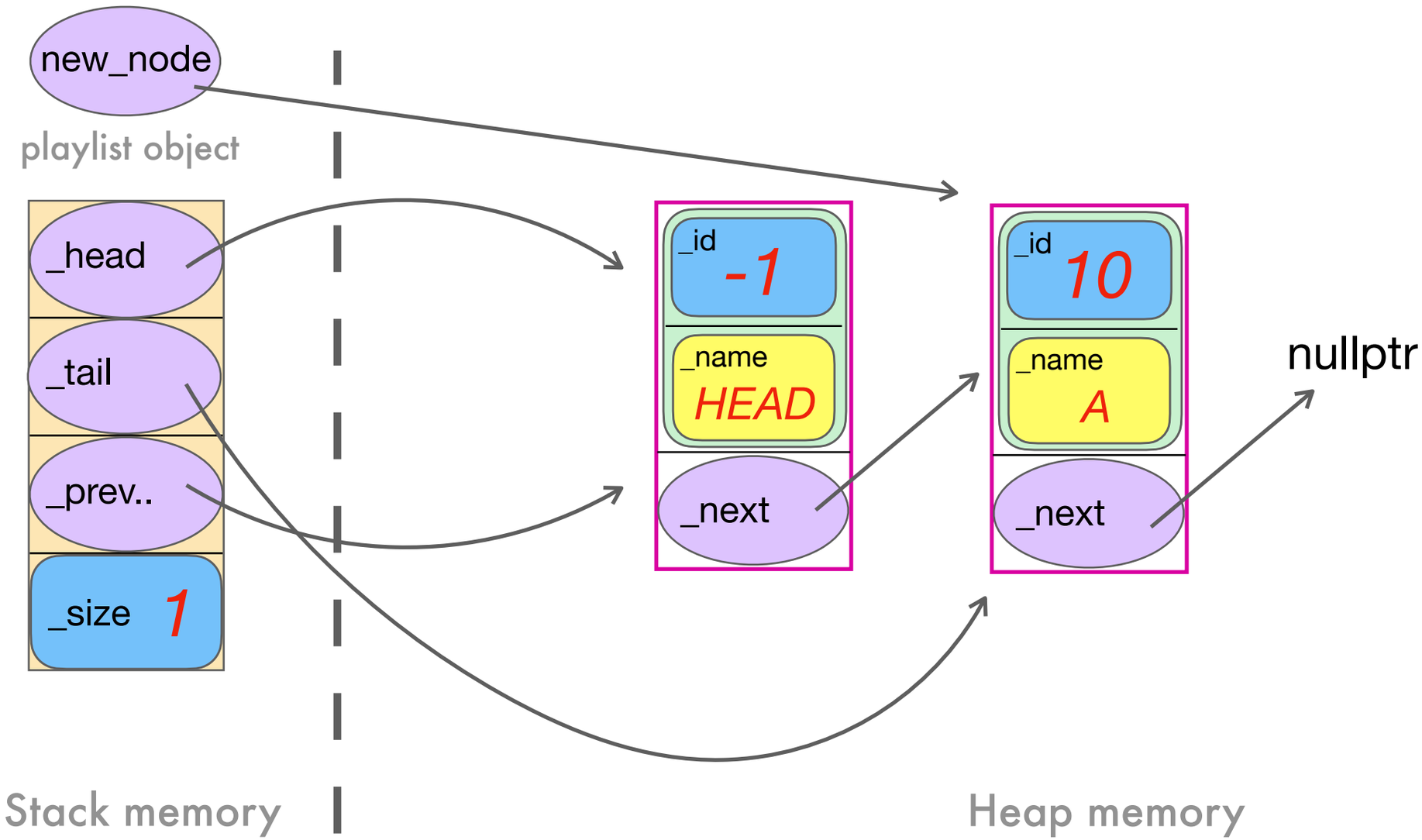
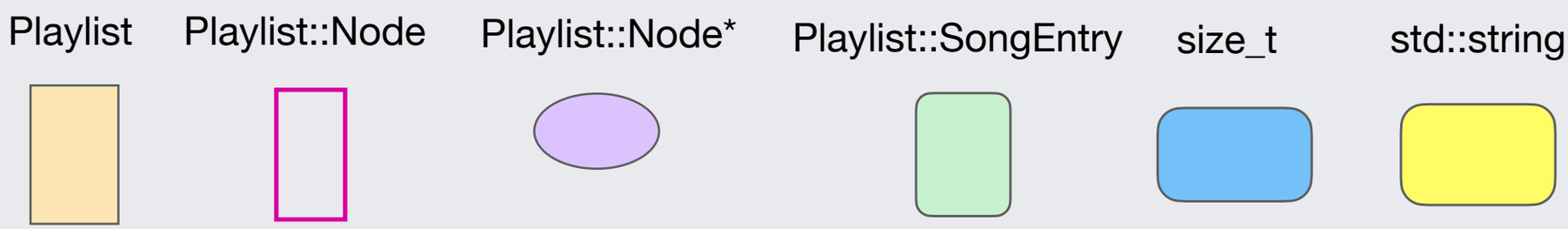
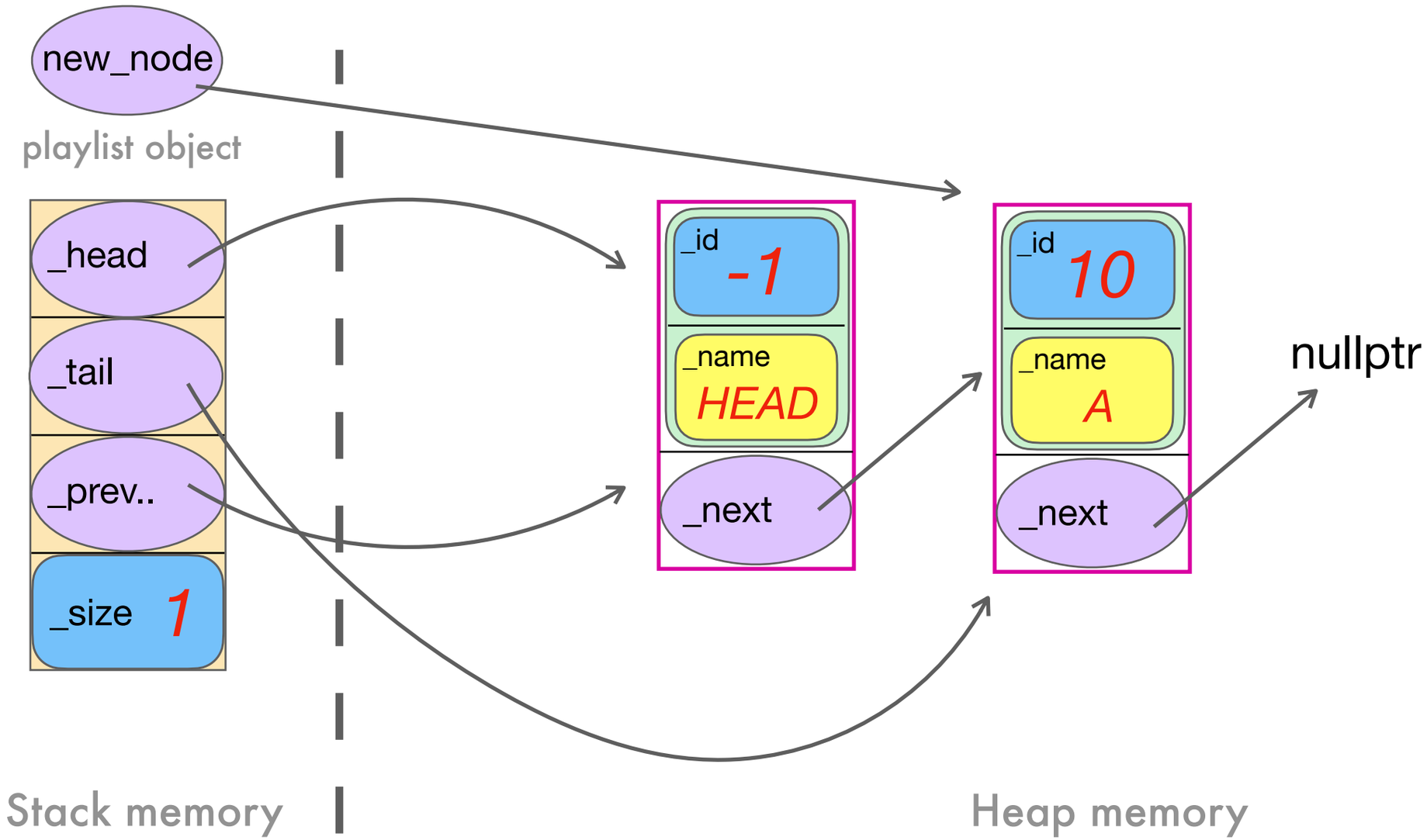
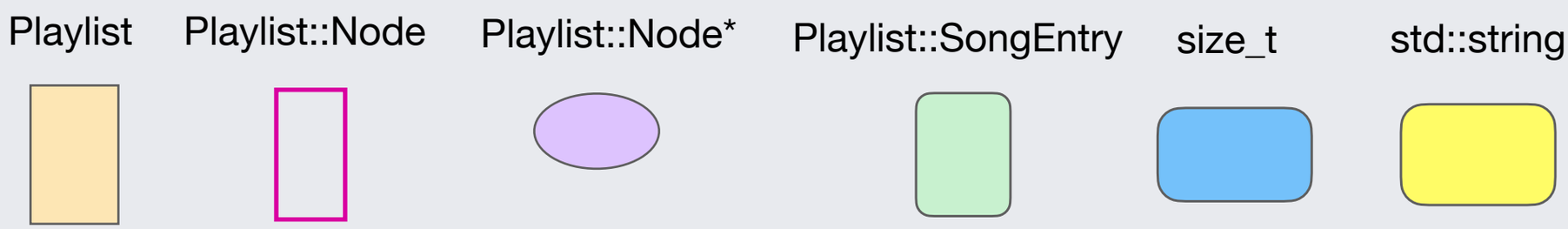
```
insert_at_cursor() needs to maintain Playlist
data members. In this case, we need to update
_tail and _size.
```





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