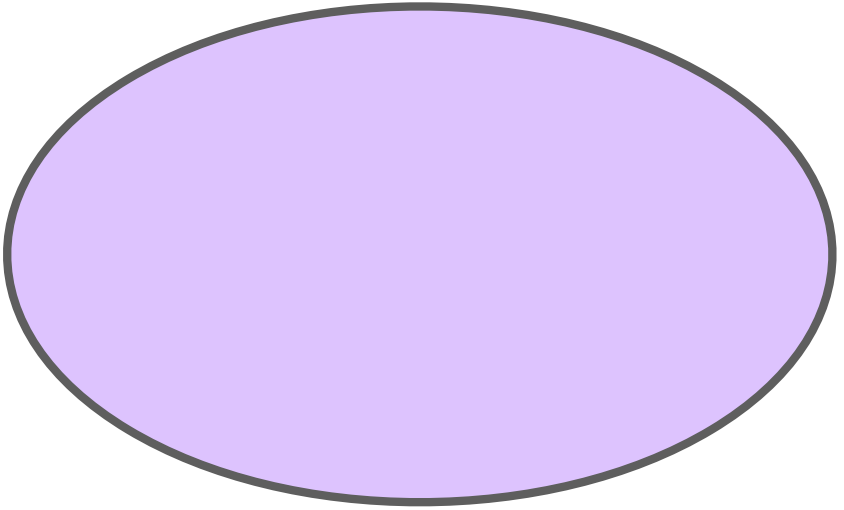
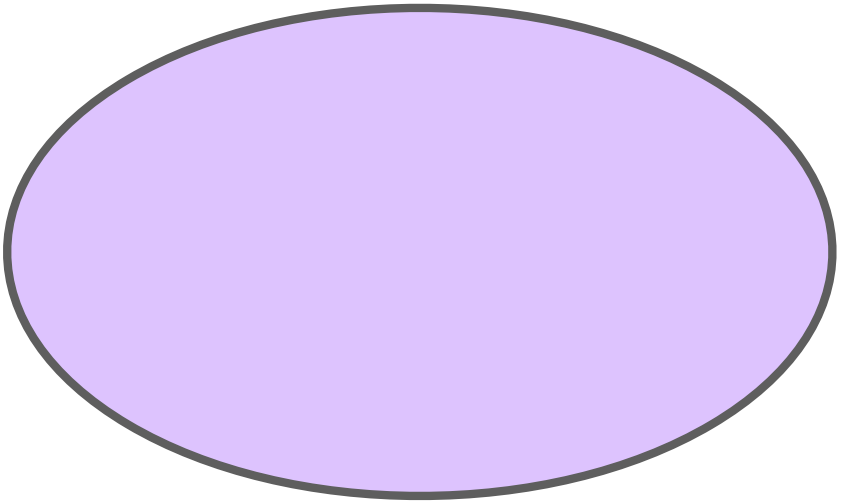
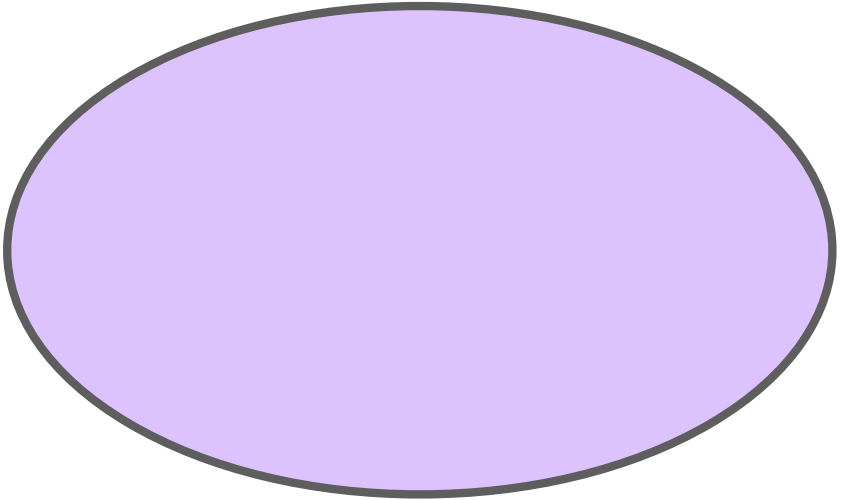
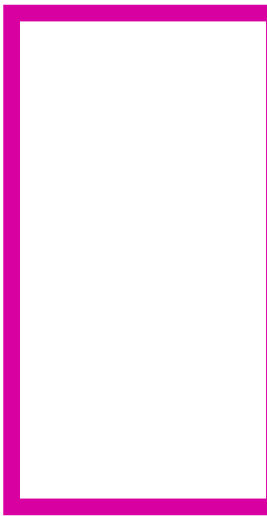






Playlist

Legend



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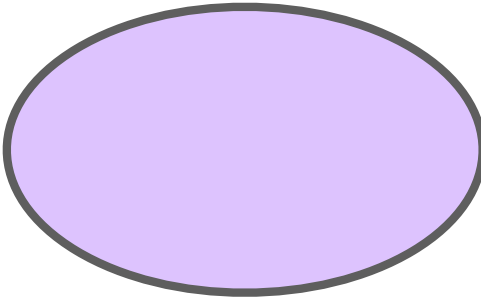

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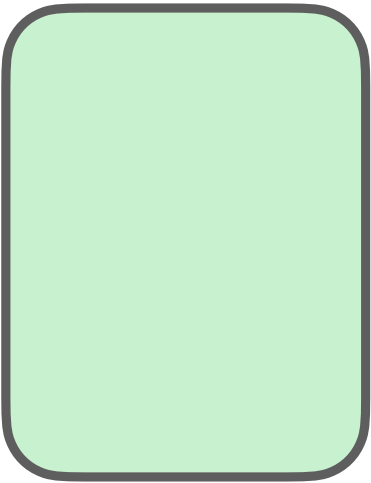

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size_t

_head

_tail

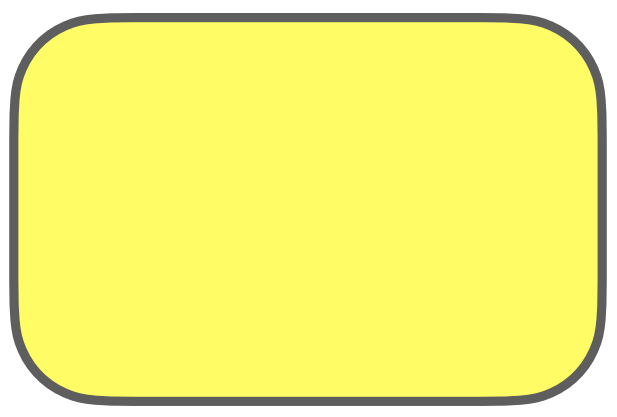
_prev..

_size

Stack memory

Heap memory

playlist object



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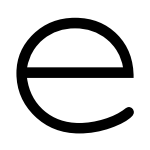

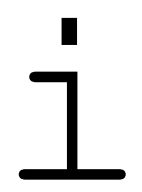

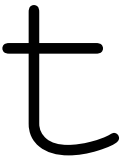

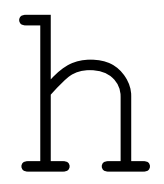

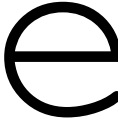

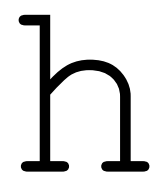

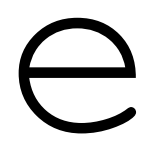

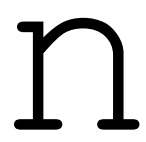

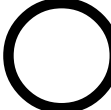

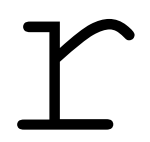

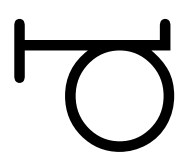

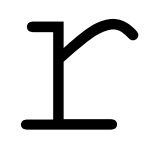

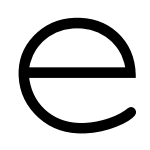

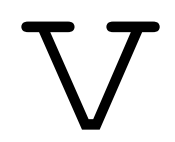

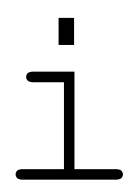

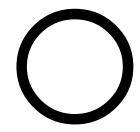

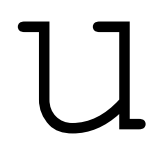

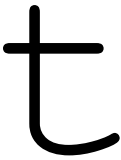

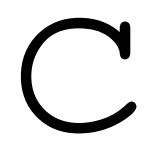

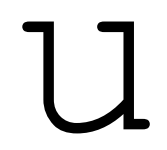

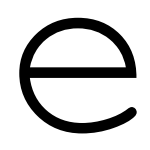

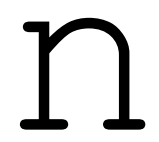

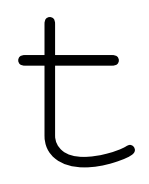

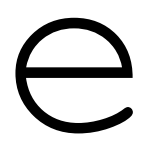

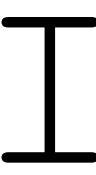

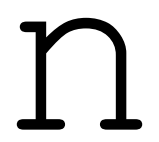

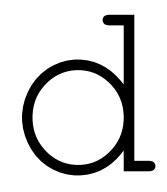

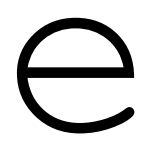

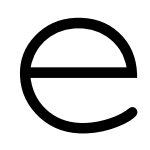

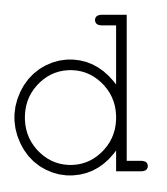

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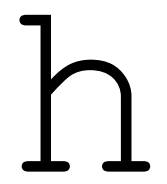
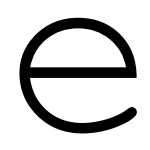
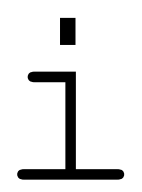
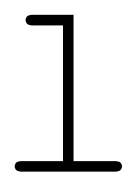
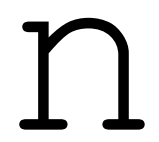
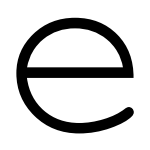


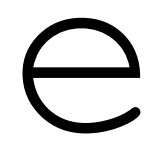


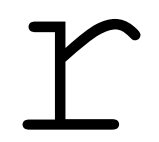


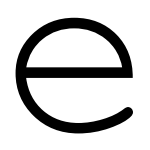


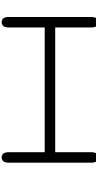


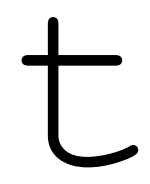


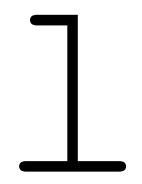


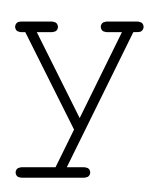


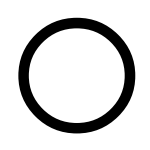


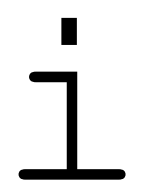


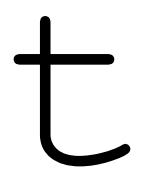


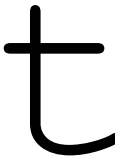


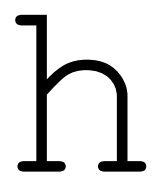


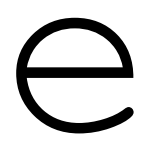


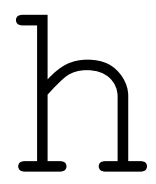


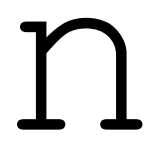


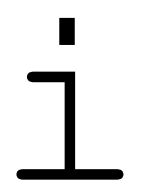


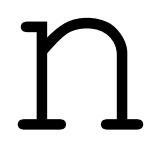


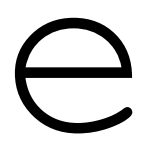


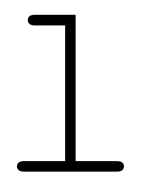


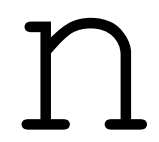


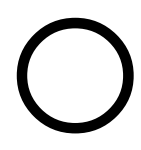


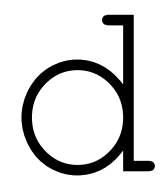


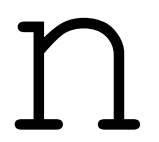


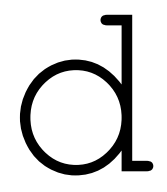


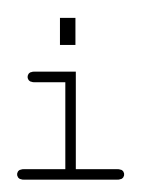


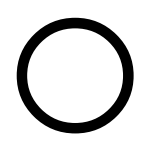


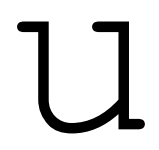


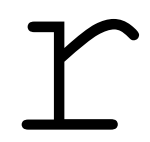


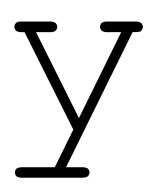


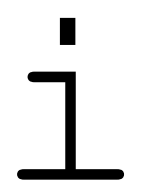


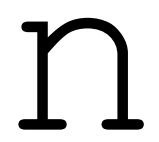


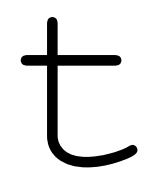


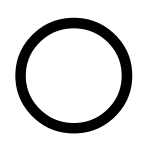


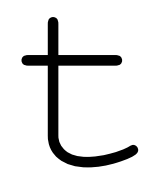


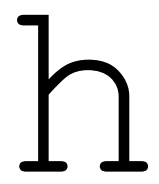


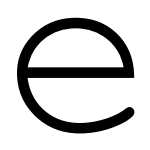


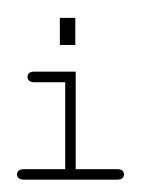


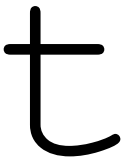


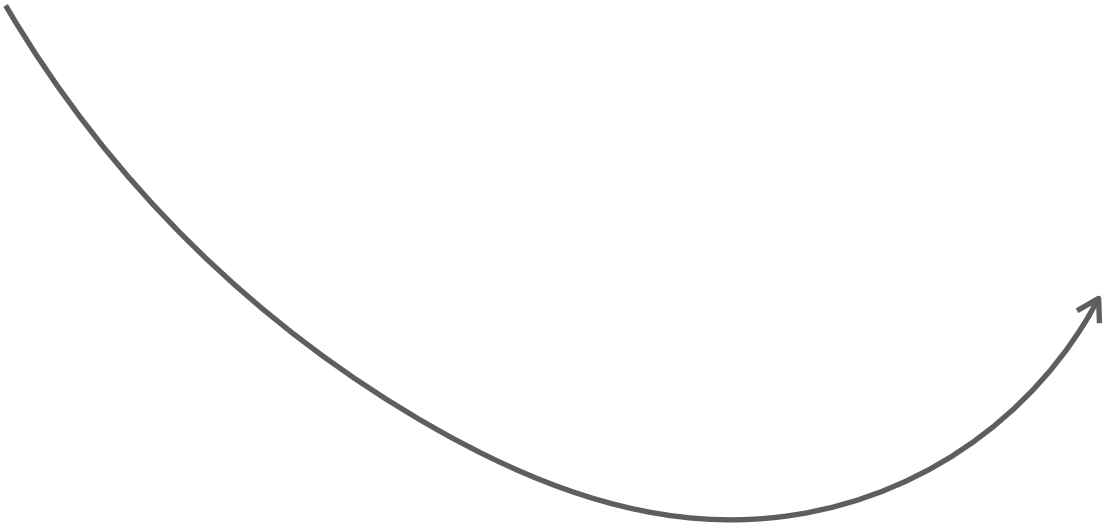


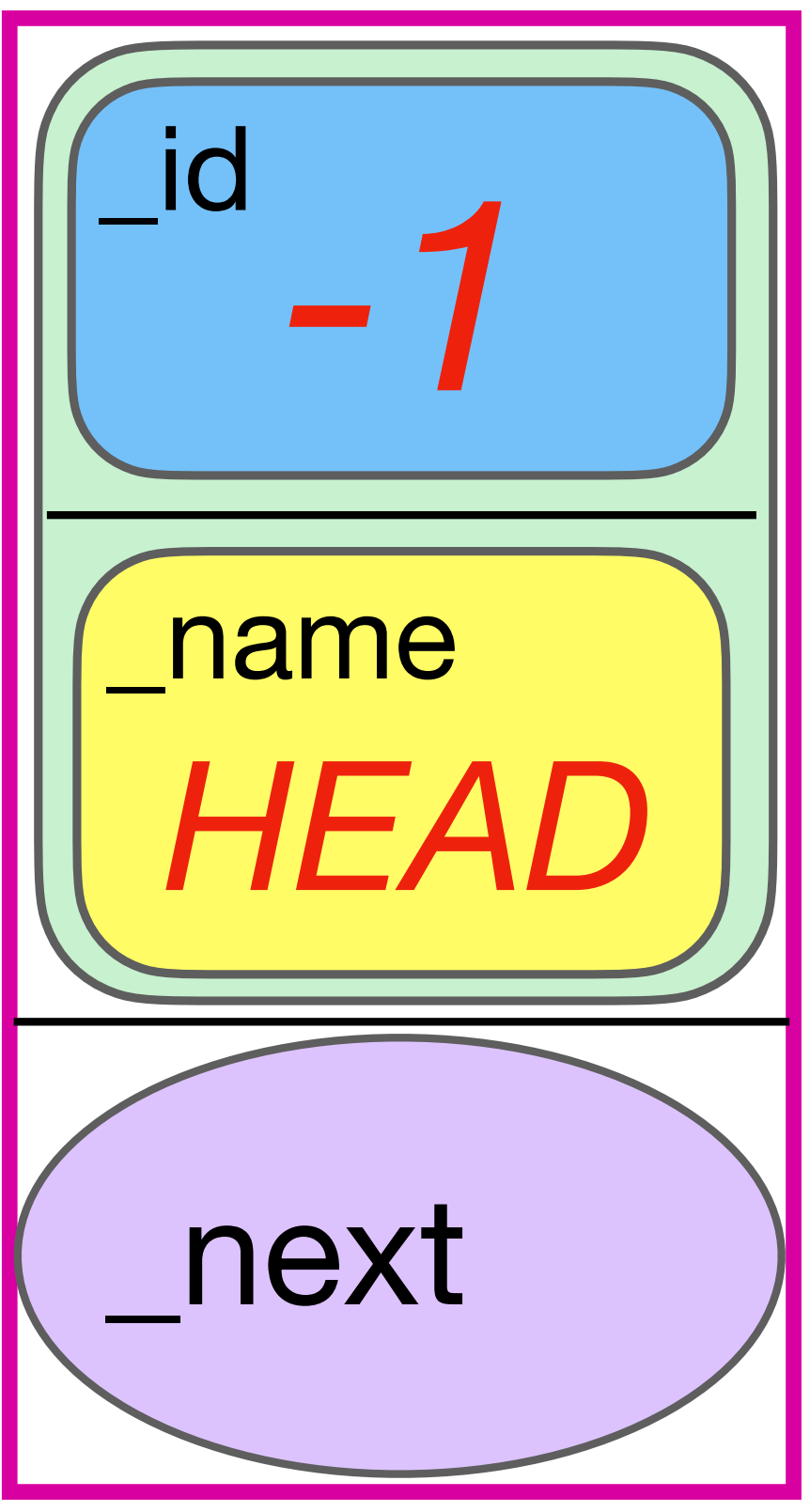




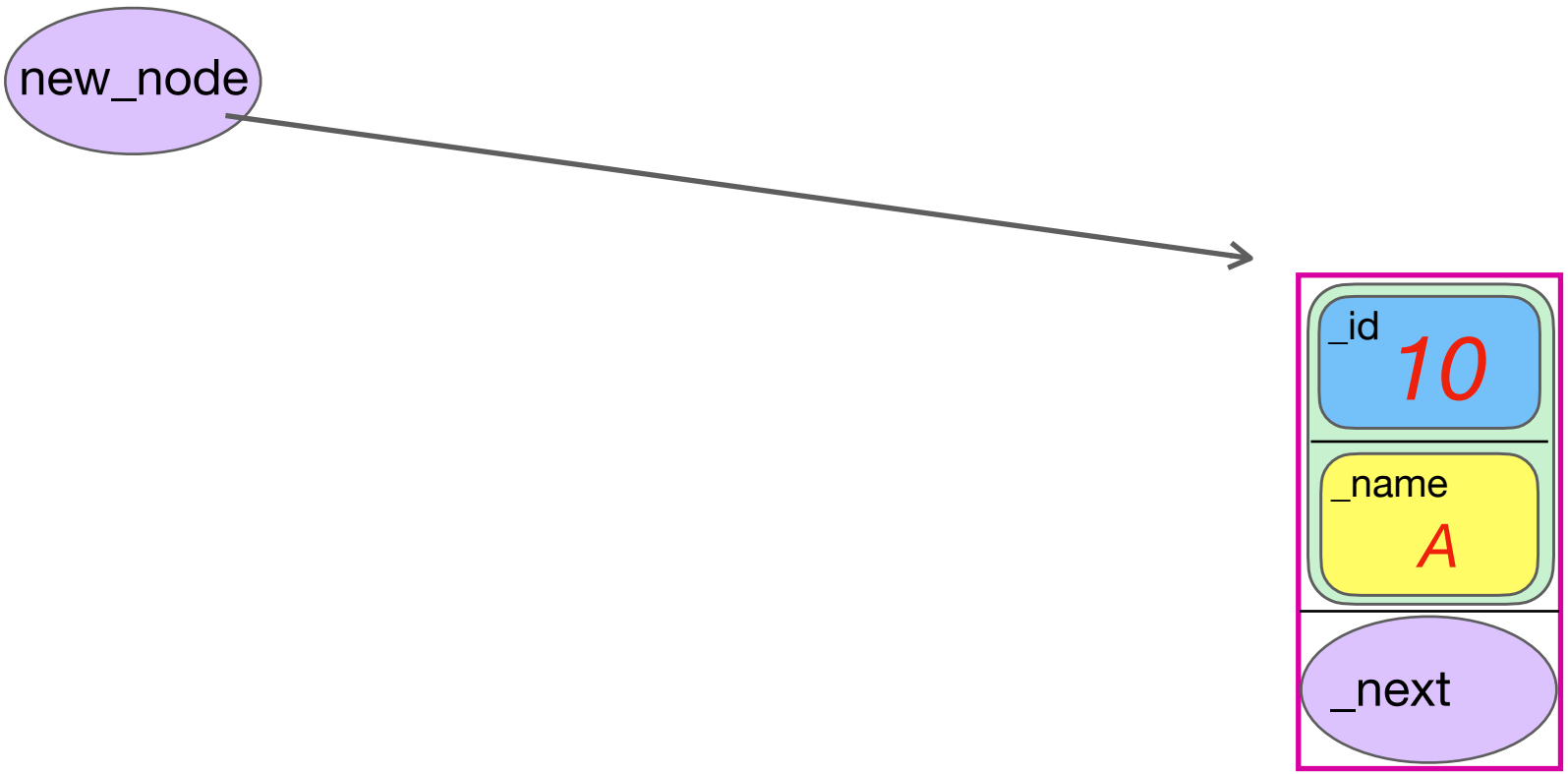


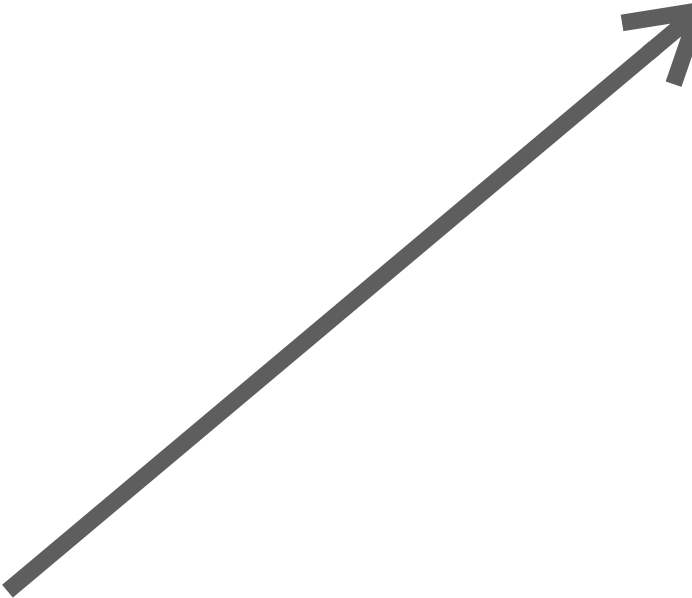




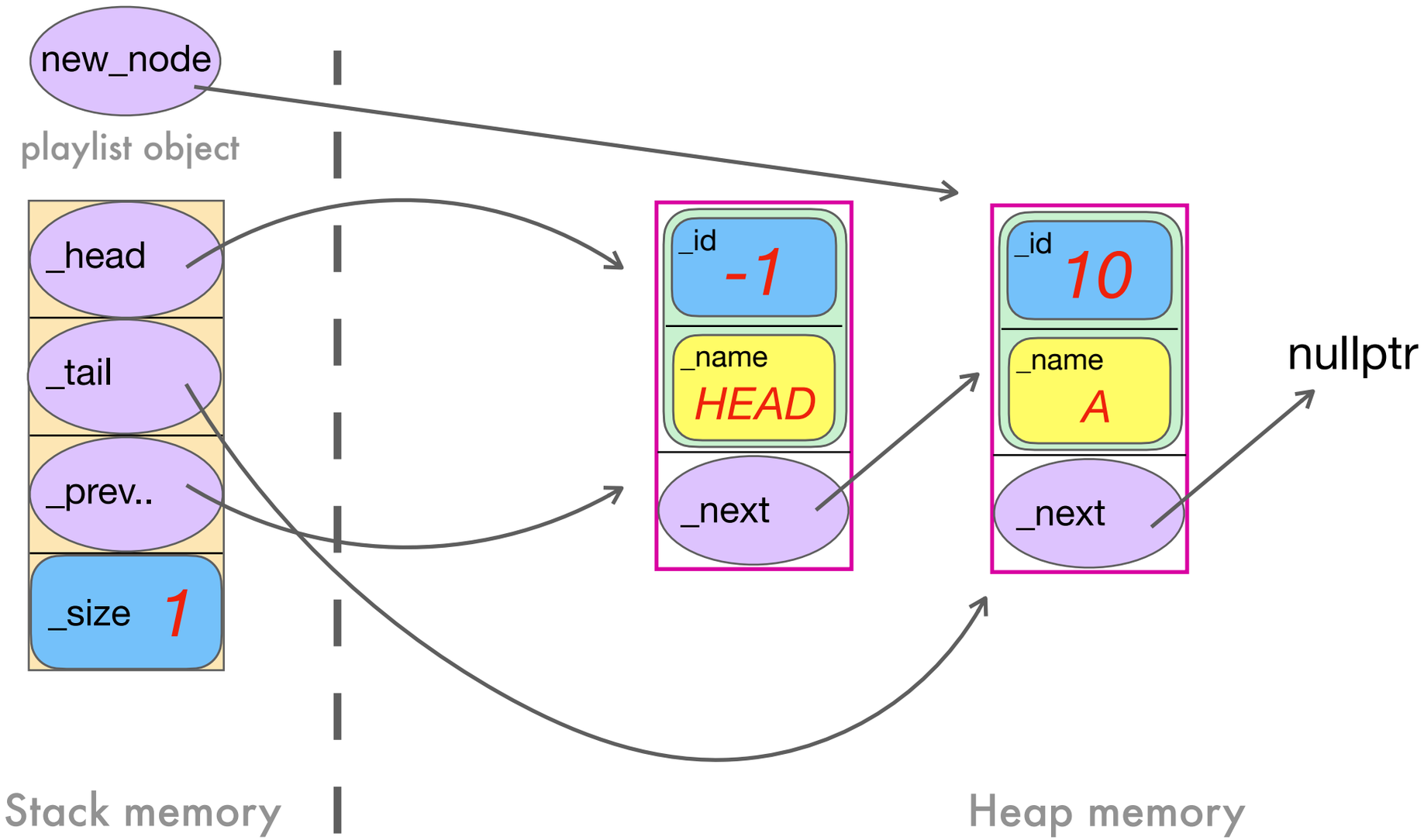

_id
-1
_name
HEAD
_next

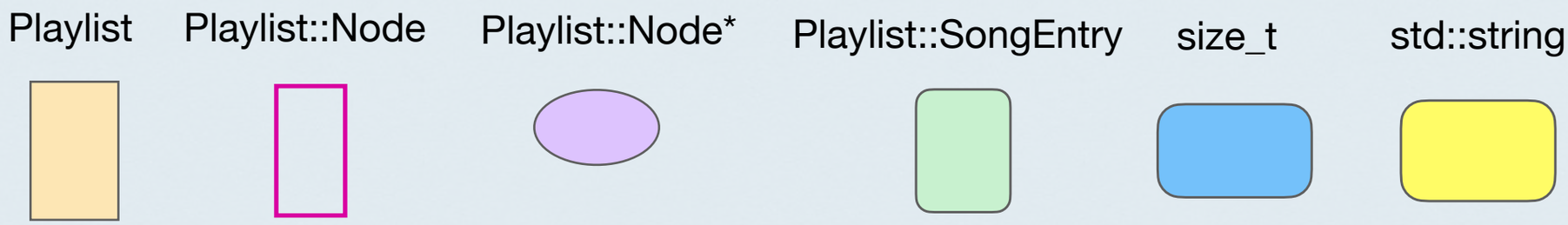
nullptr


new_node
_id
10
_name
A
_next

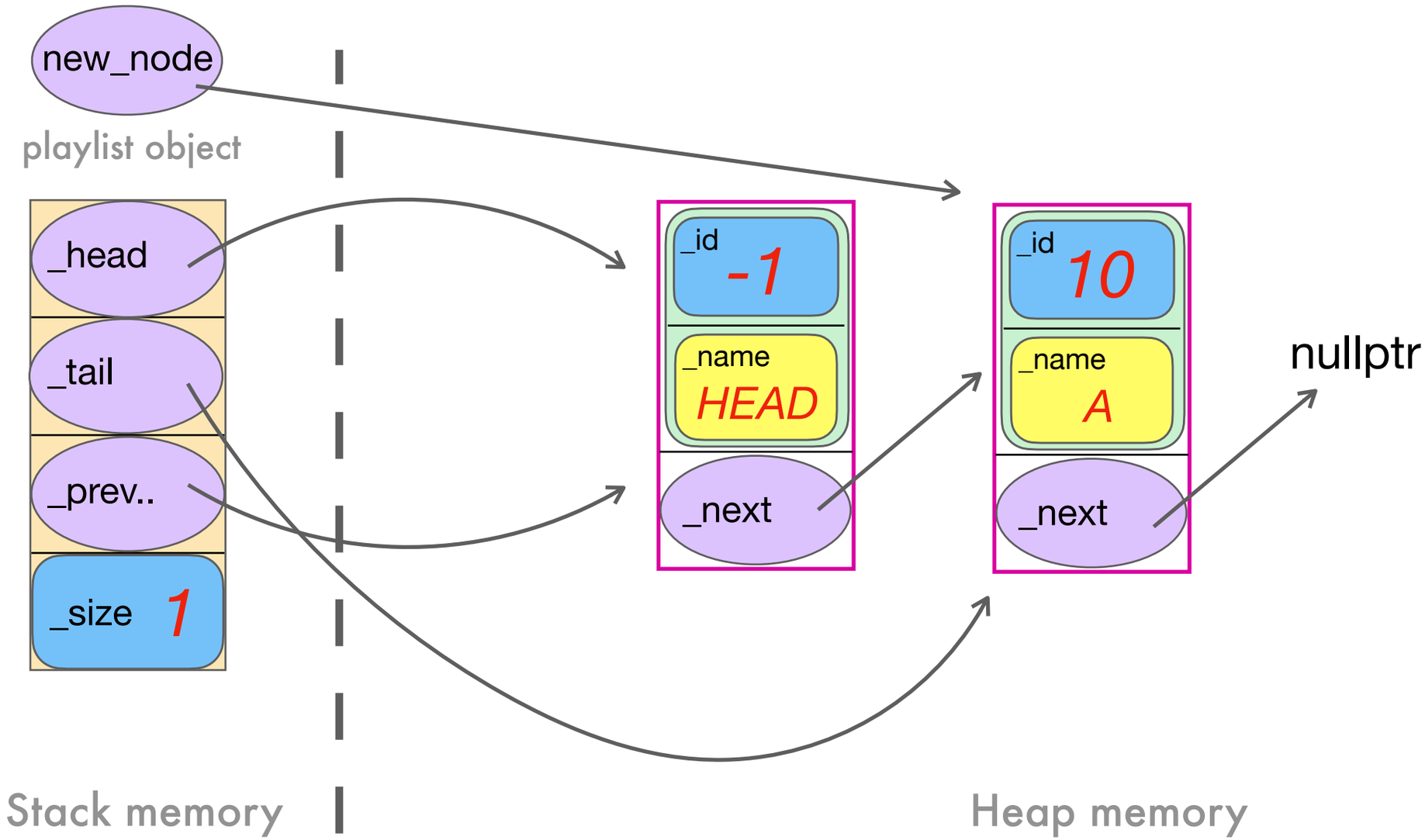


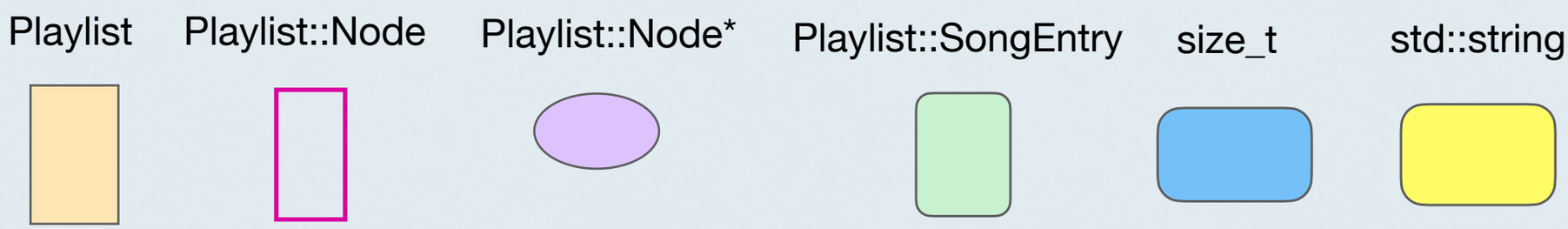
Neither _head nor _previous_to_current move. Indeed, _head will never move. It always points at the head sentinel node and is our way in to the list.





Legend


new_node
playlist object
_head
_tail
_prev..
_size 1
_id -1
_name HEAD
_next
_id 10
_name A
_next
nullptr
Stack memory
Heap memory


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

Legend