



Plavist

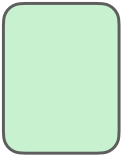
Legend



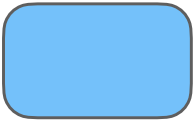
Privacyist: No



Payvist: Noode*



Playvist: Song Entry



size_

head

+

2

1

1

1

1

OROV .



size

stack memory

Heap memory

playivist • obdient



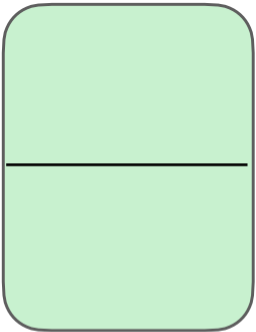
std::string

These Node*'s should be initialized to point to the one and same head sentinel node with sentinel SongEntry member values of -1 and "HEAD".









`_next`

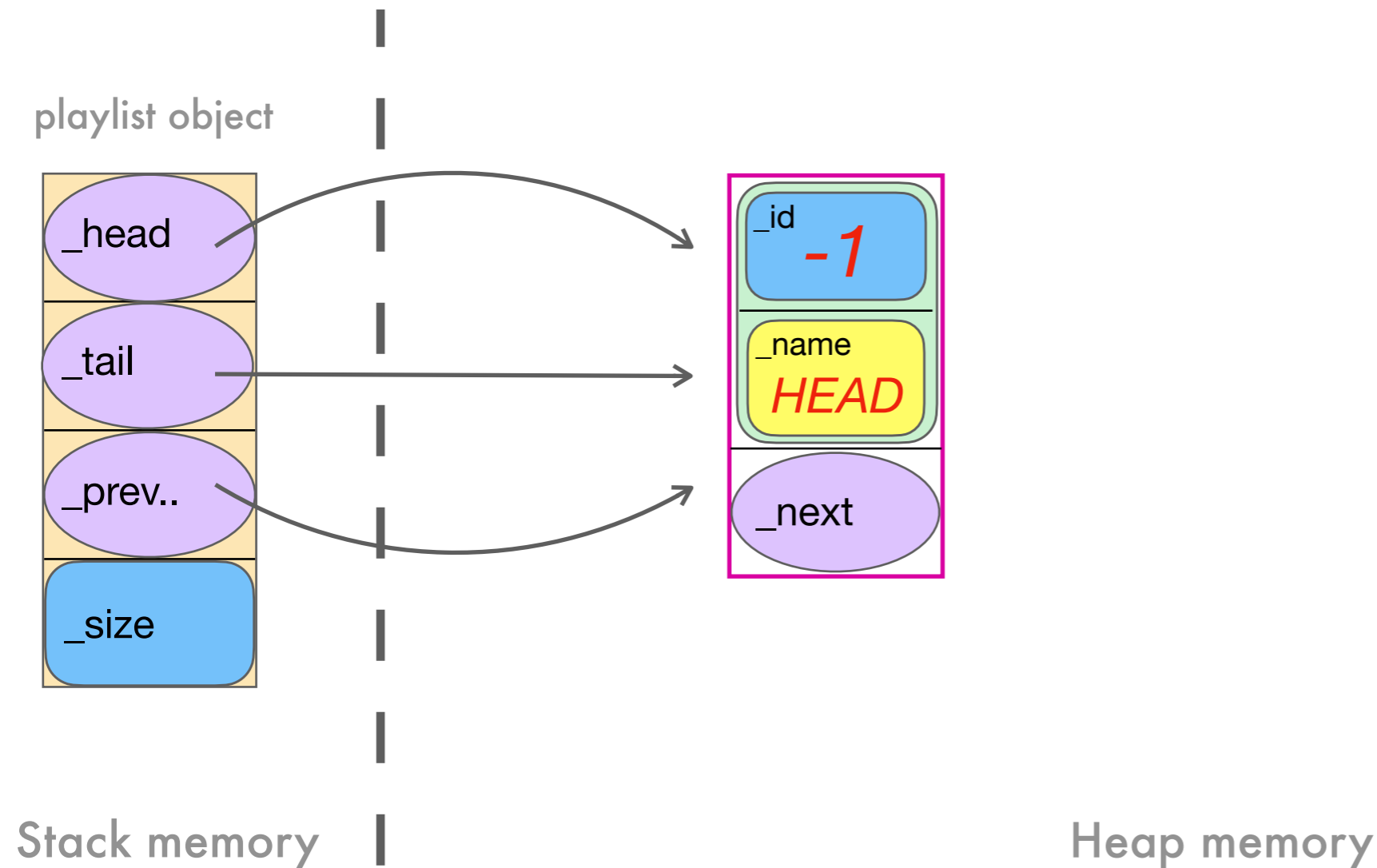
_id

_name

-1

HEAD

These Node*'s should be initialized to point to the one and same head sentinel node with sentinel SongEntry member values of -1 and "HEAD".



Playlist

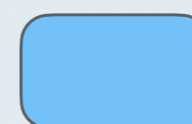
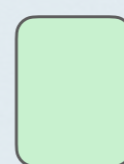
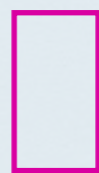
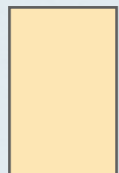
Playlist::Node

Playlist::Node*

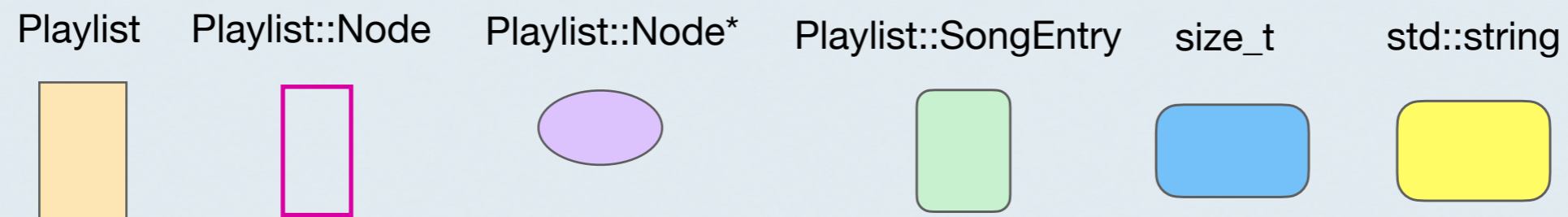
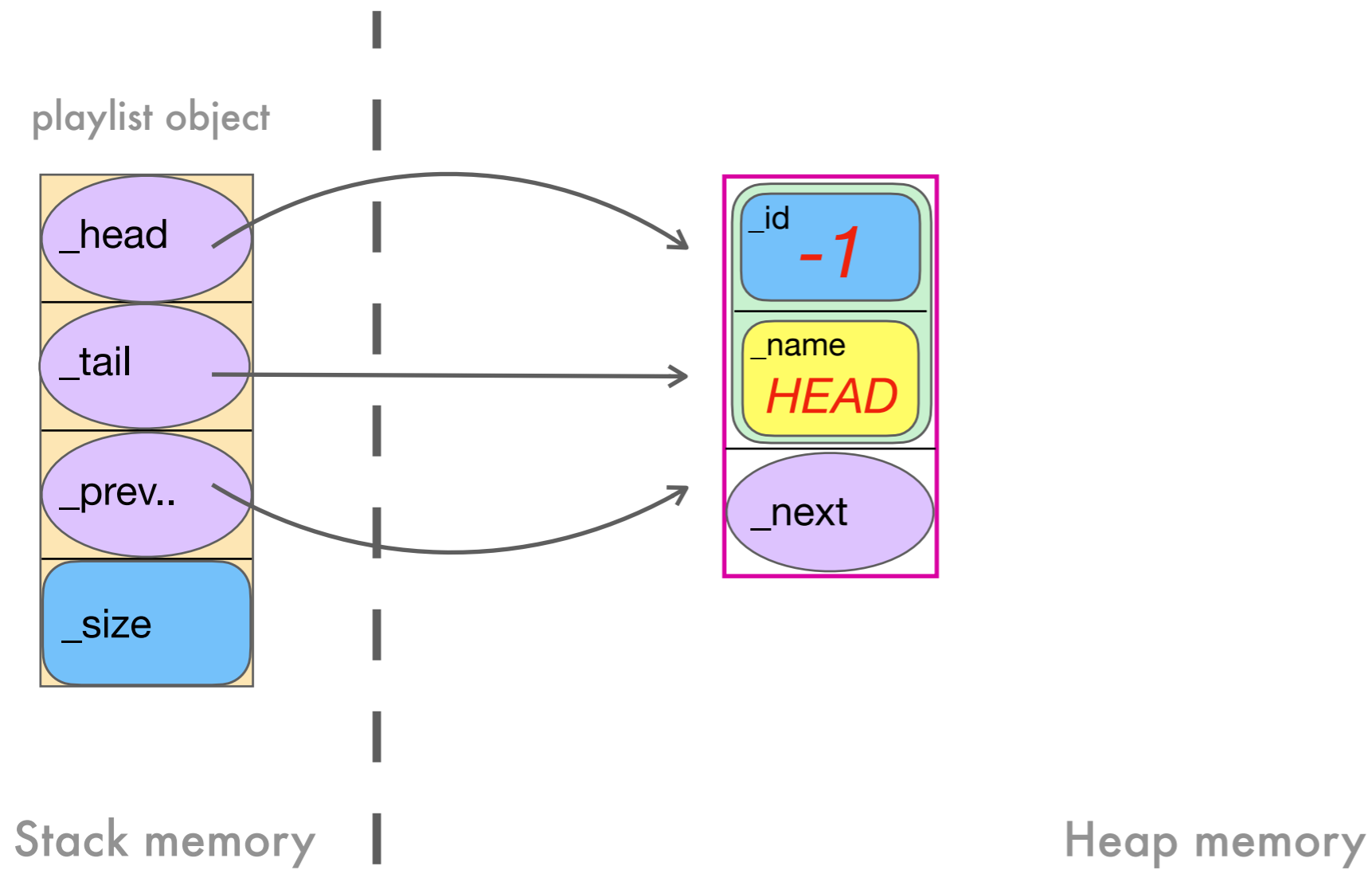
Playlist::SongEntry

size_t

std::string



Legend



Legend