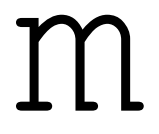

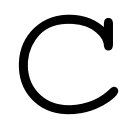

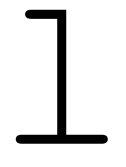

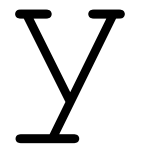

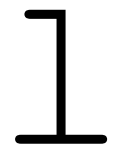

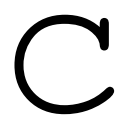

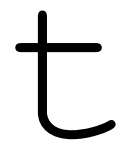

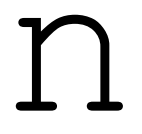

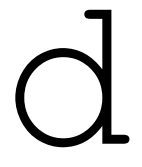

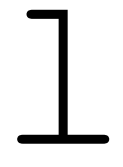

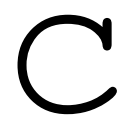

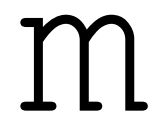

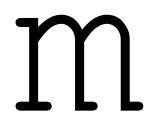

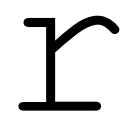

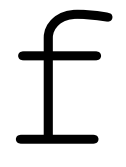

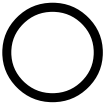

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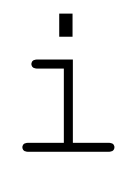

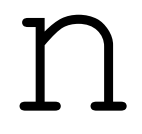

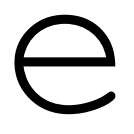

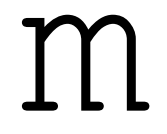

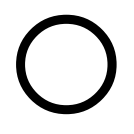

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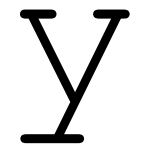
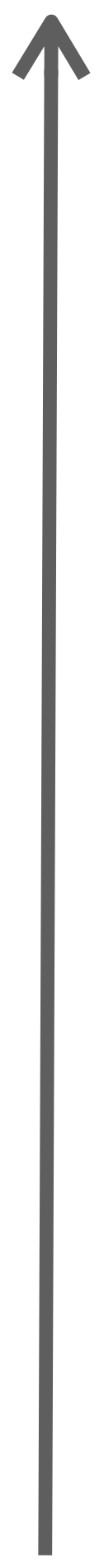
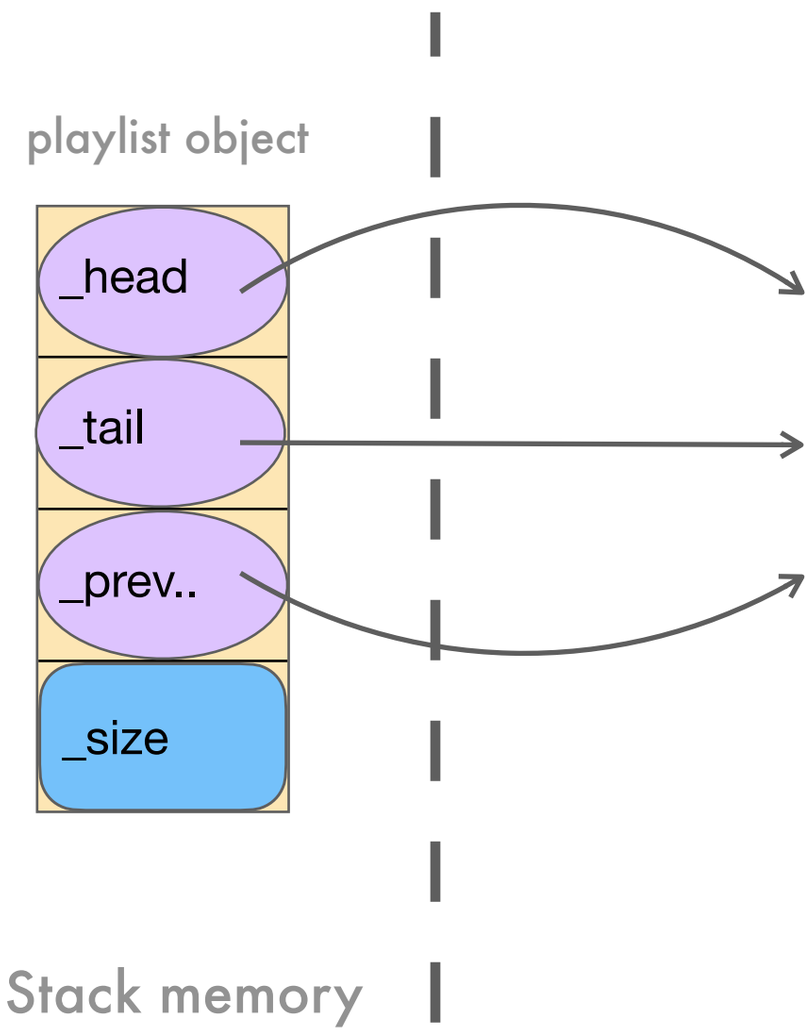
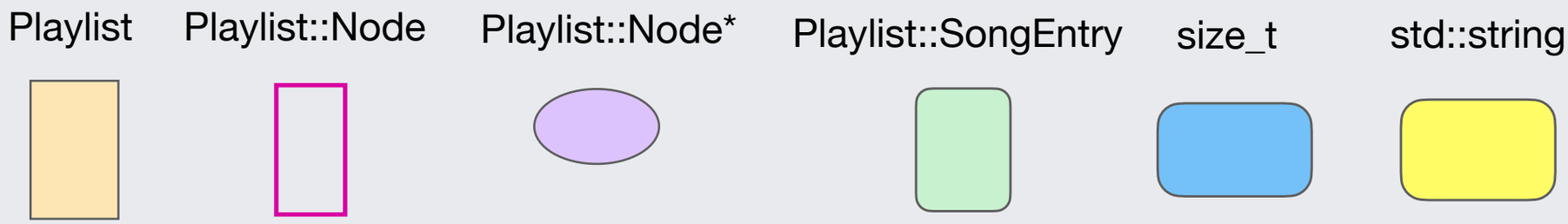
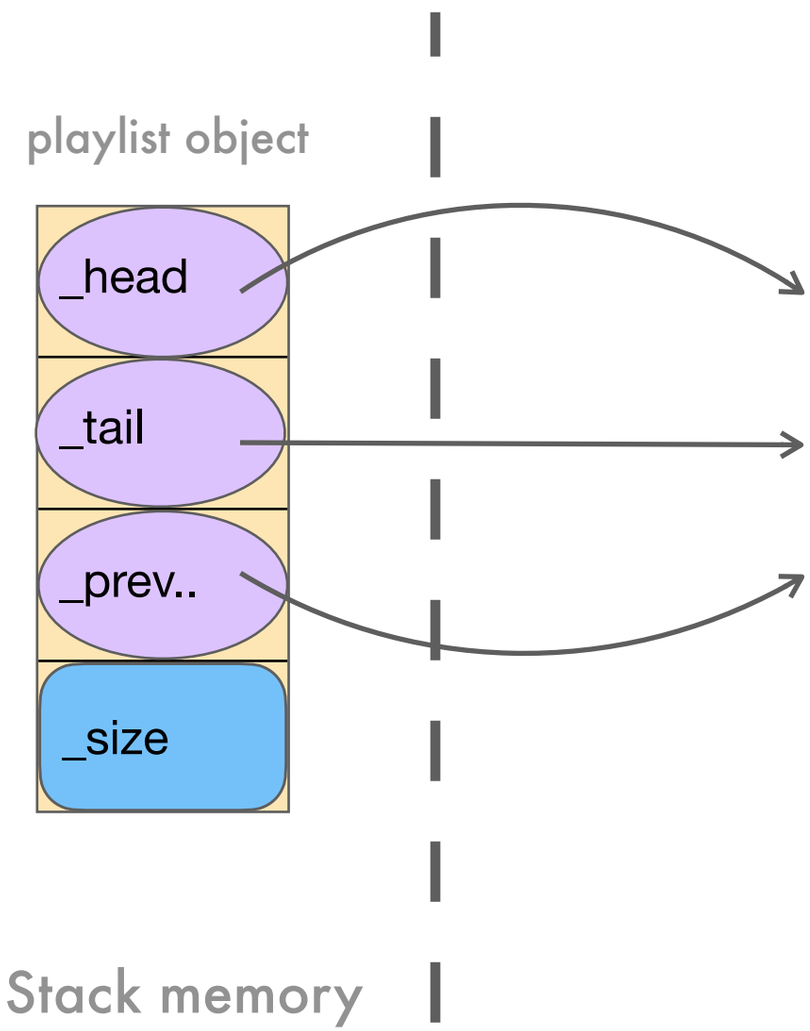


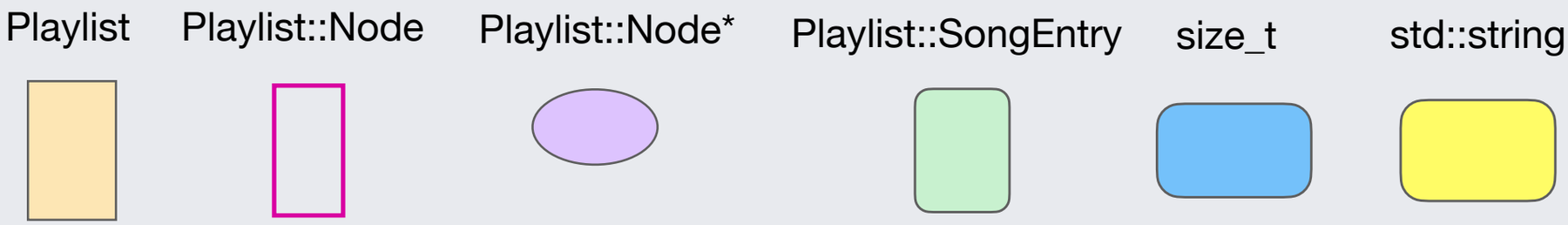


It will have node pointer (Playlist::Node*) data members that point into heap memory. The Playlist class will dynamically allocate (and deallocate) memory for Nodes in heap memory.






playlist object
_head
_tail
_prev..
_size
Stack memory
Heap memory


Playlist
Playlist::Node
Playlist::Node*
Playlist::SongEntry
size_t
std::string
Legend