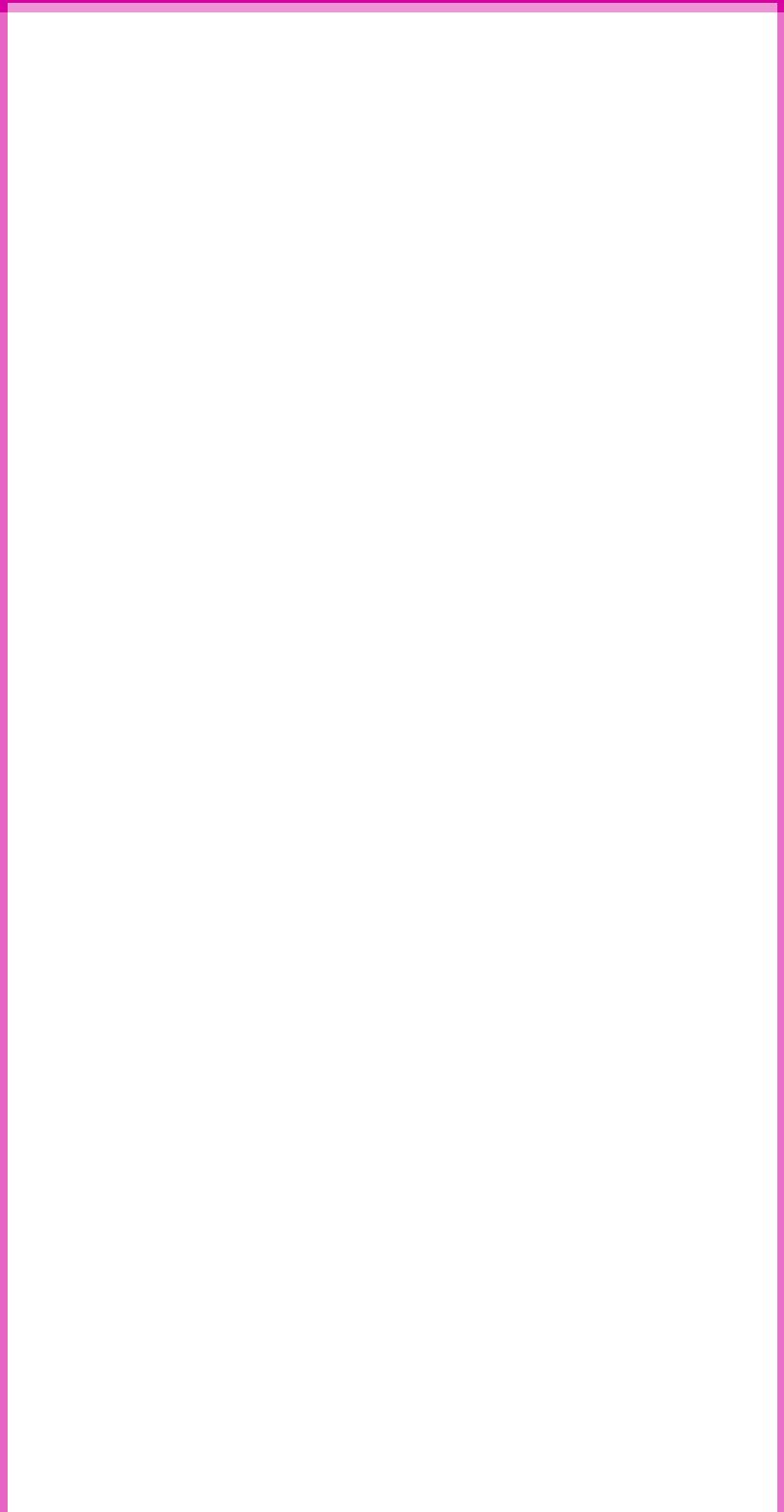
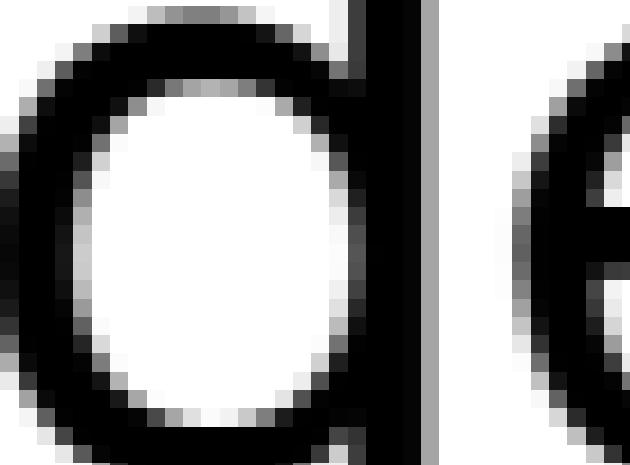
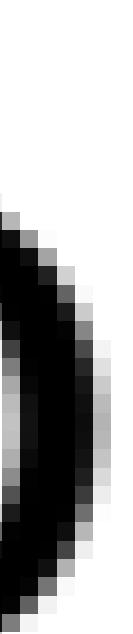
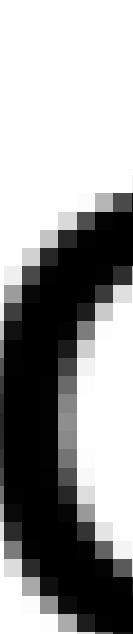
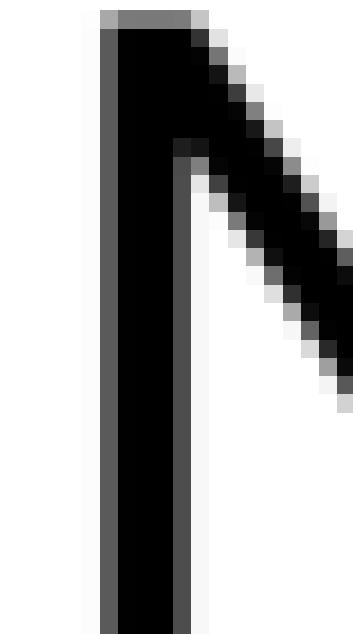
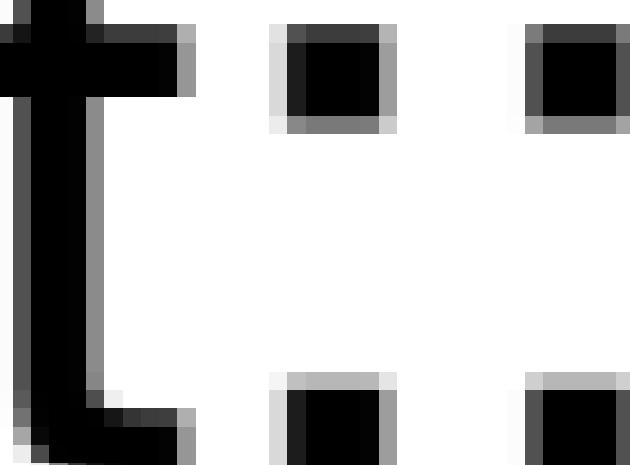
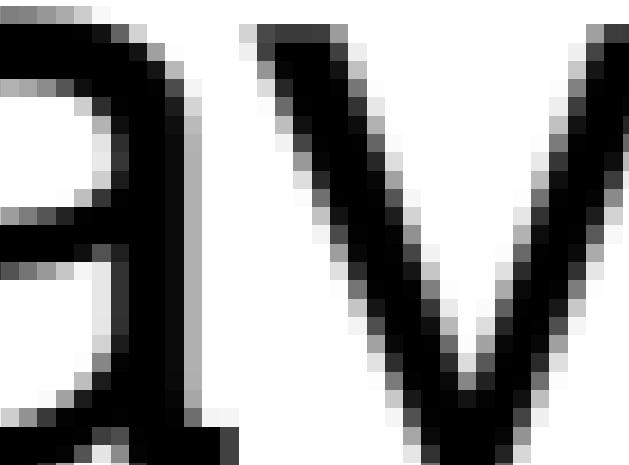
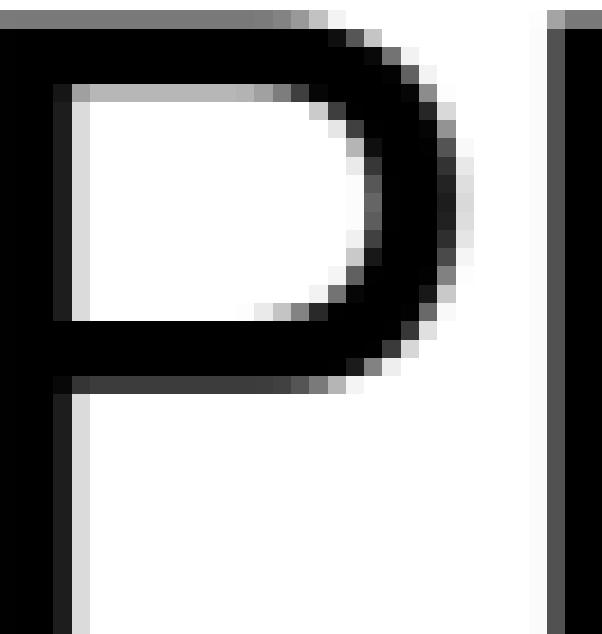
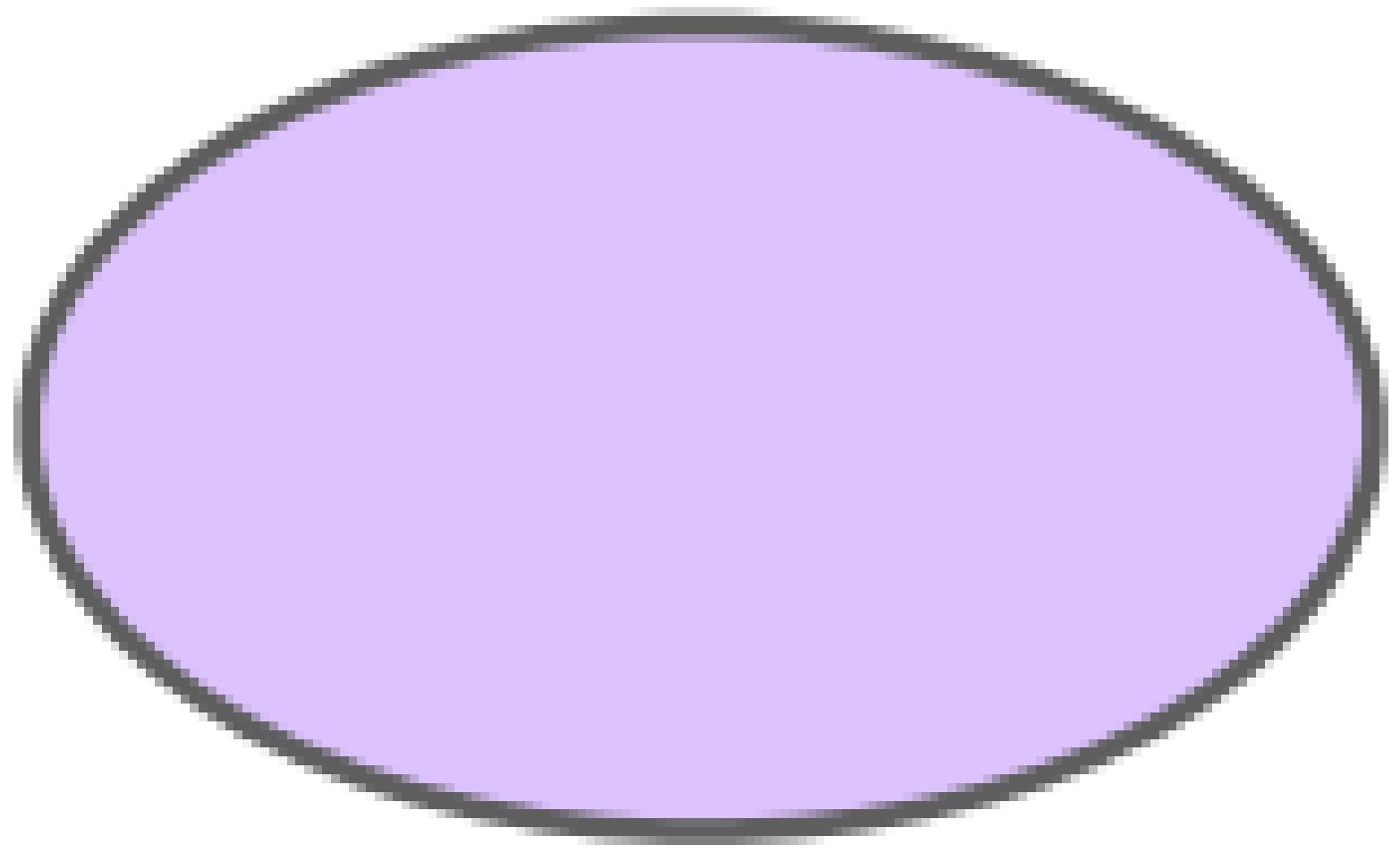
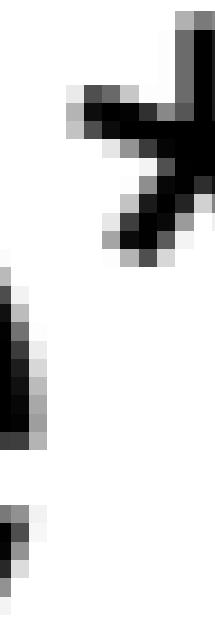
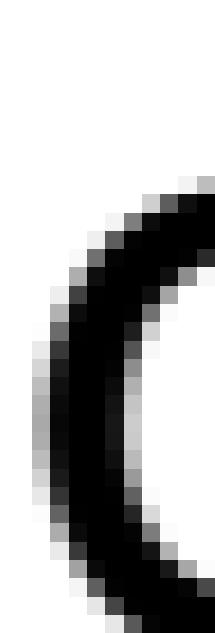
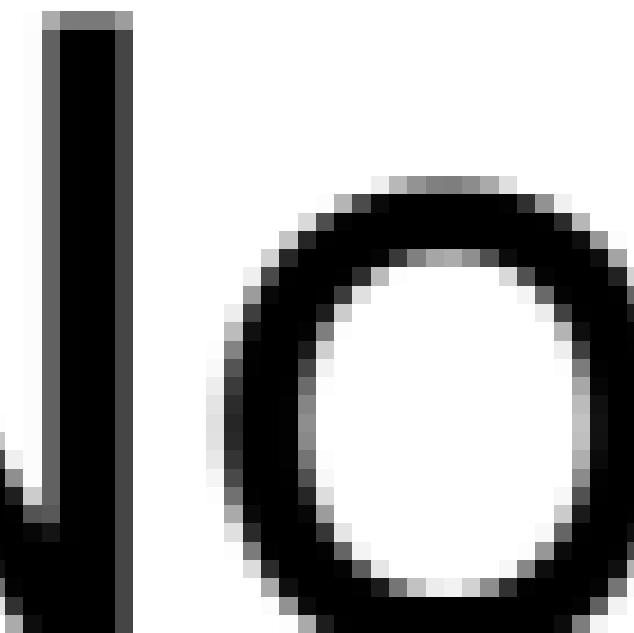
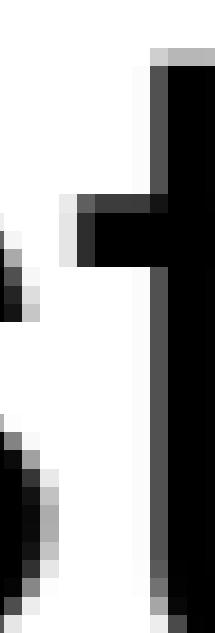
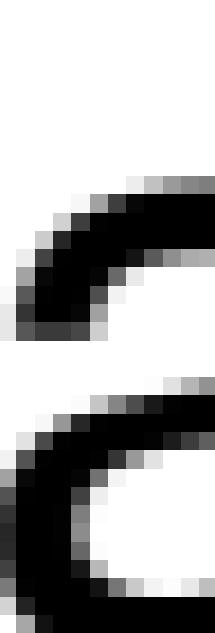
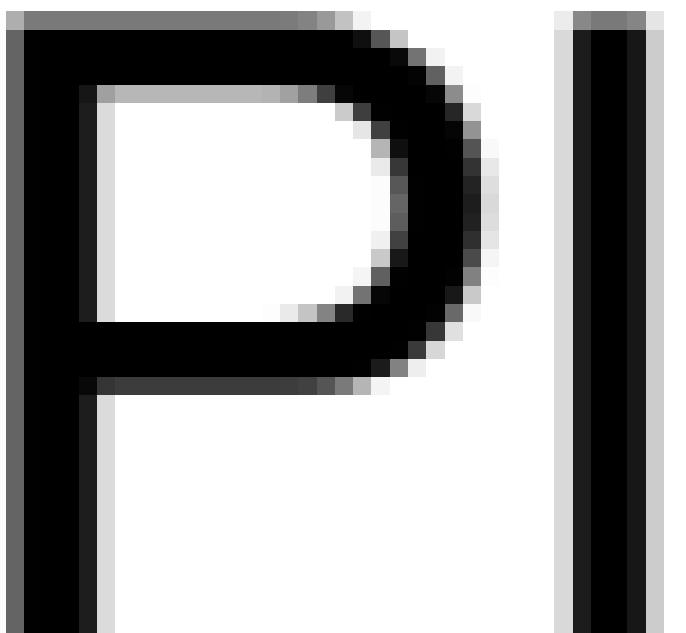


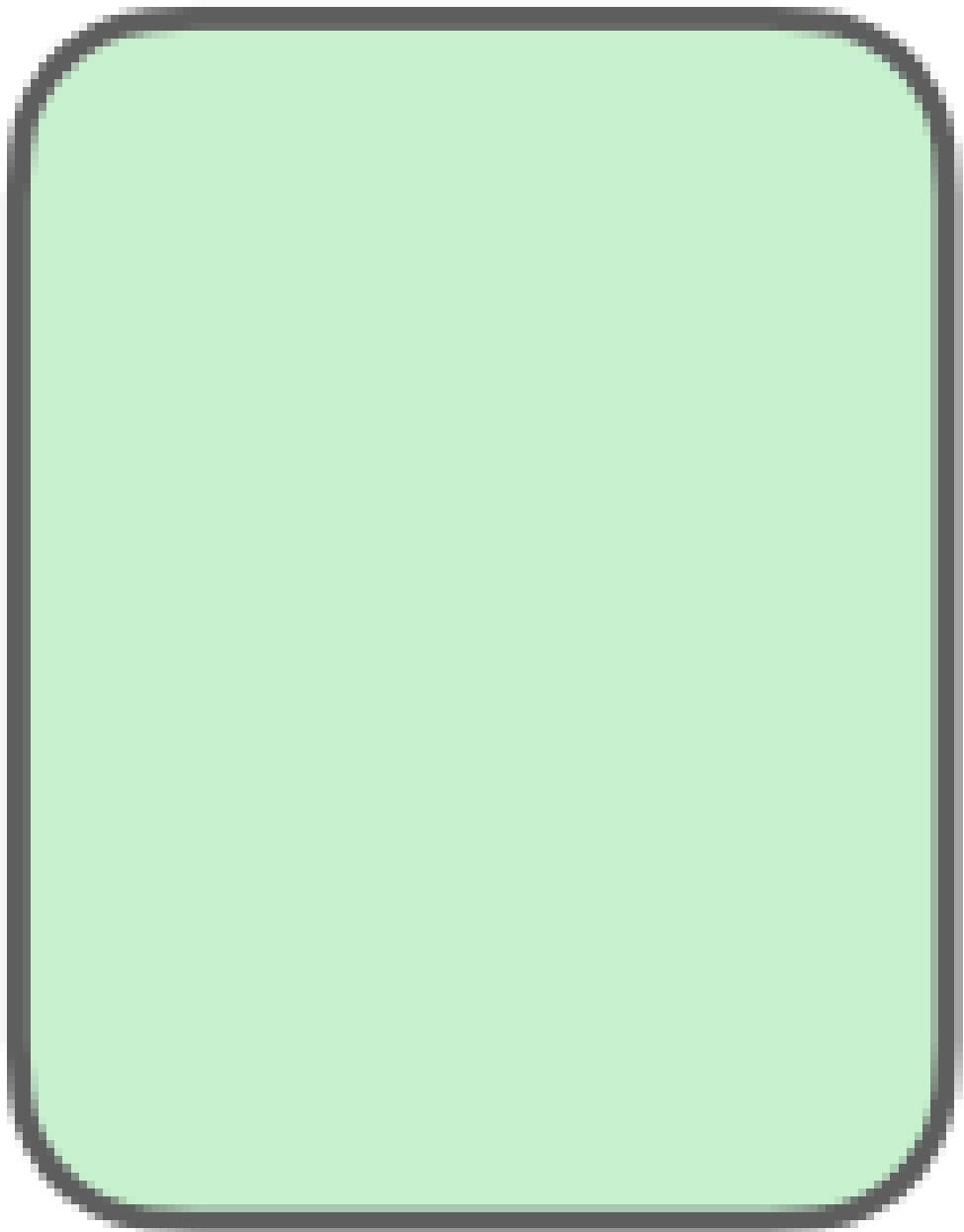
Legend





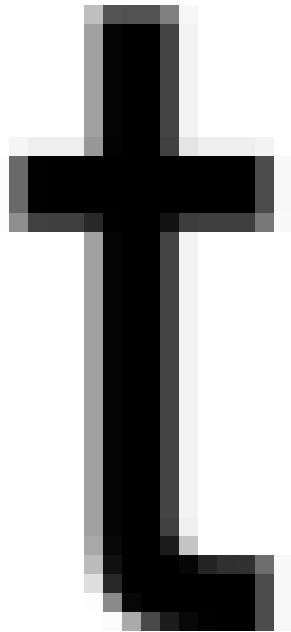
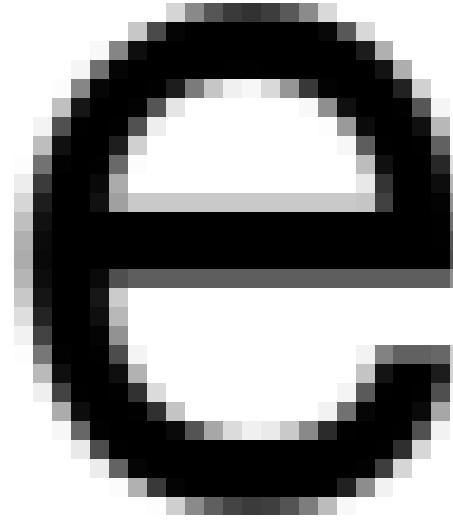
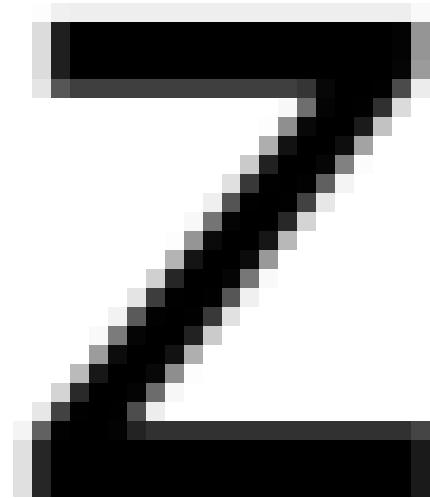
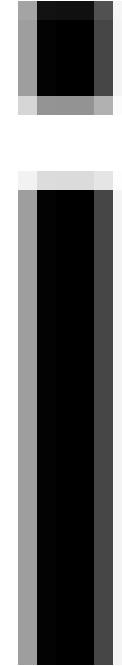
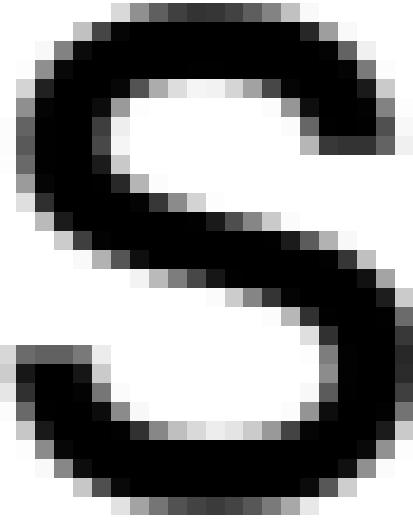






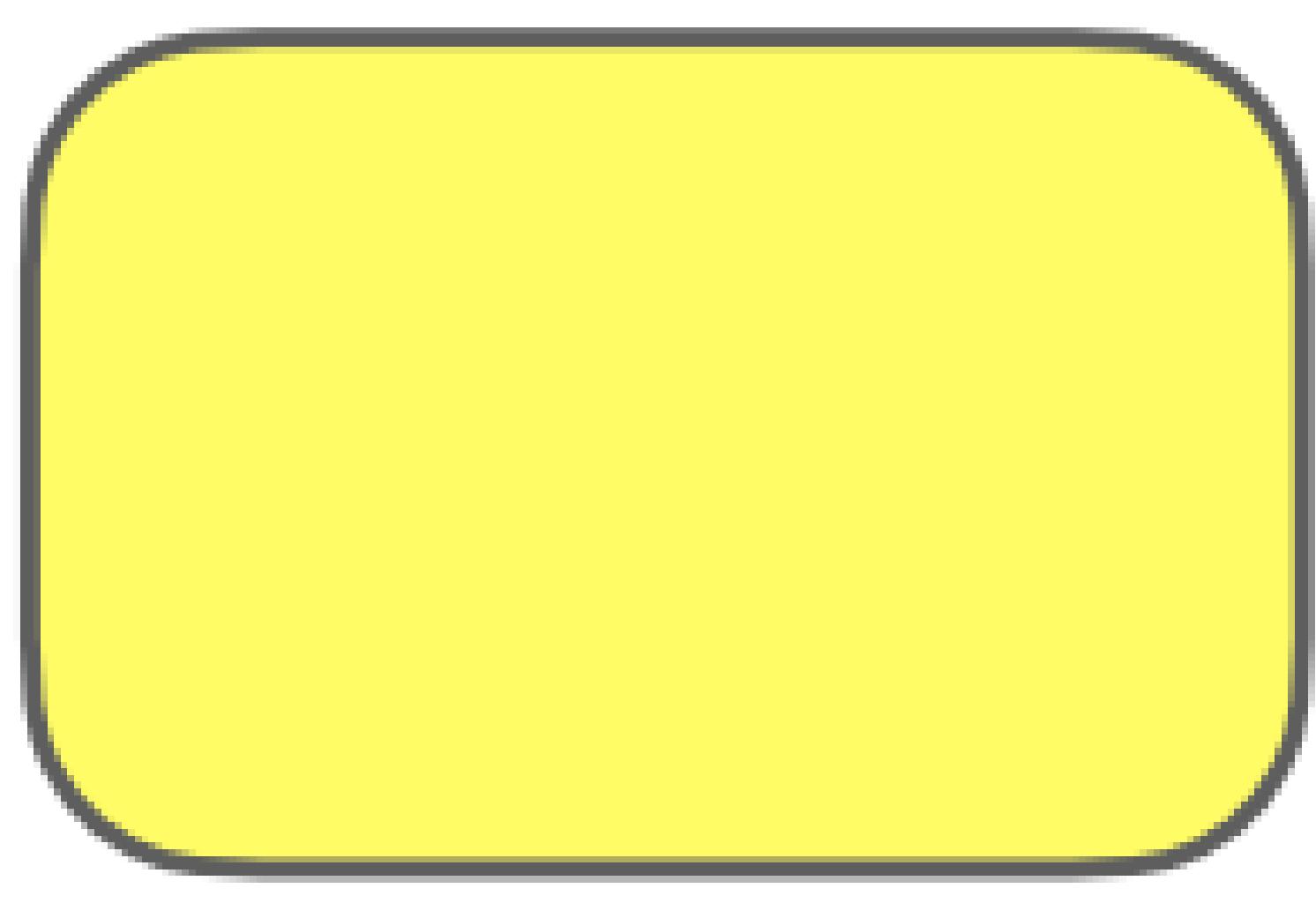
Playist . Songlist



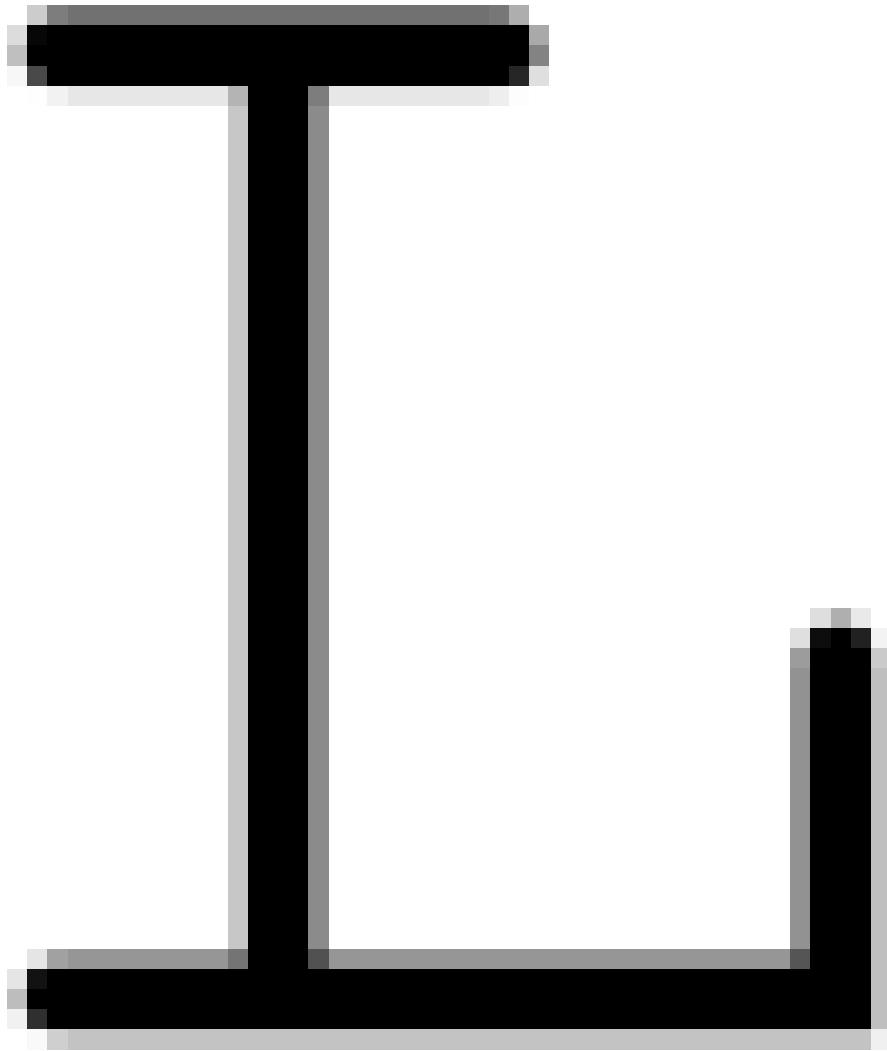


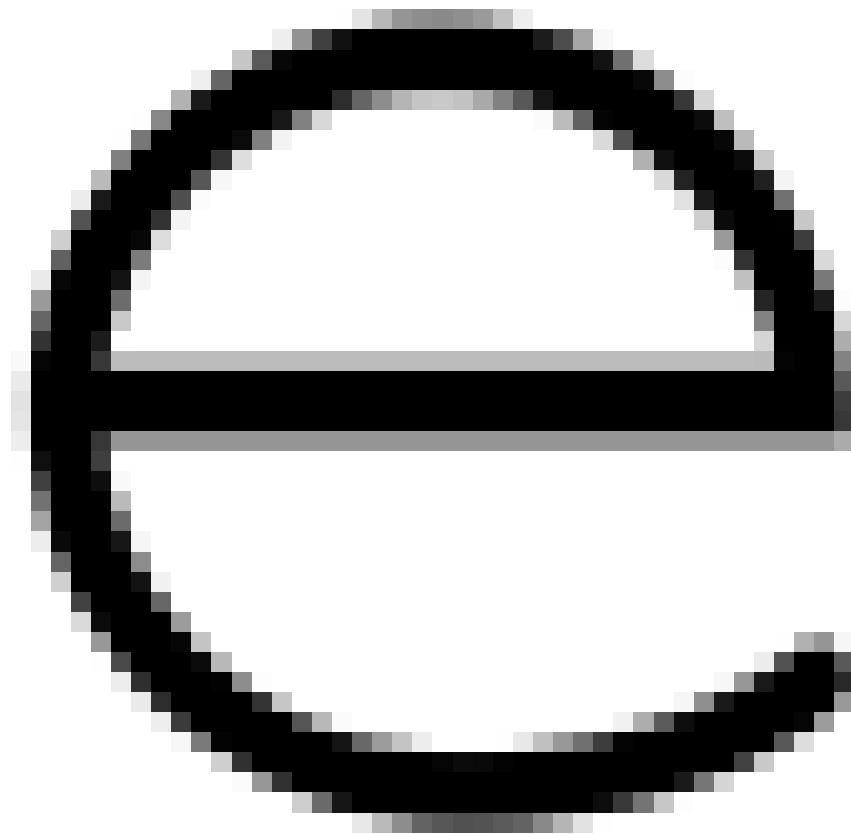
Stock me more

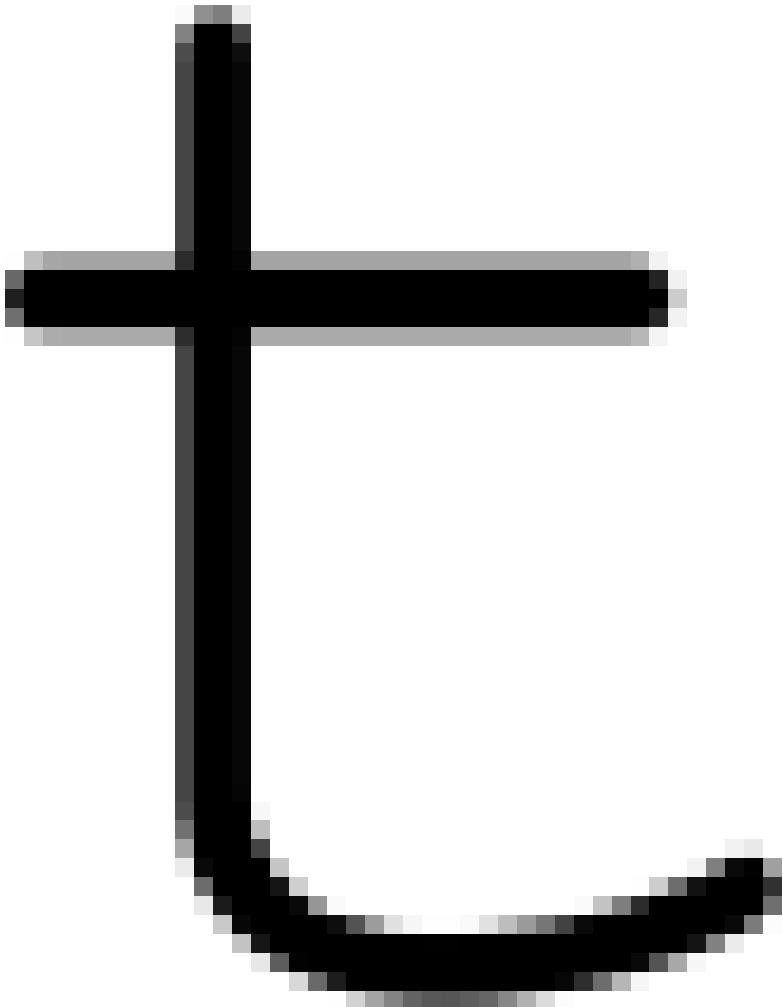
the end of me and me and me and me and me

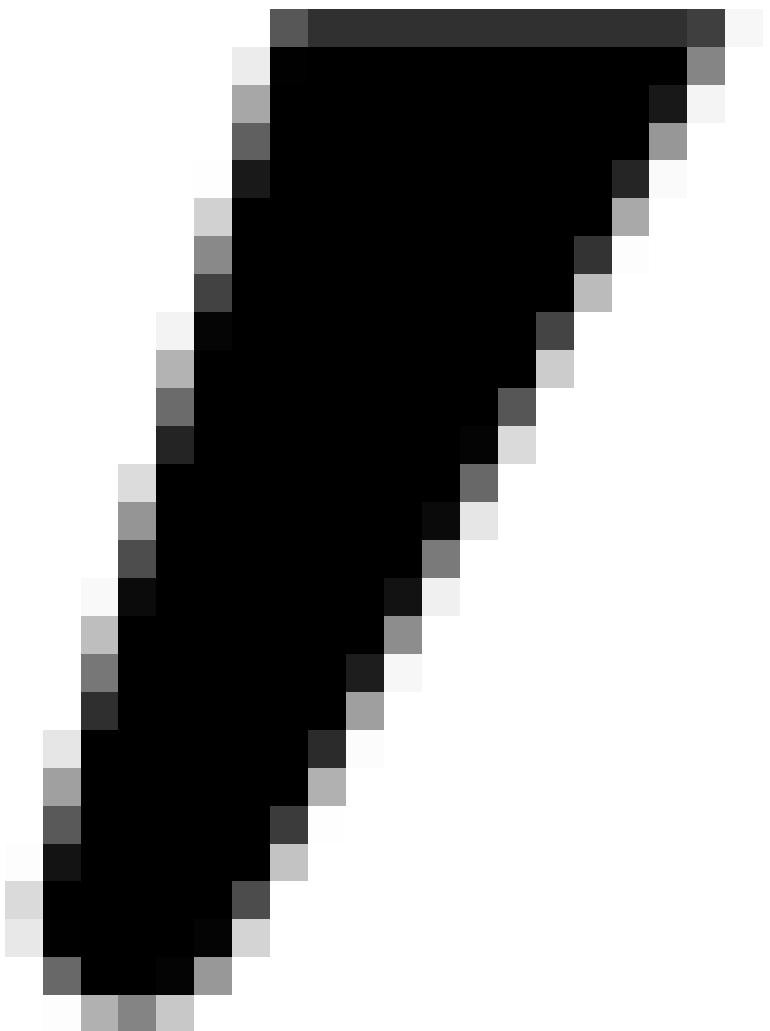


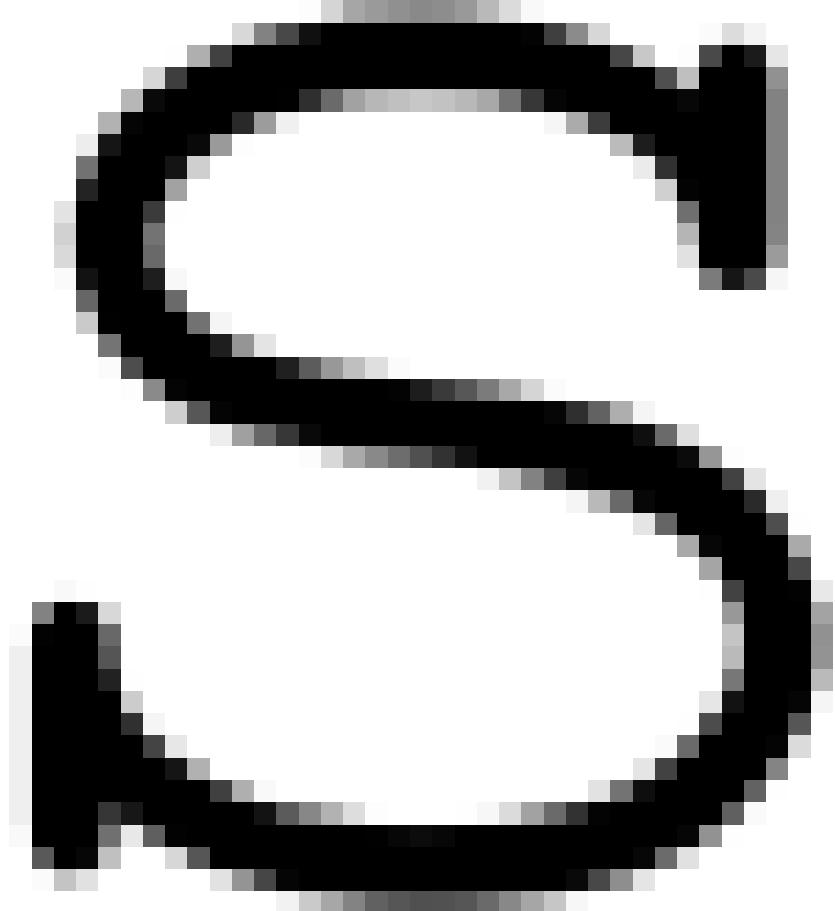




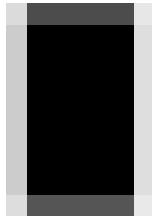


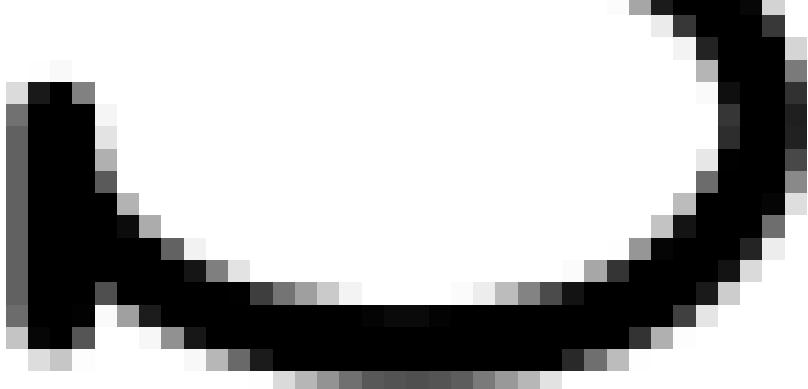


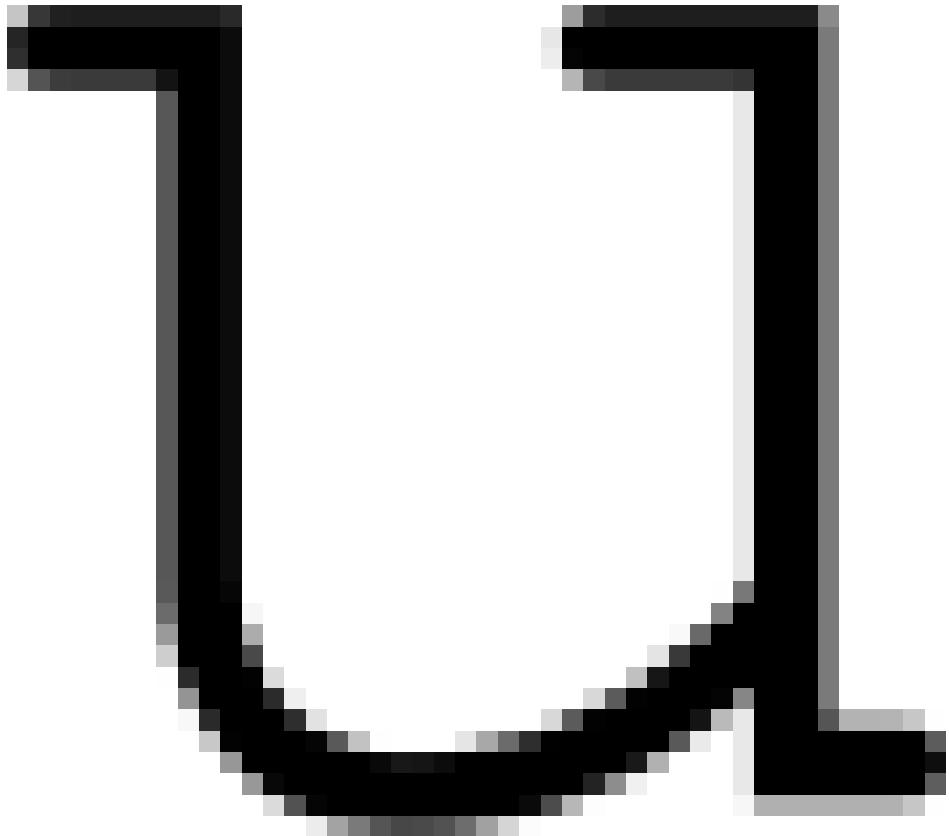




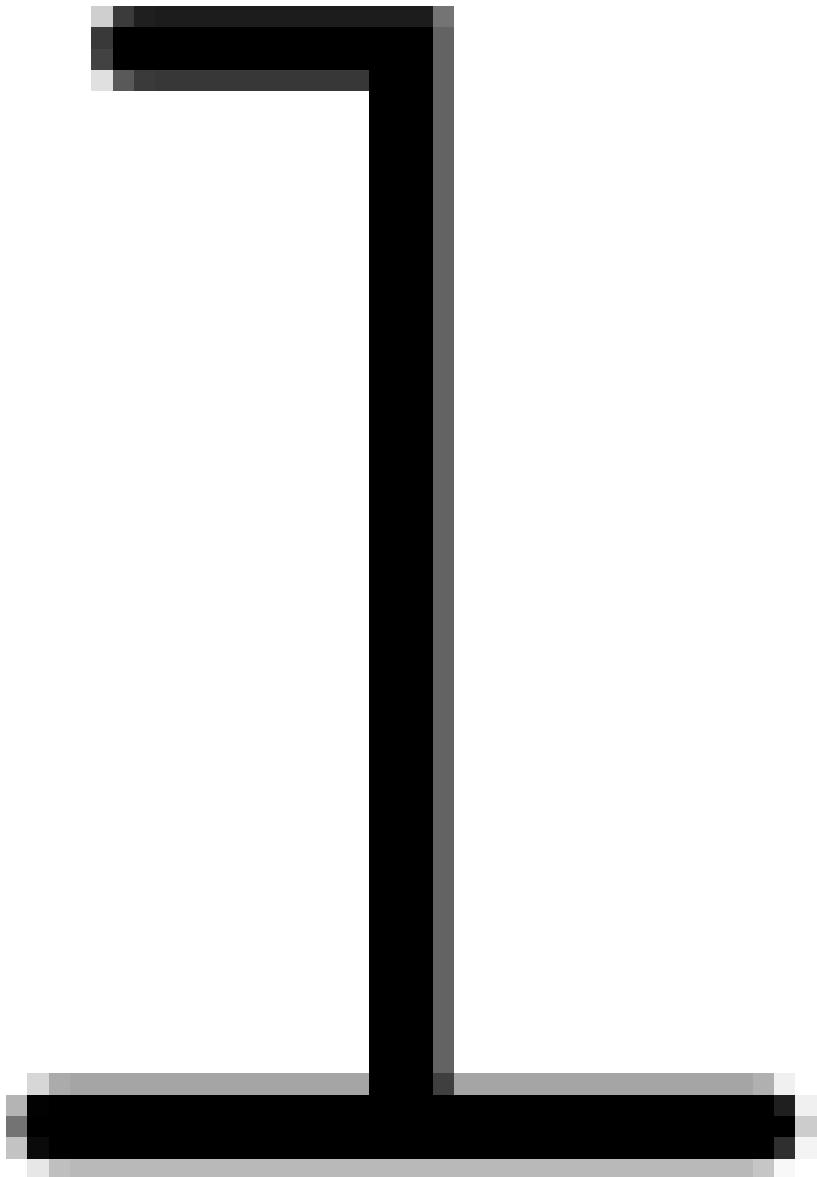




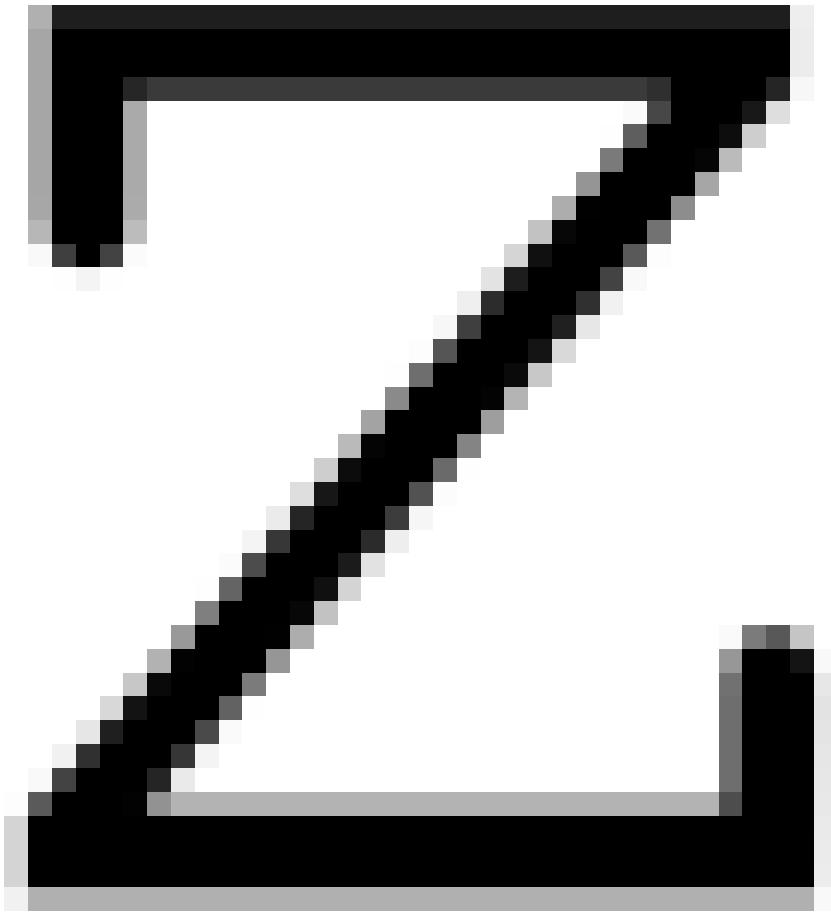


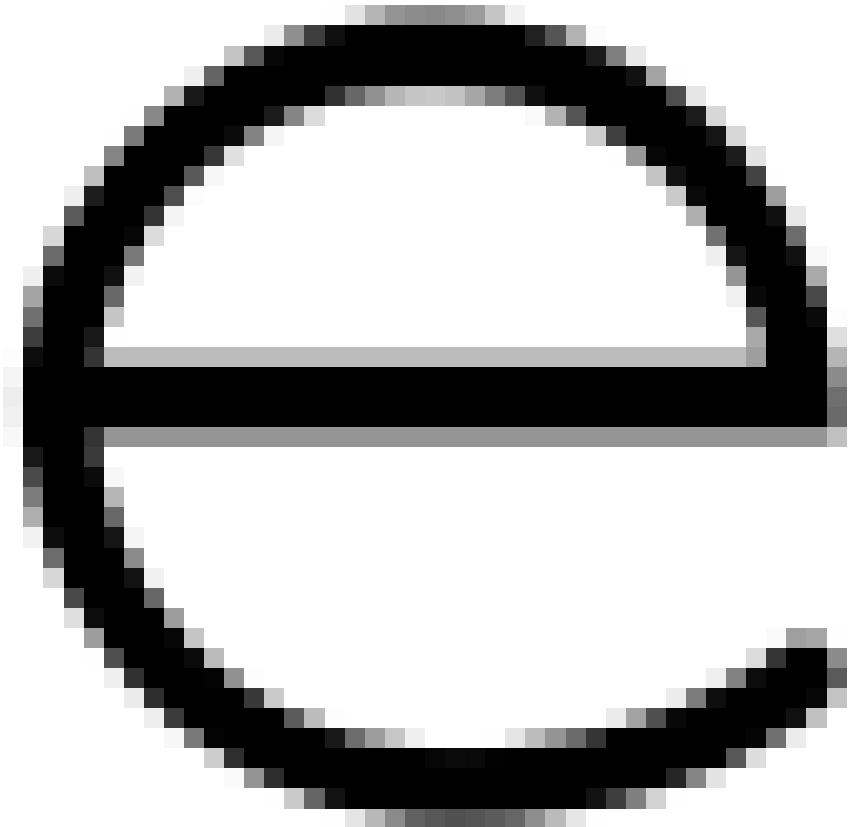


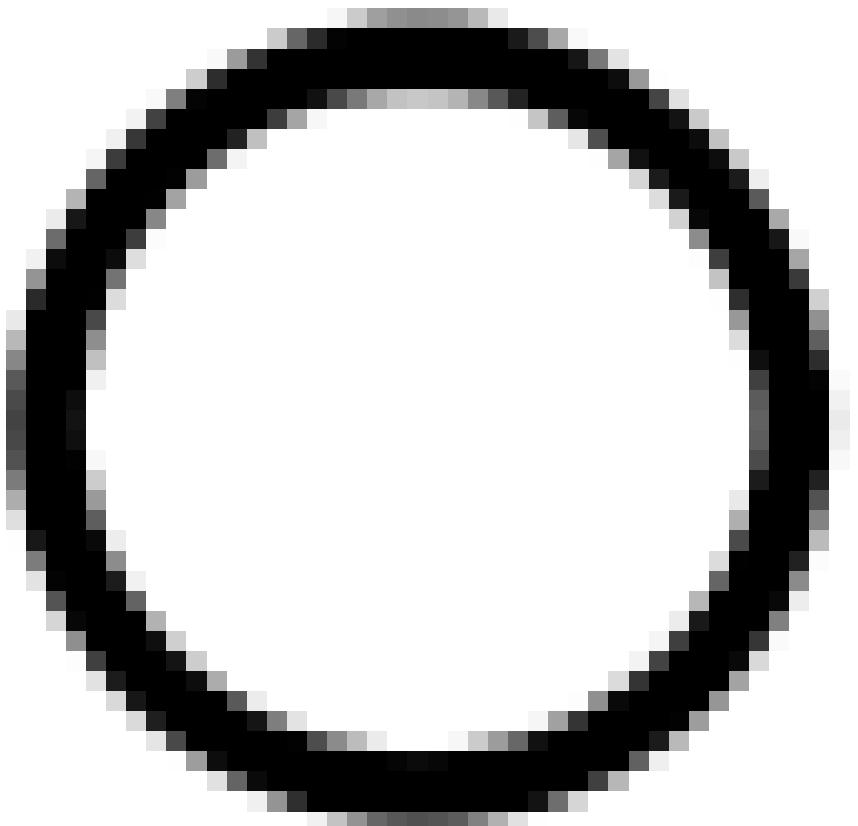


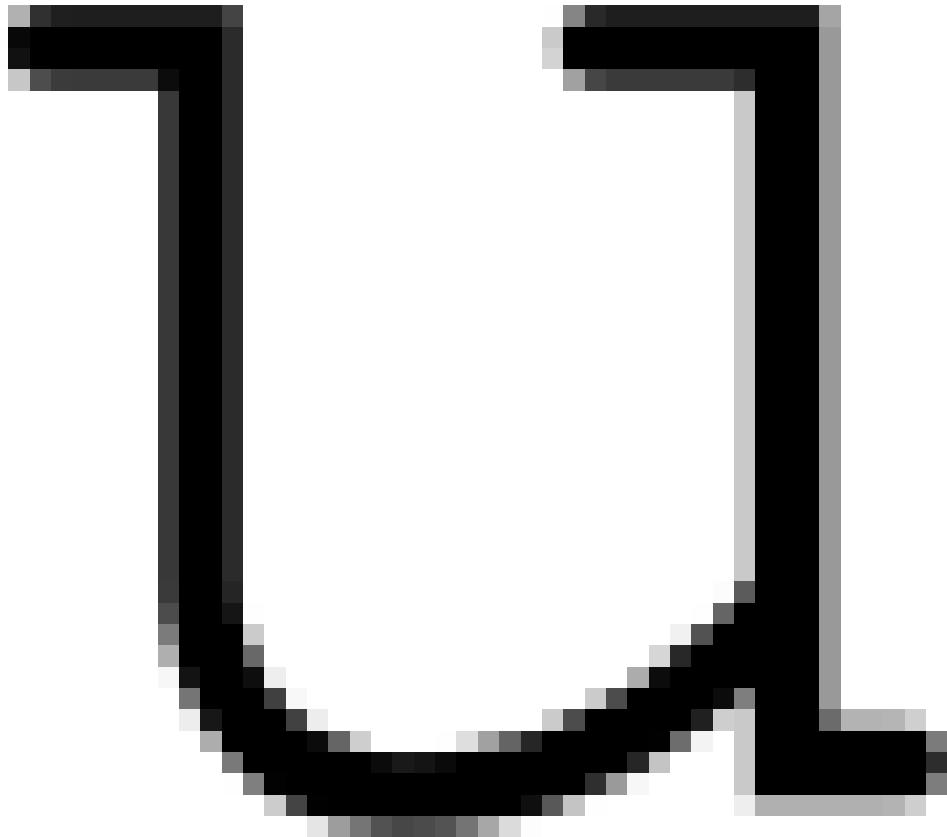


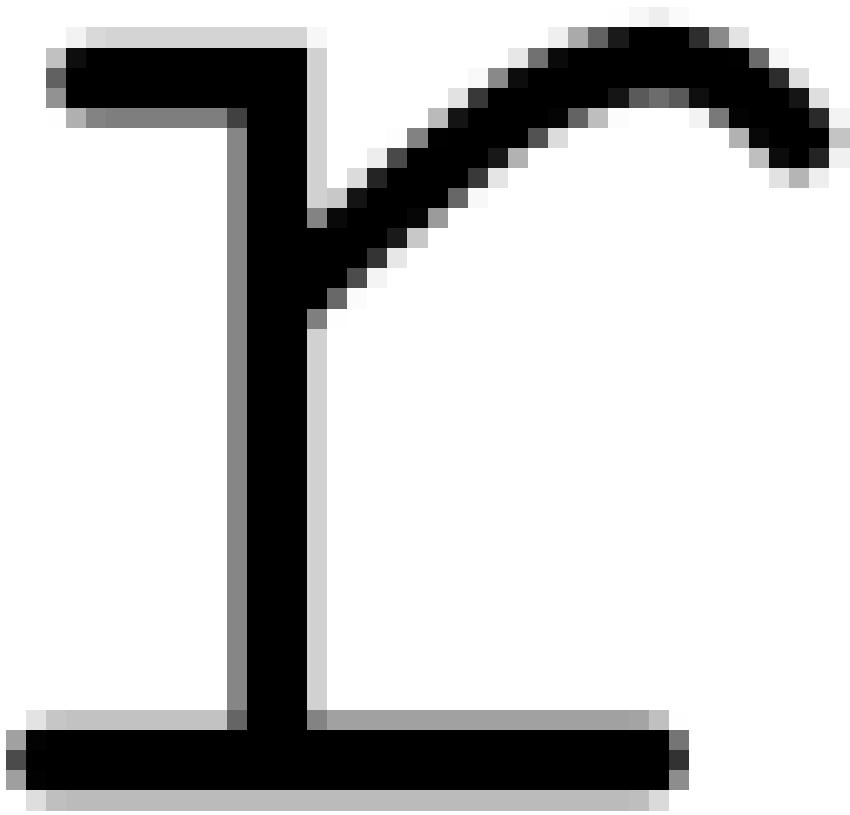




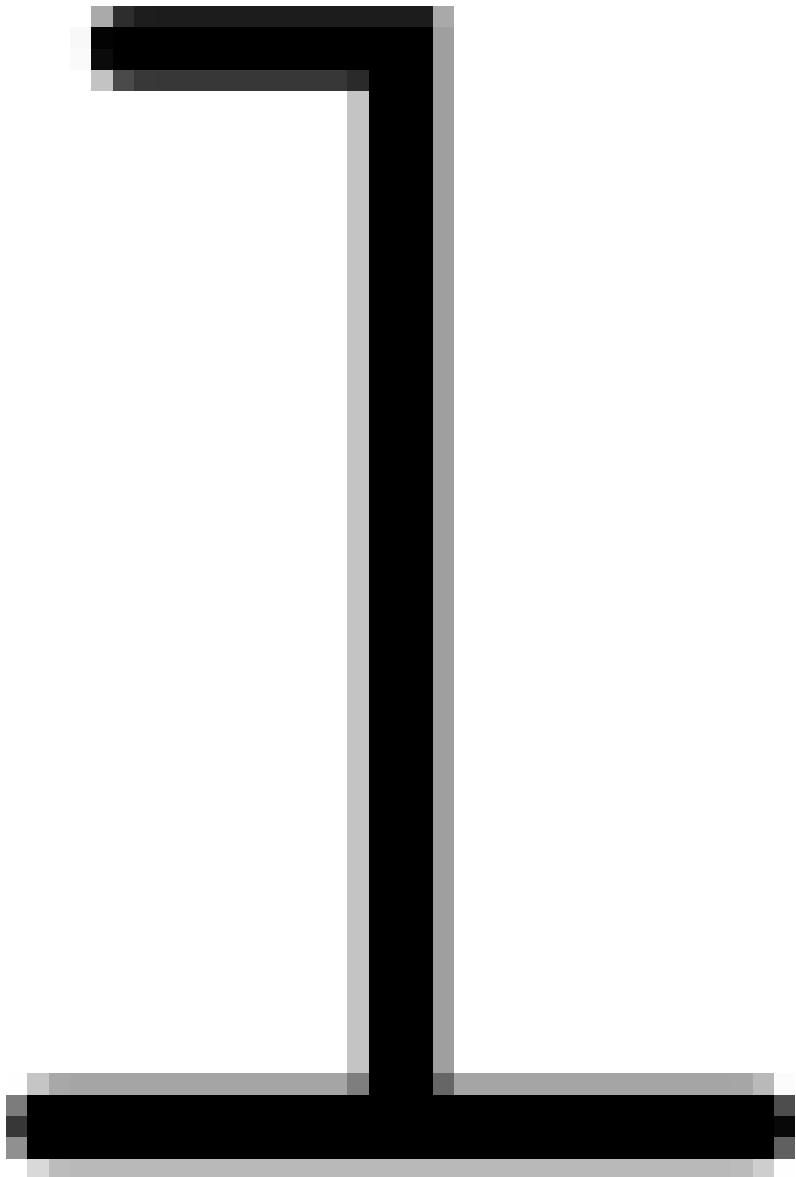




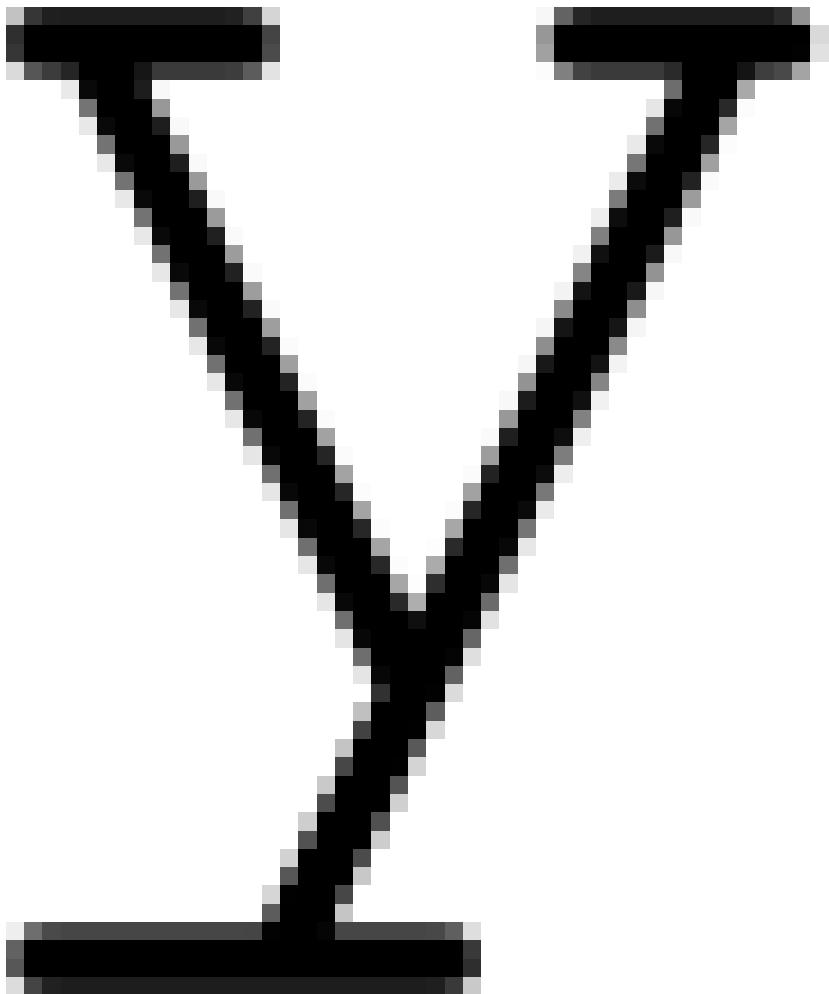


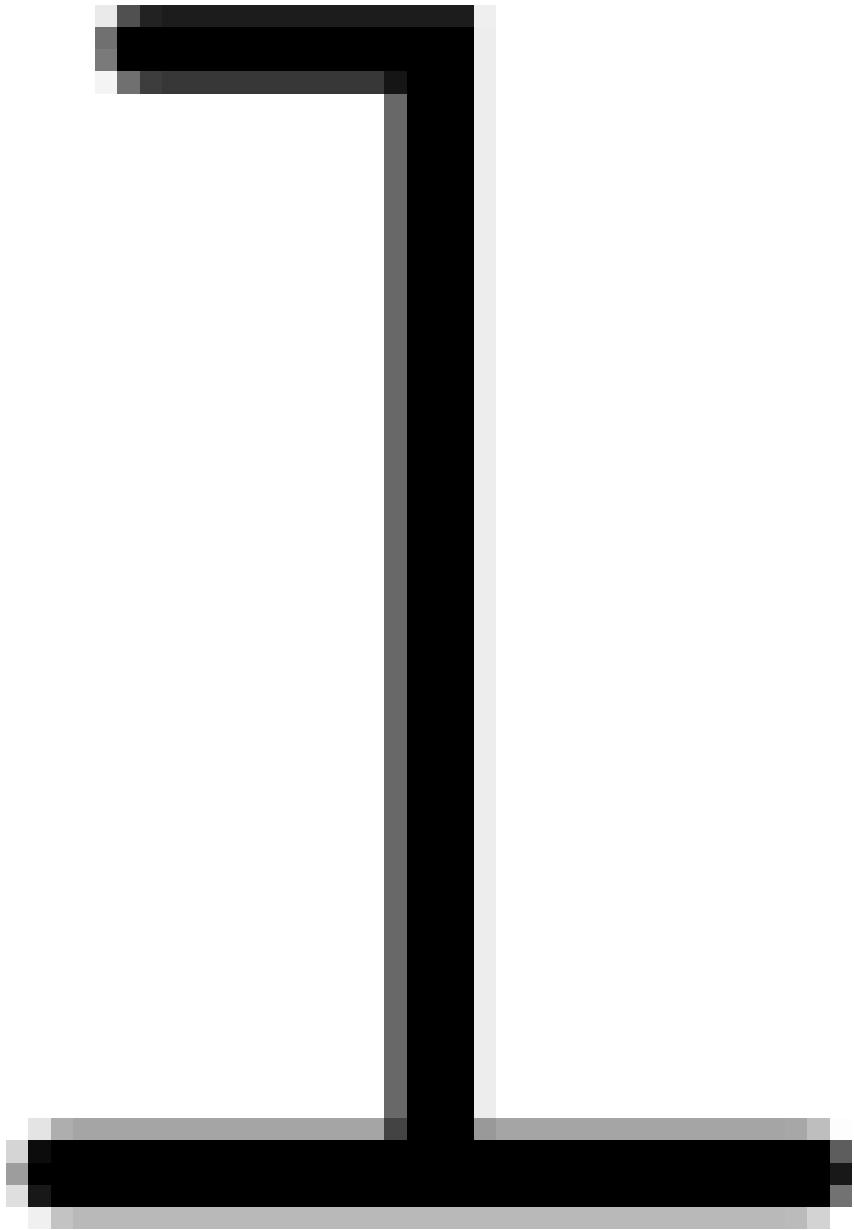


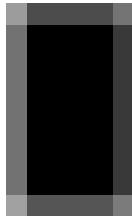


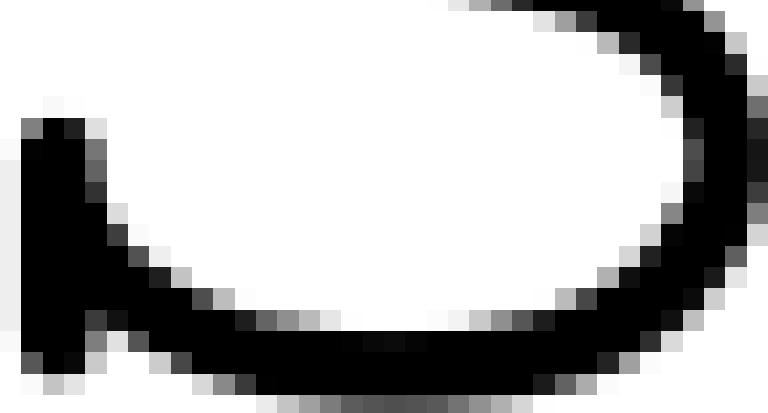


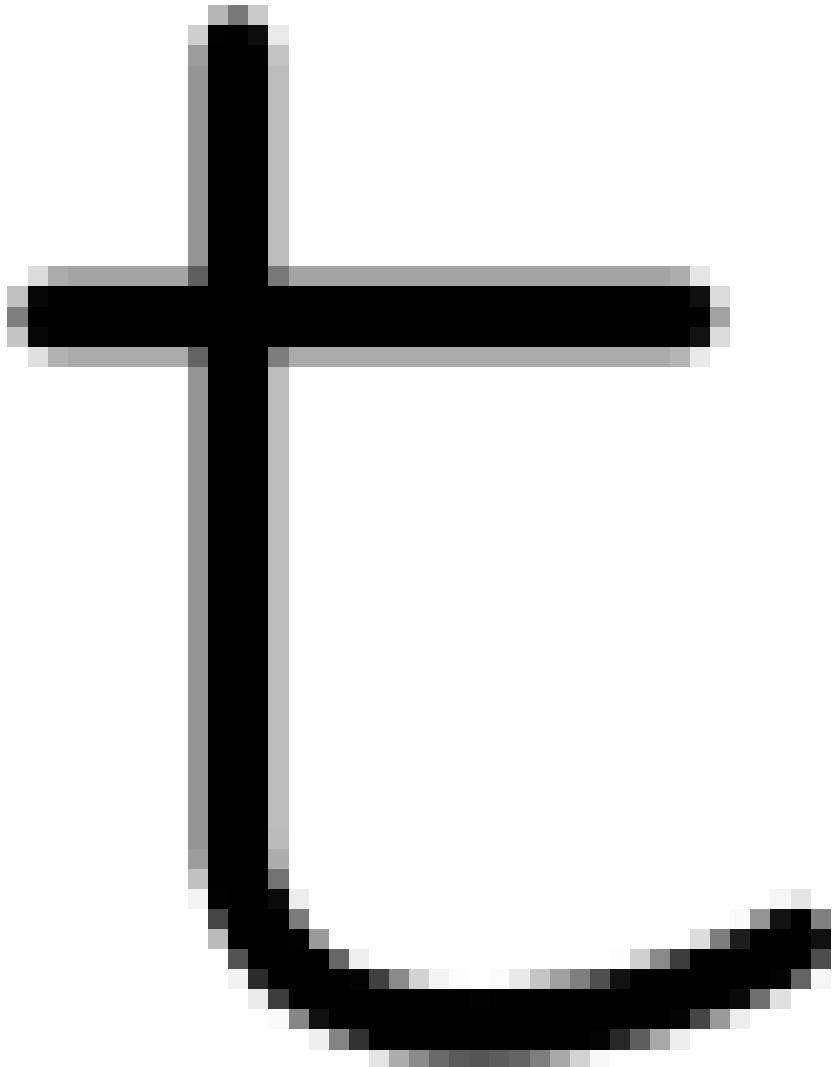


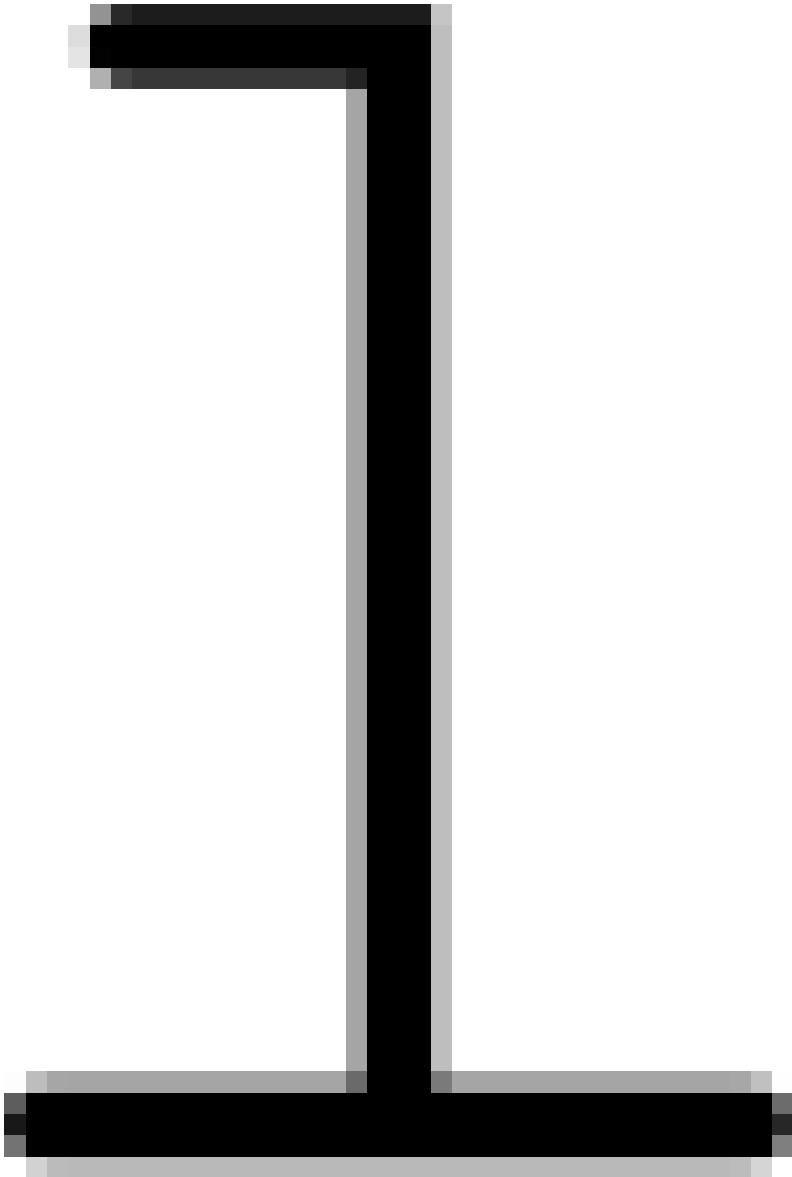


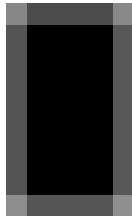


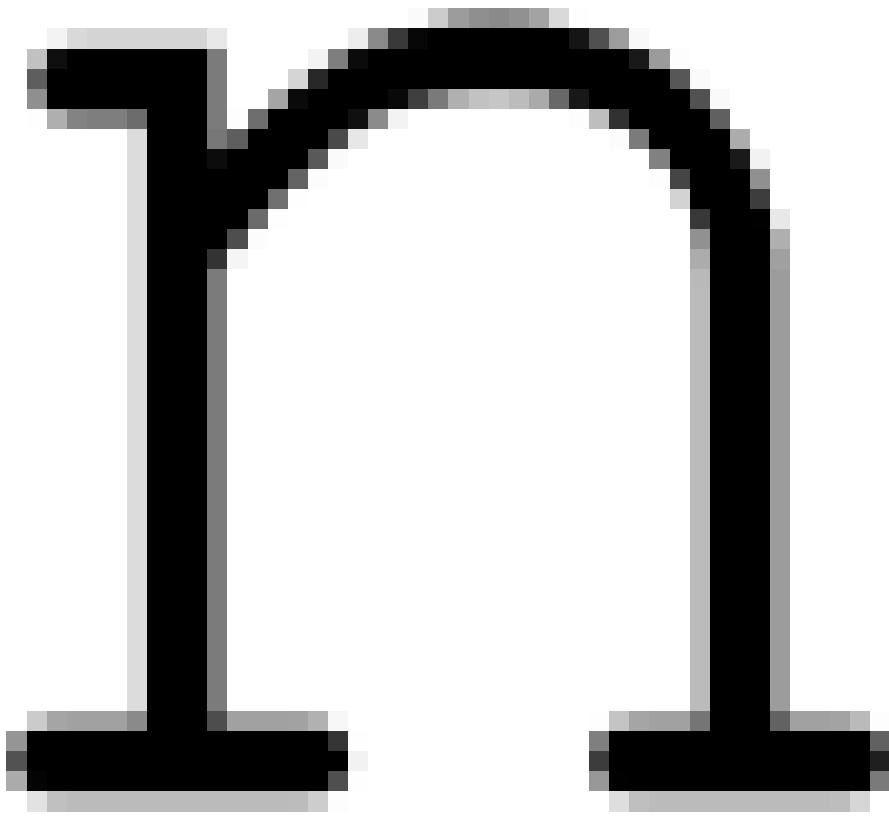


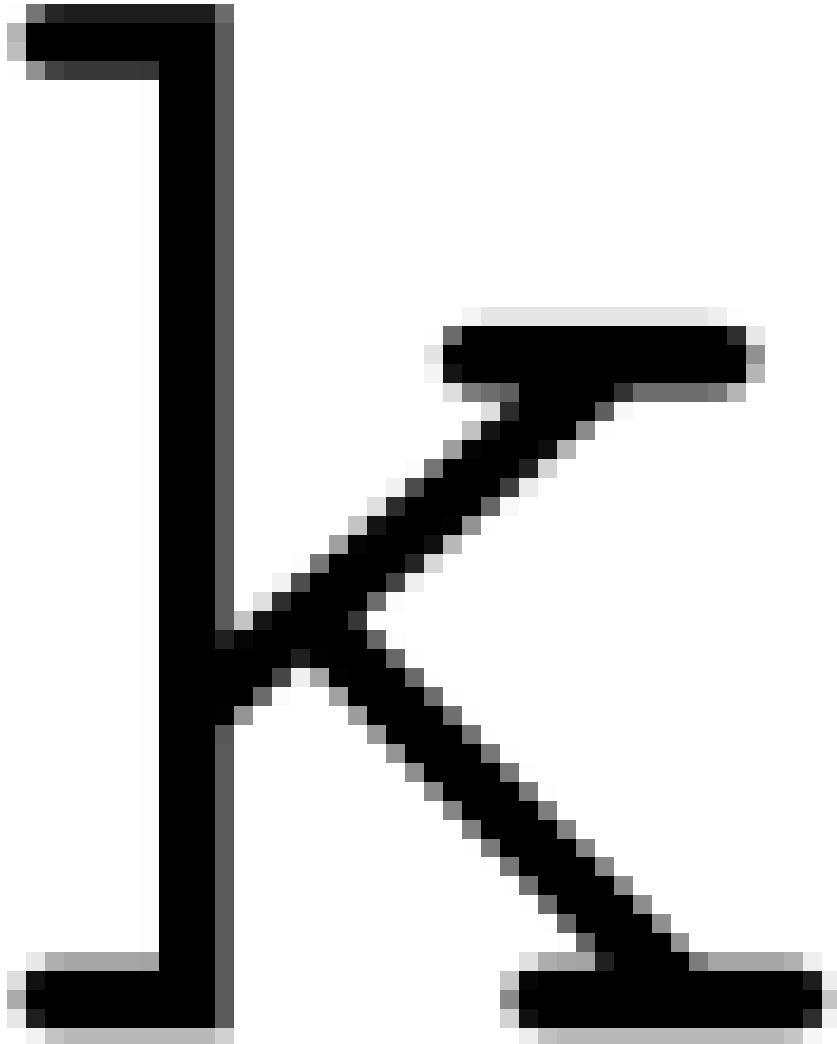


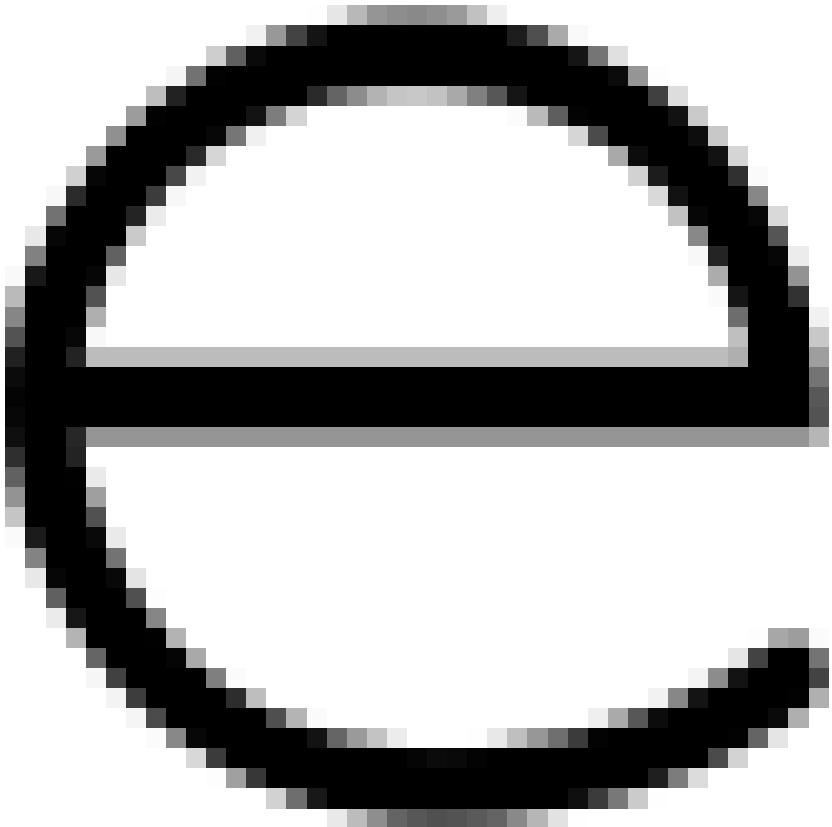




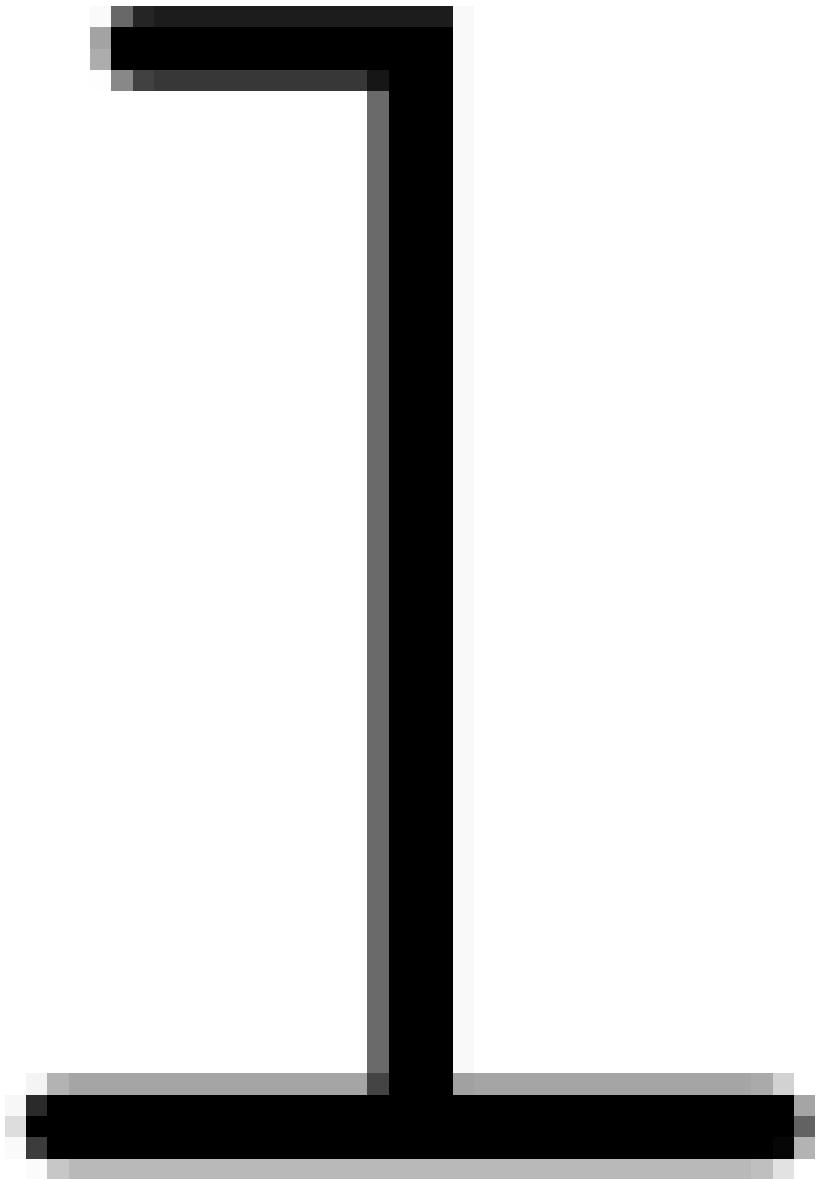




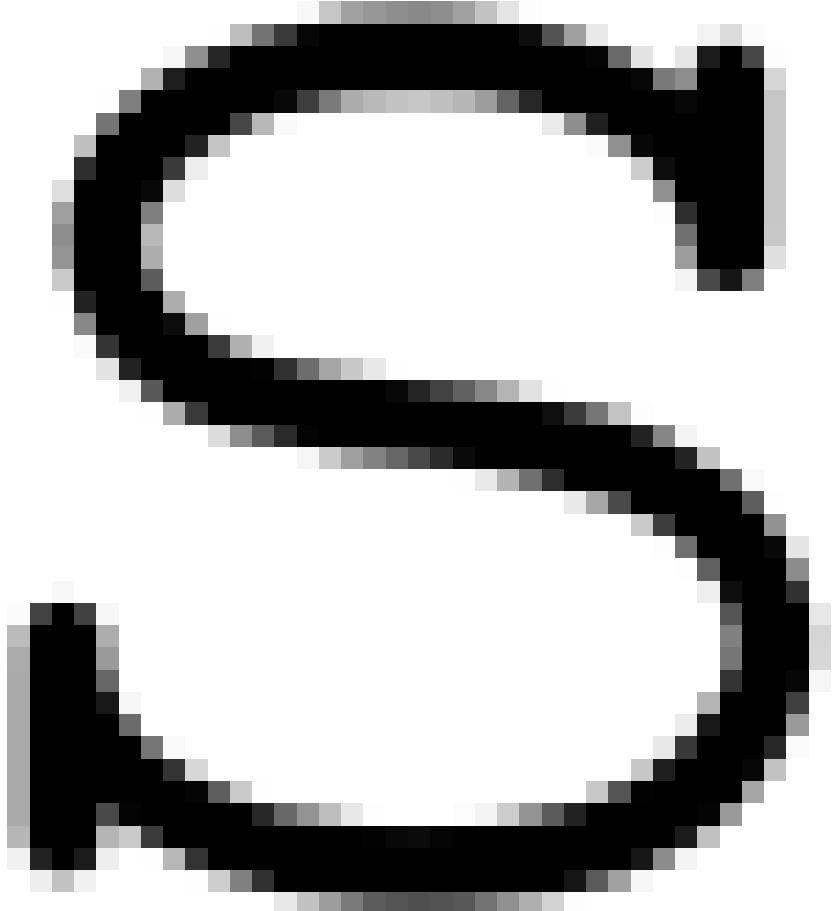


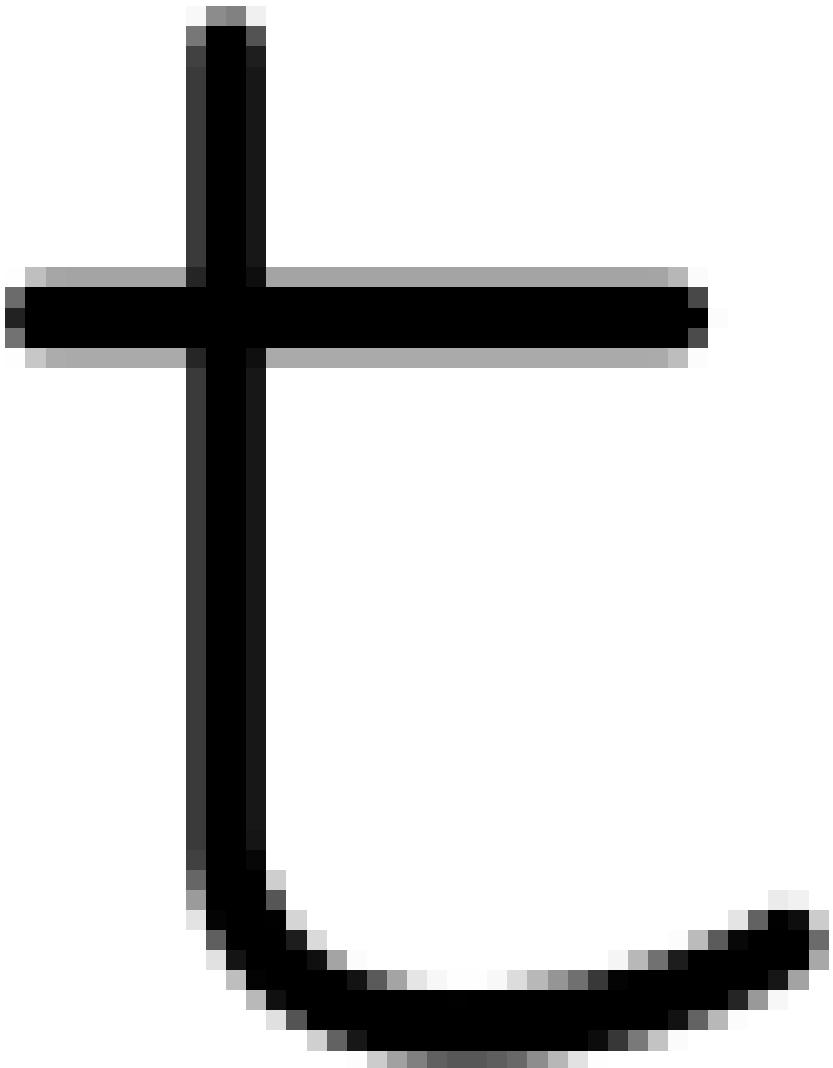




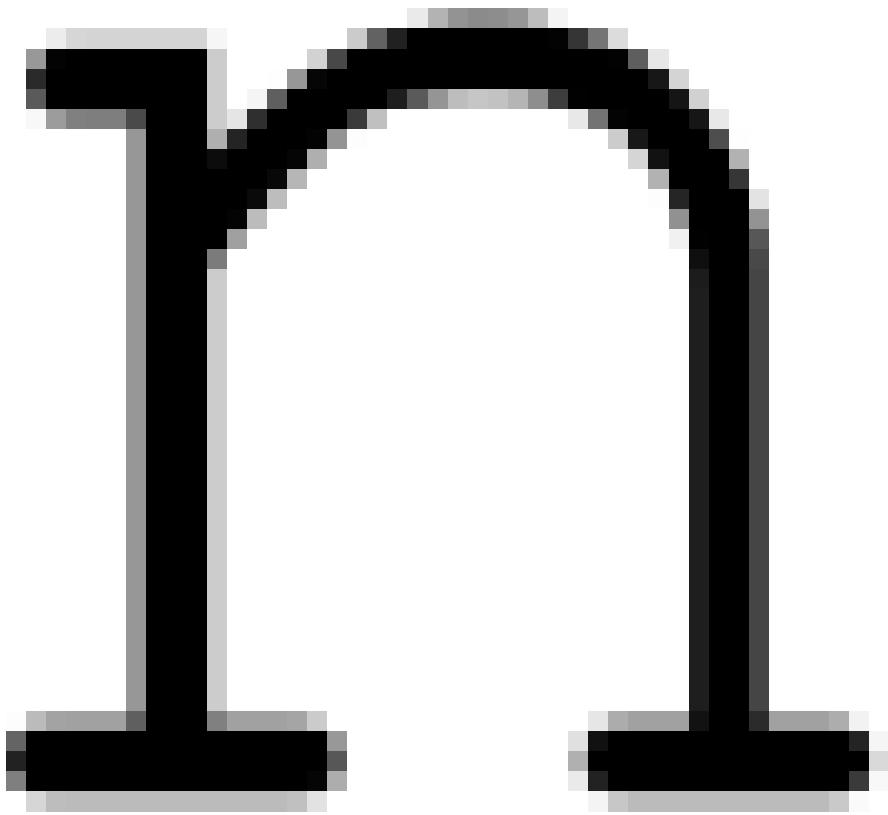




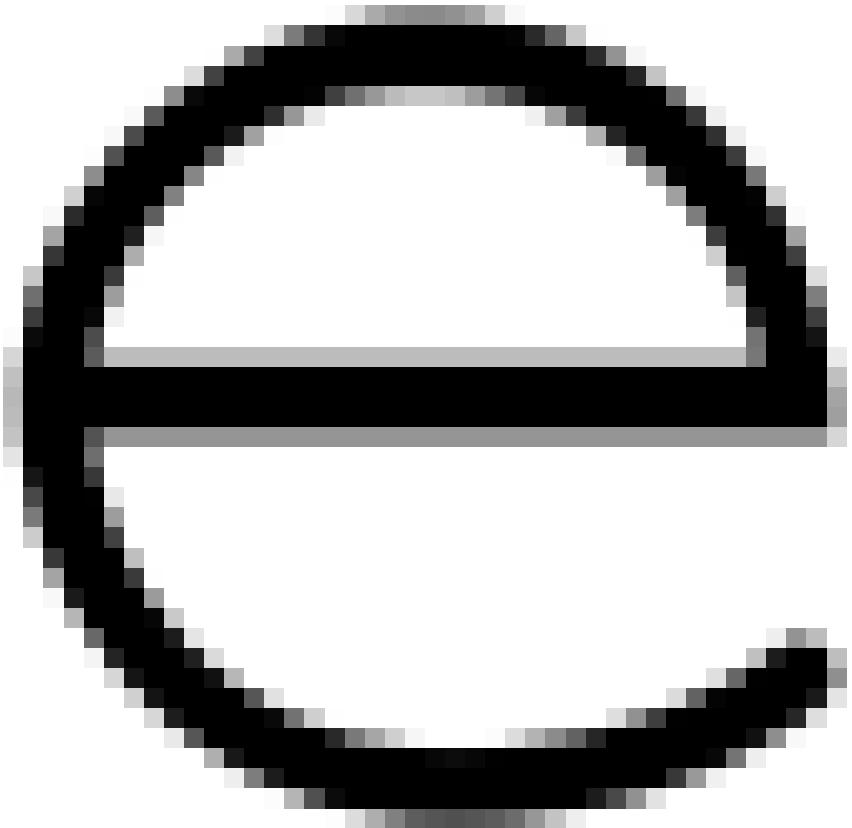


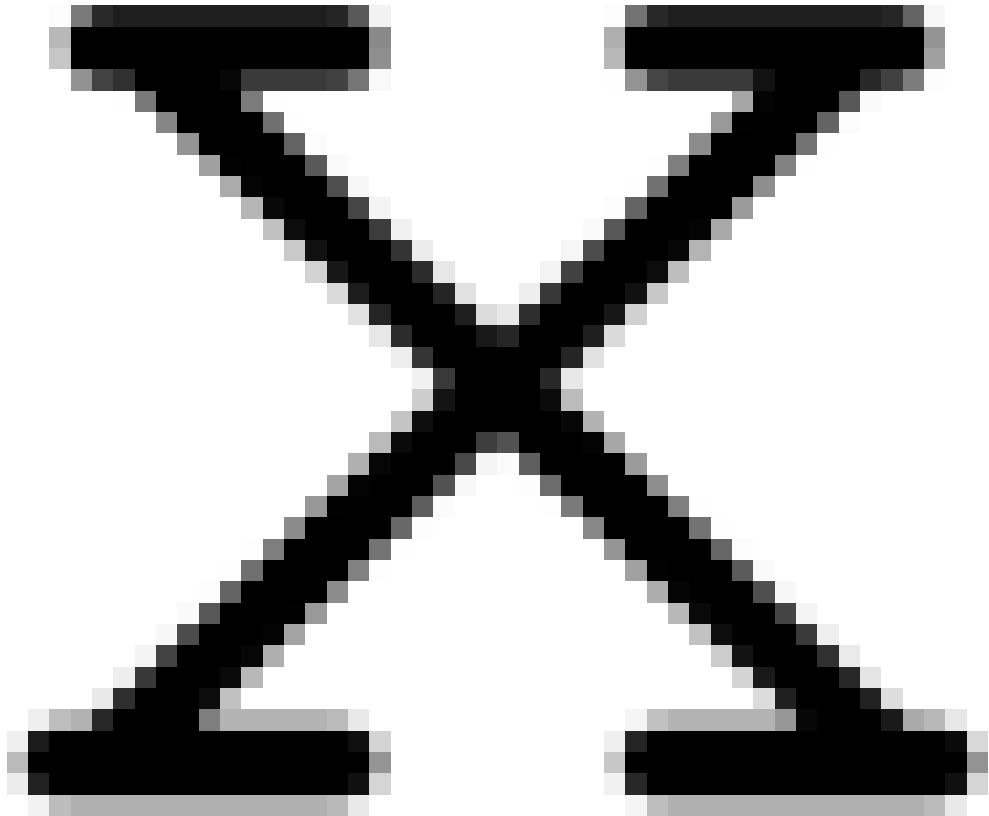




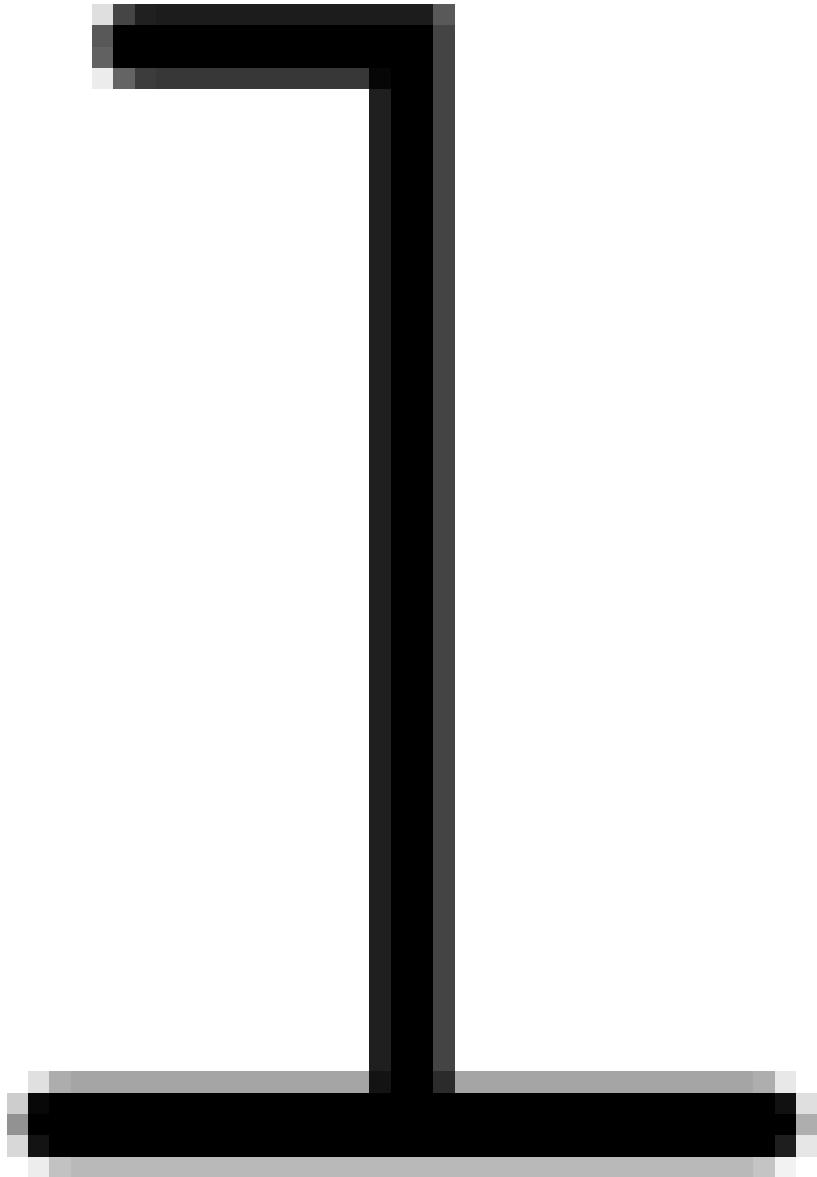


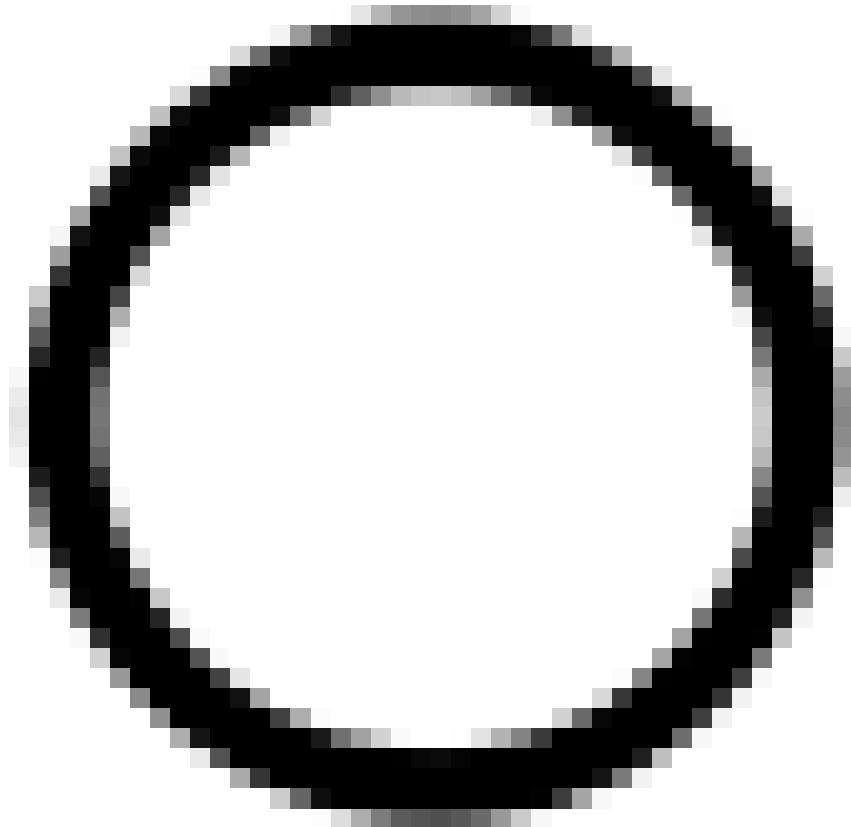


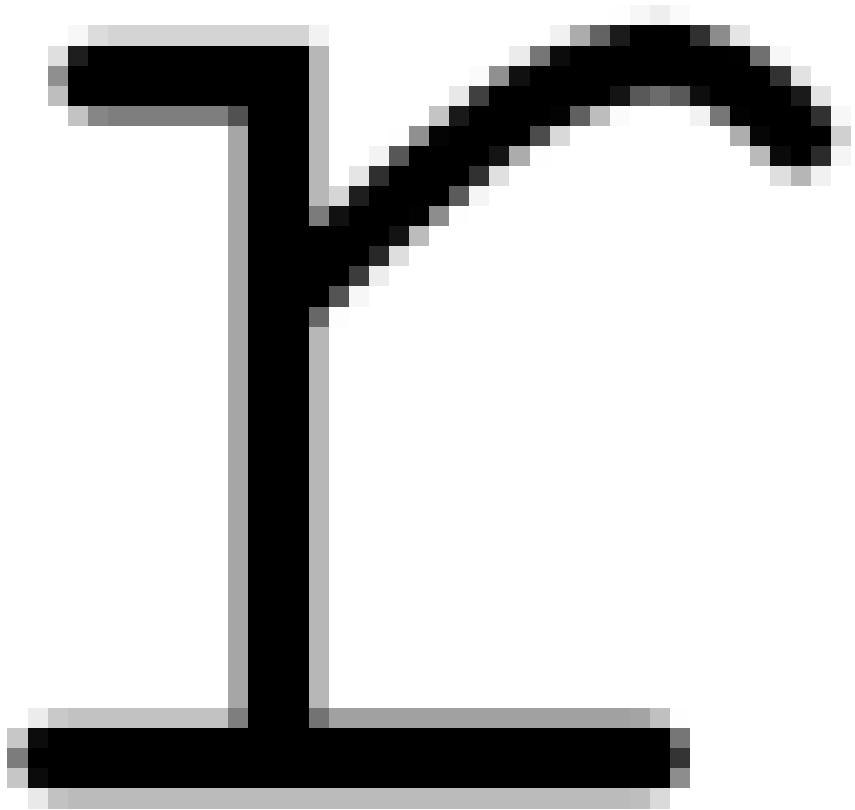


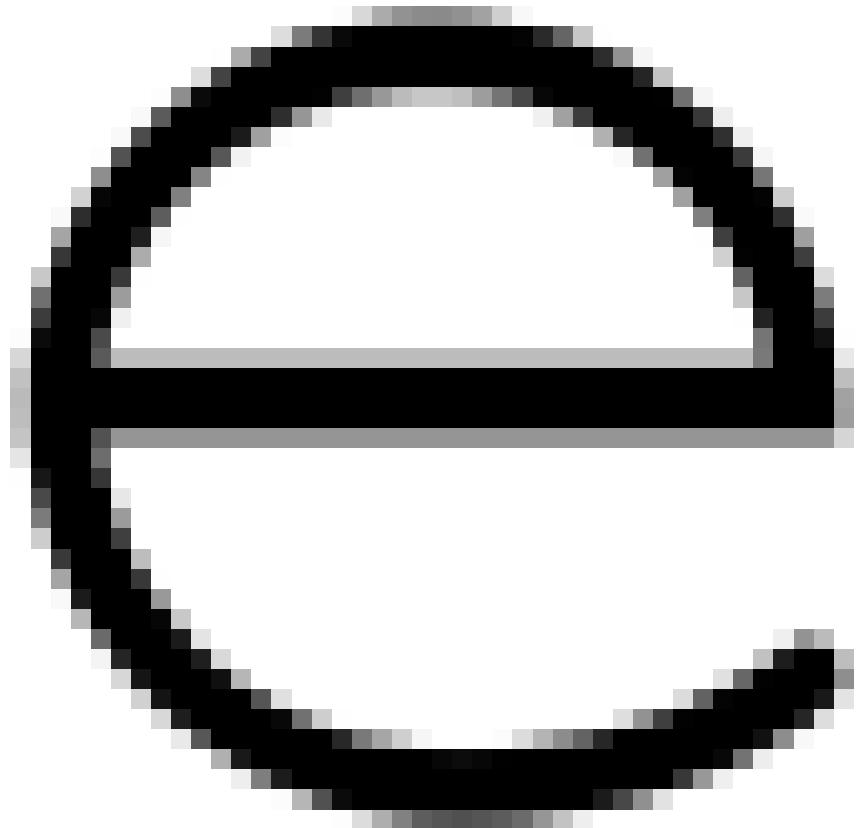


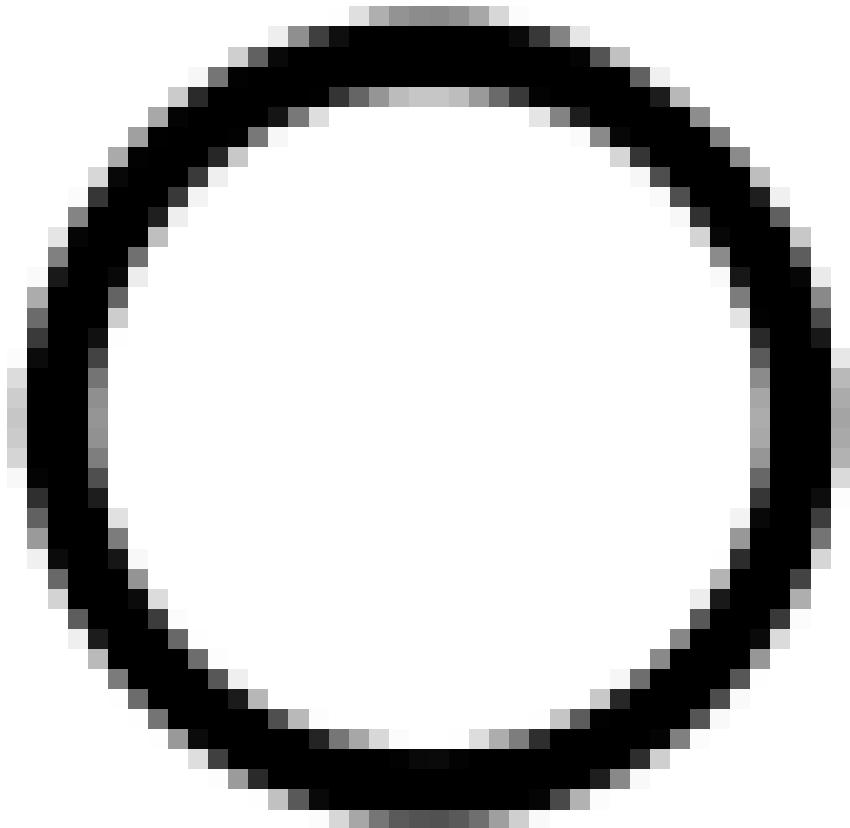




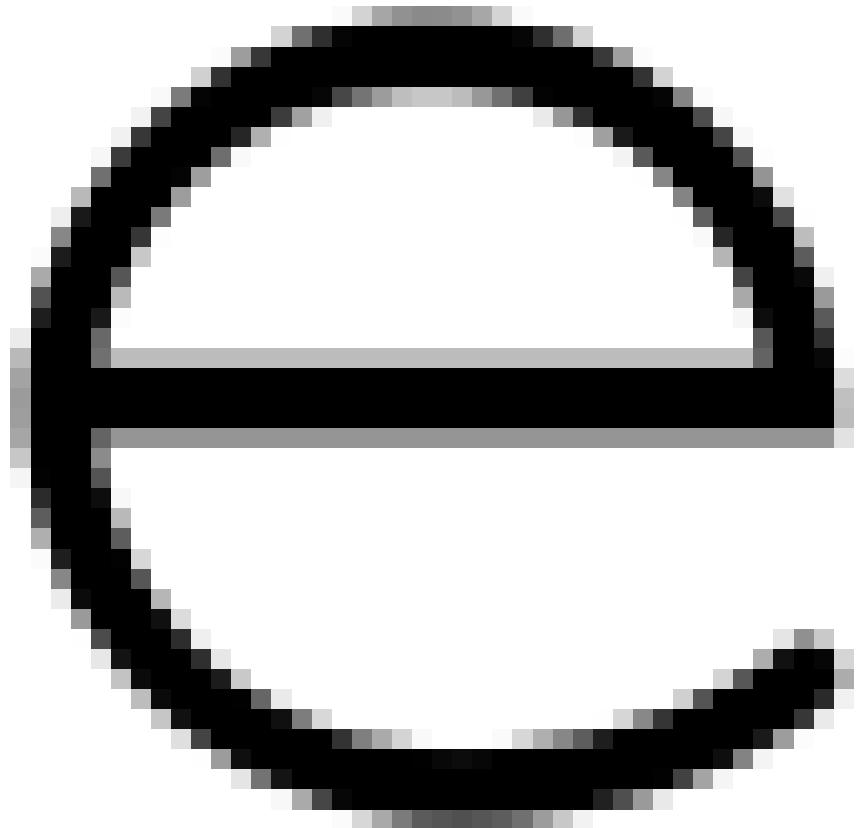


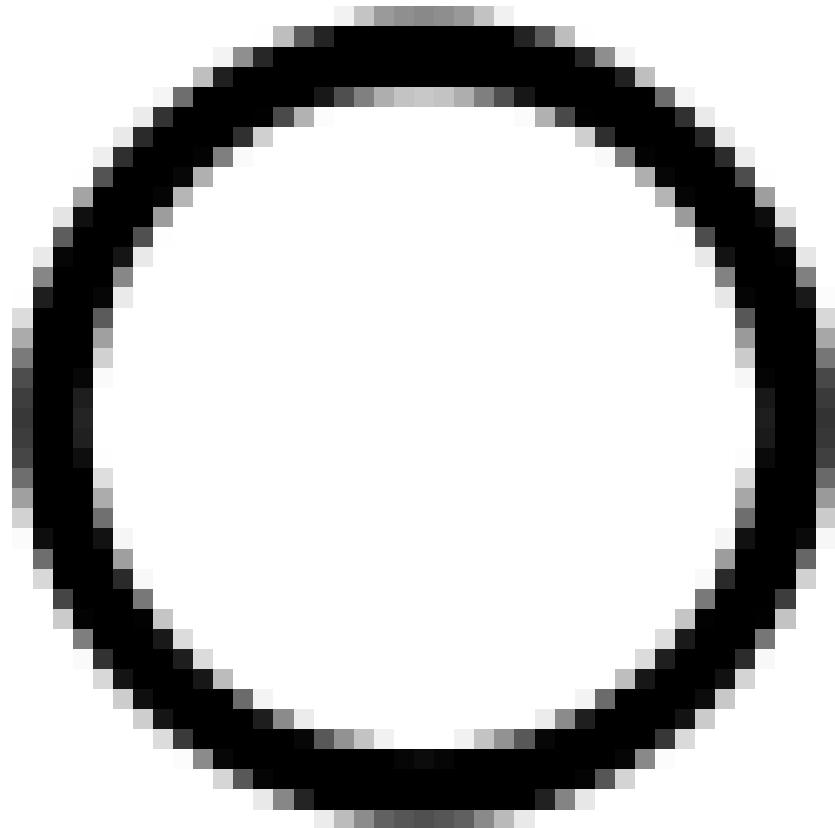


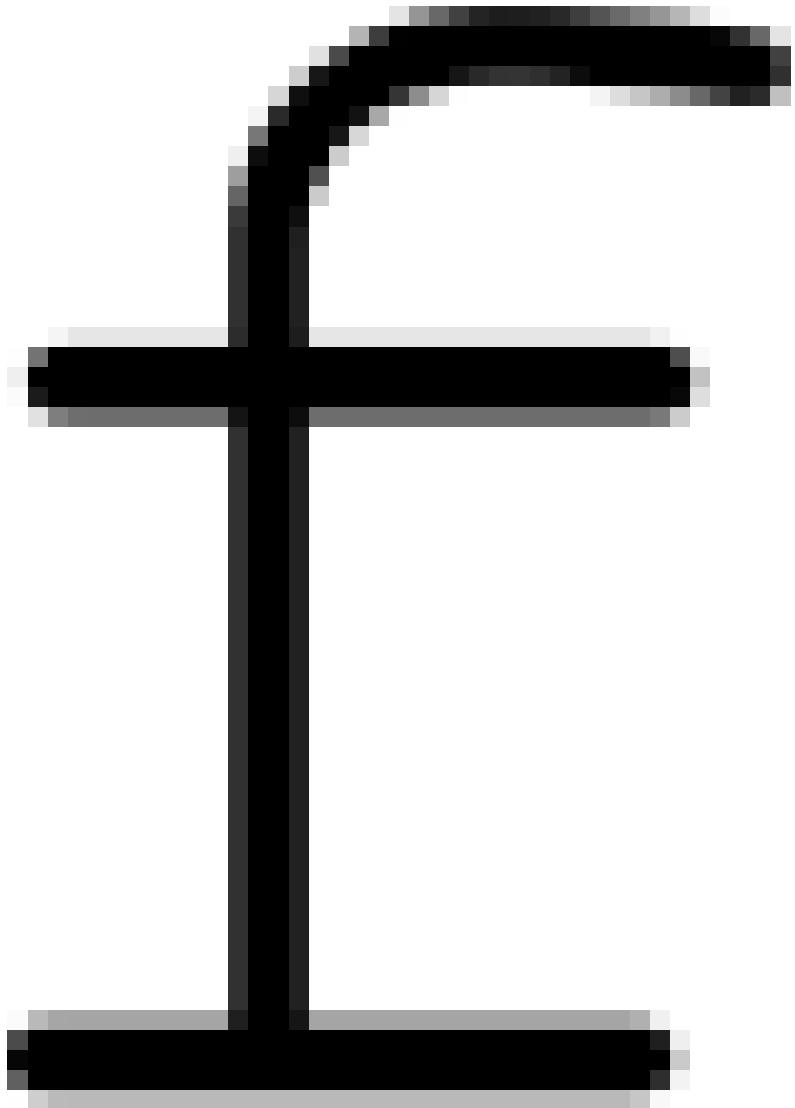


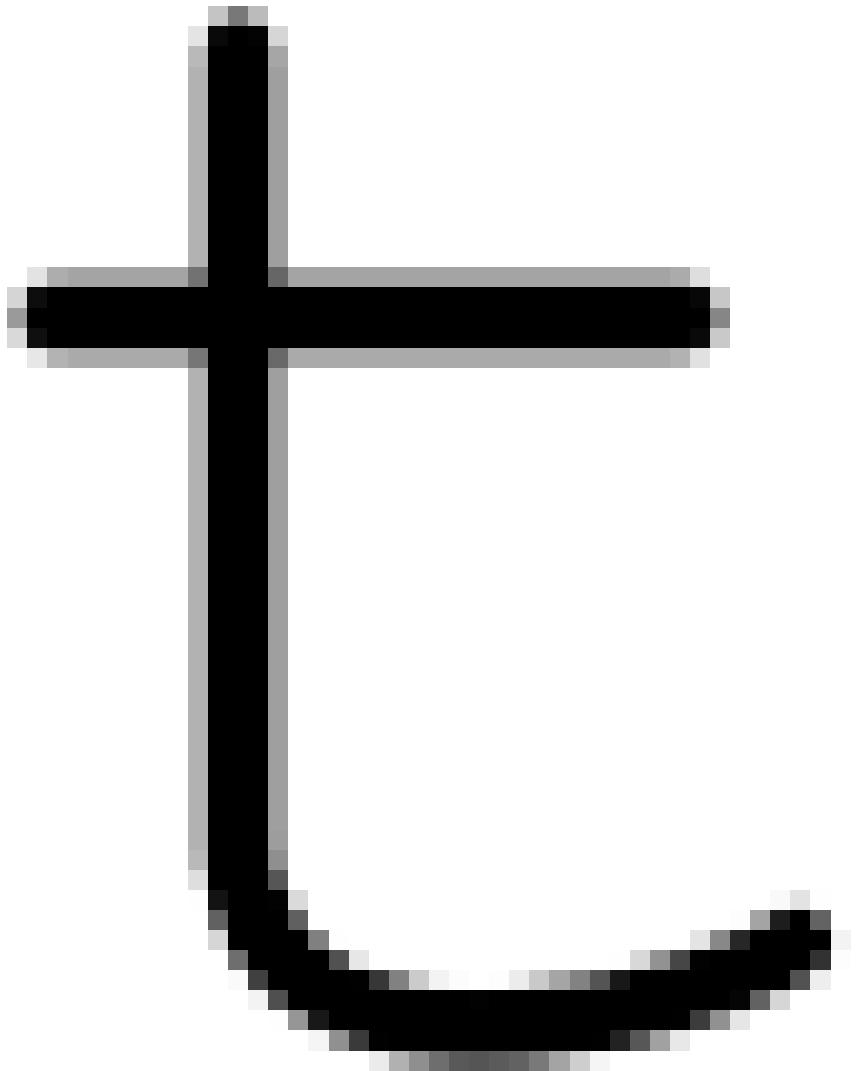


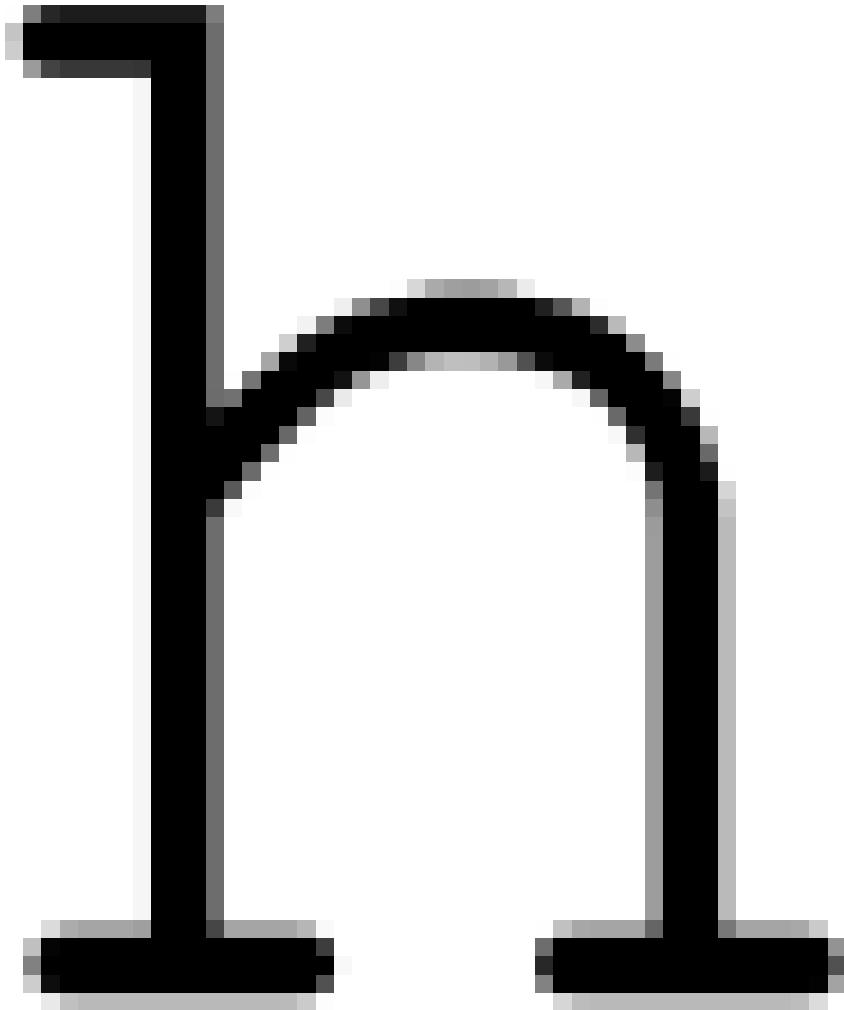


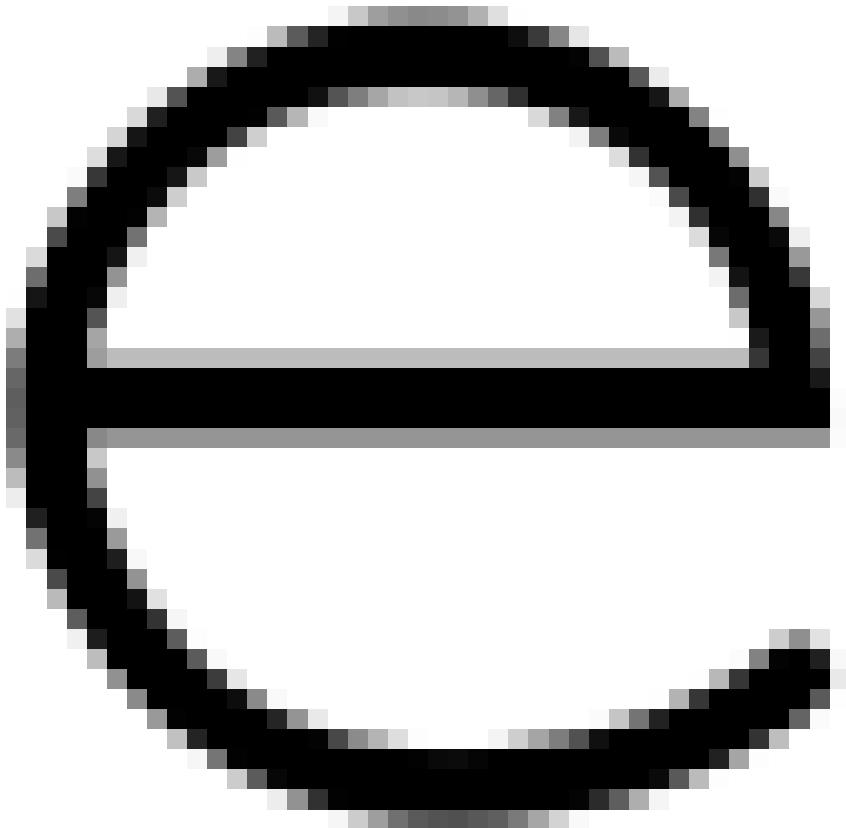


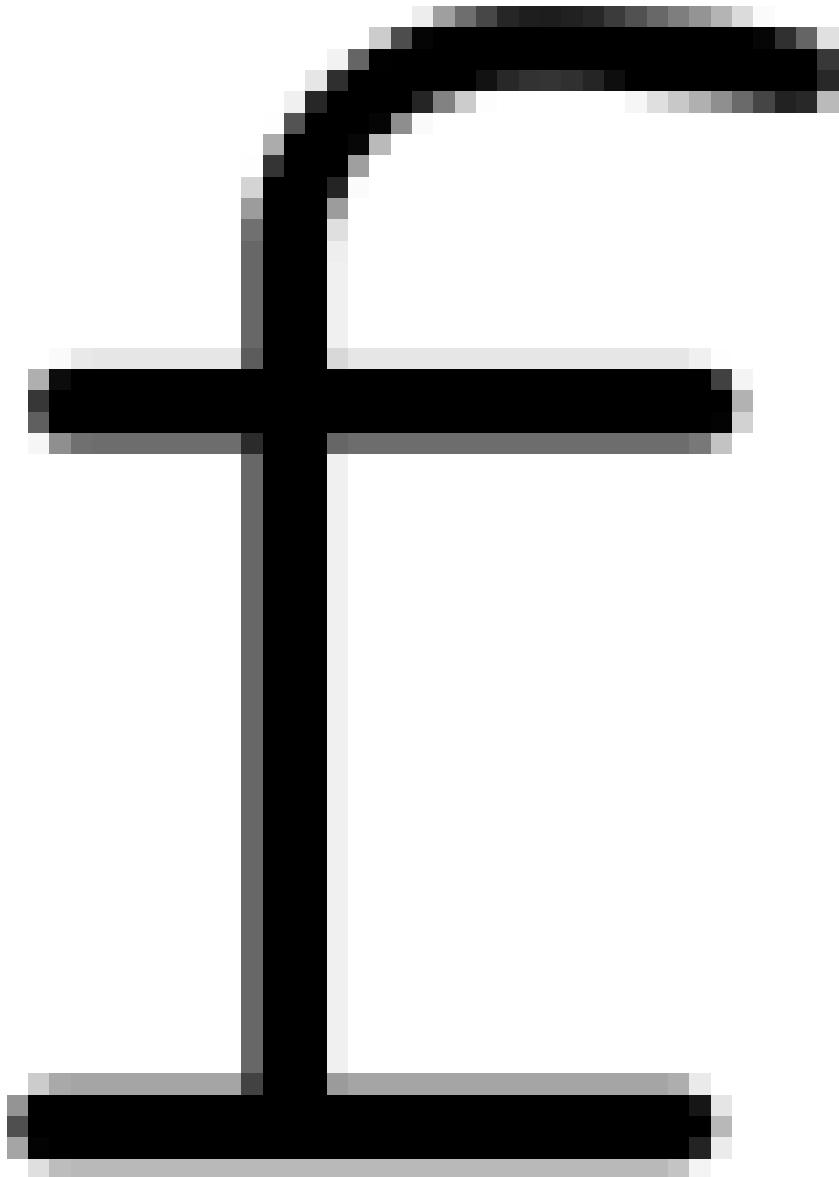


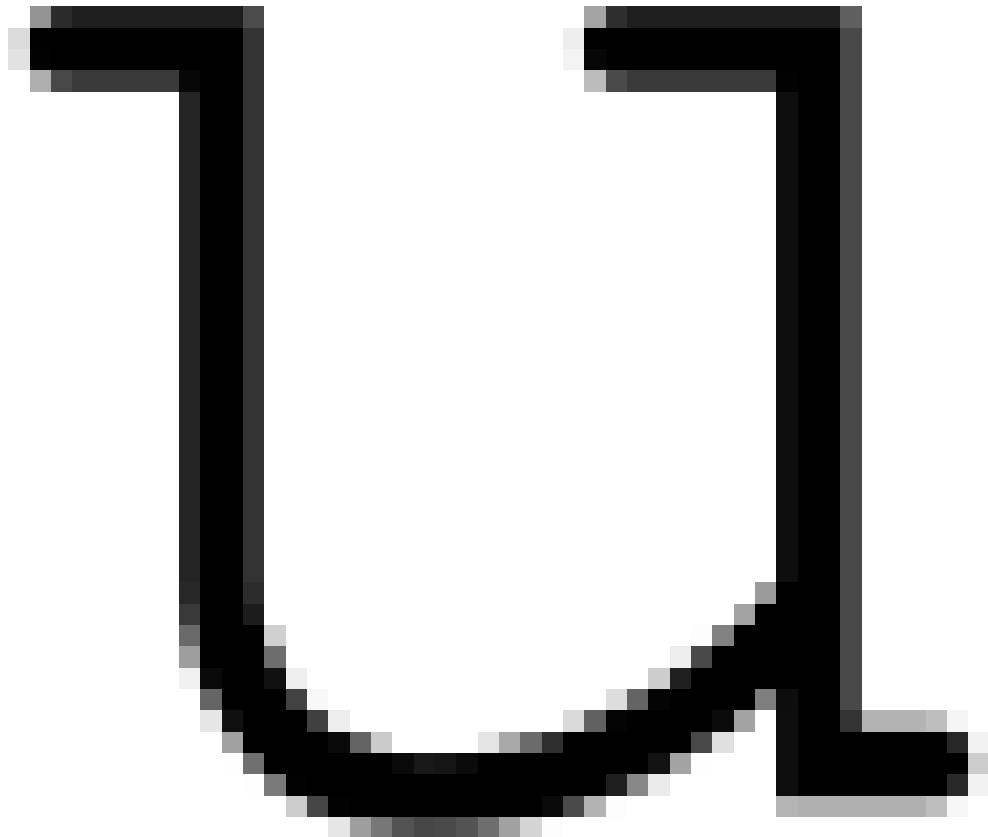


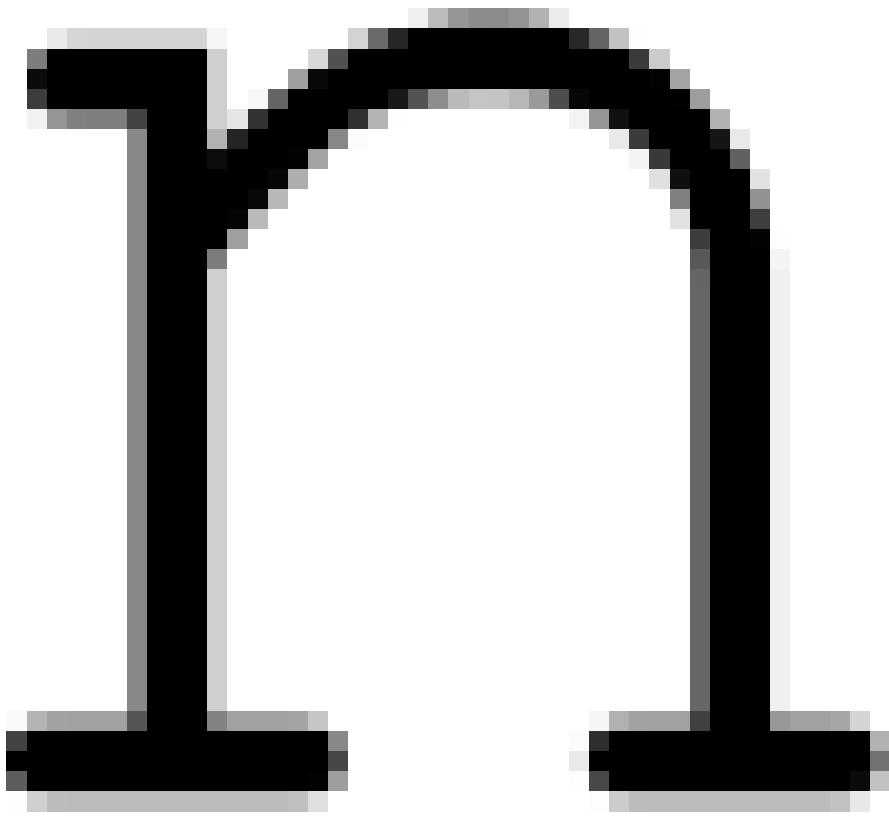








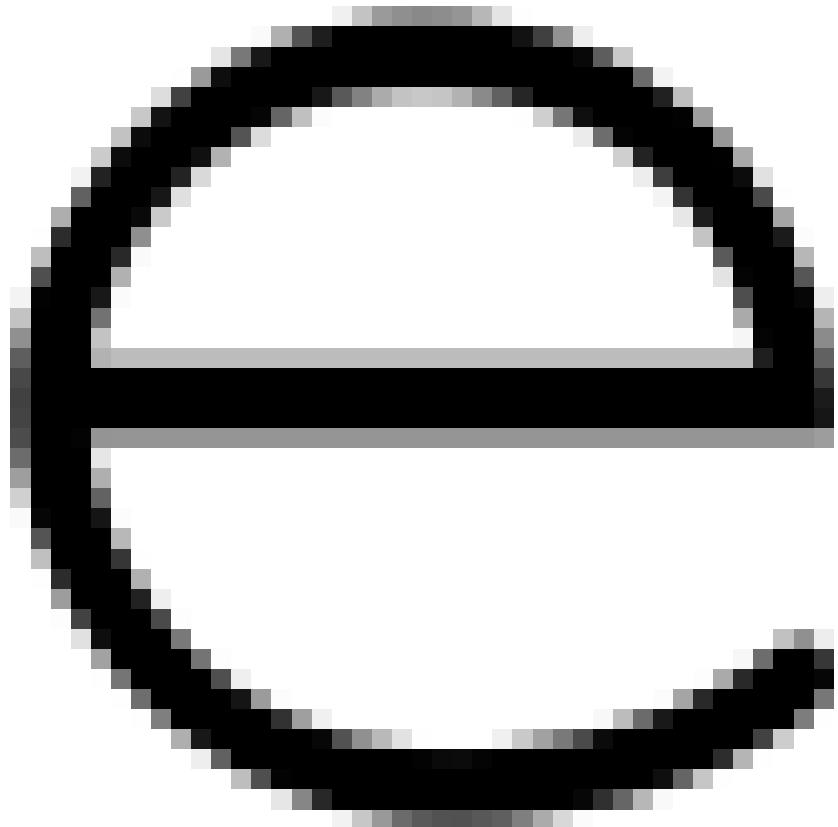


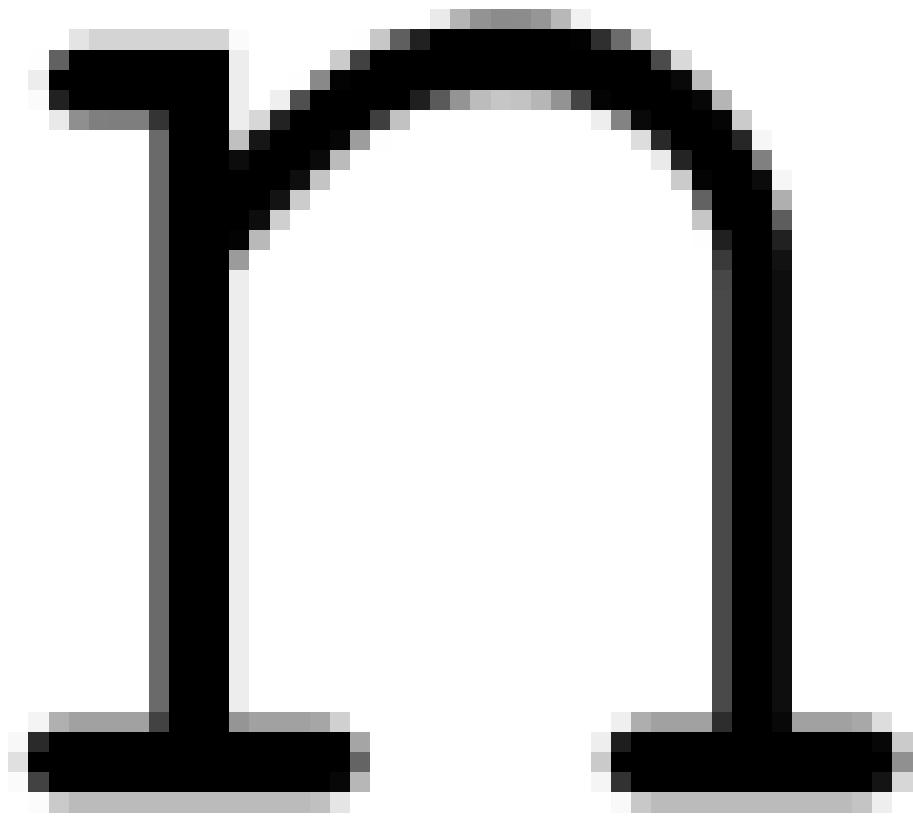


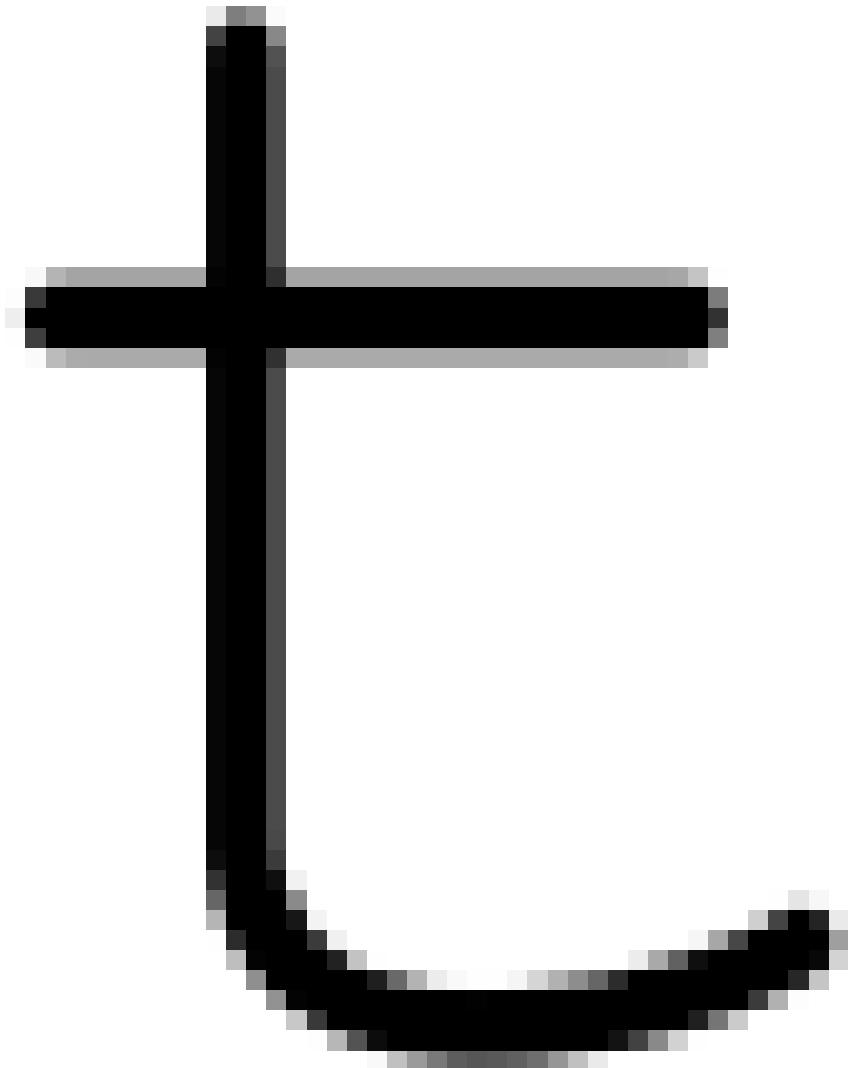




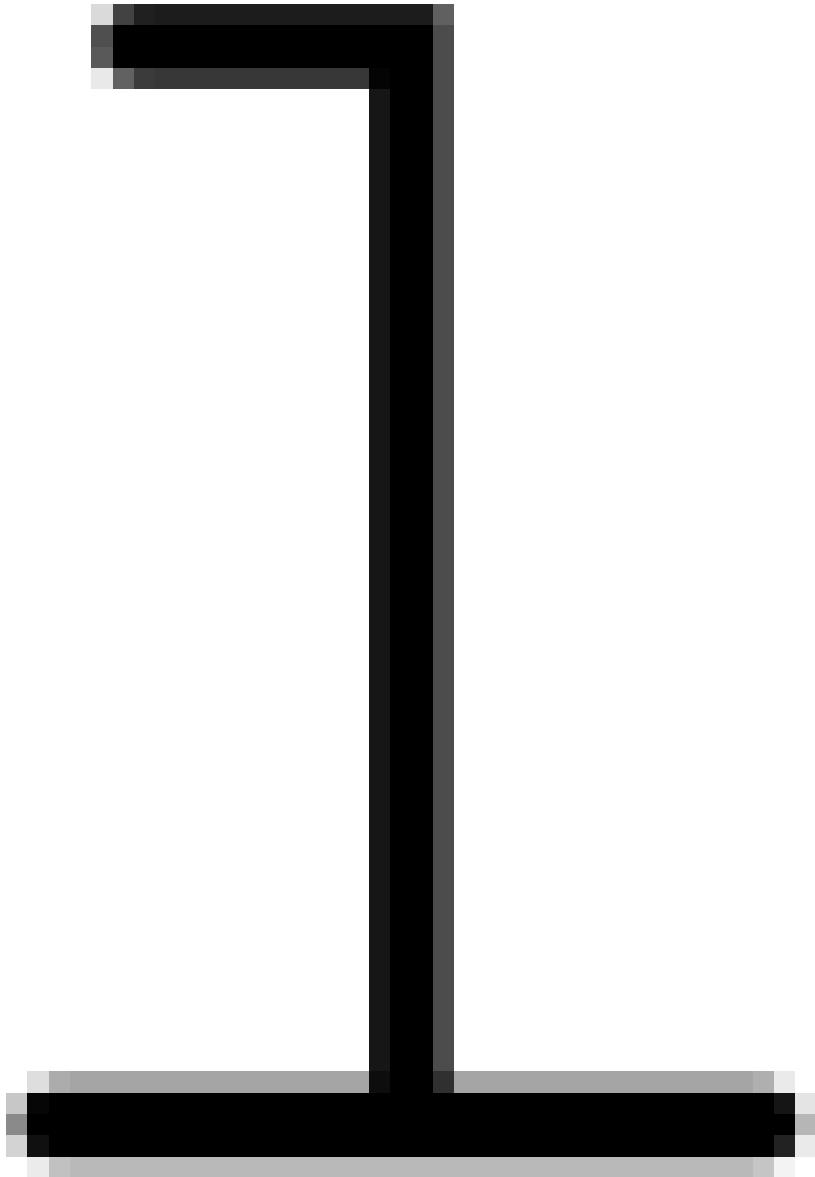


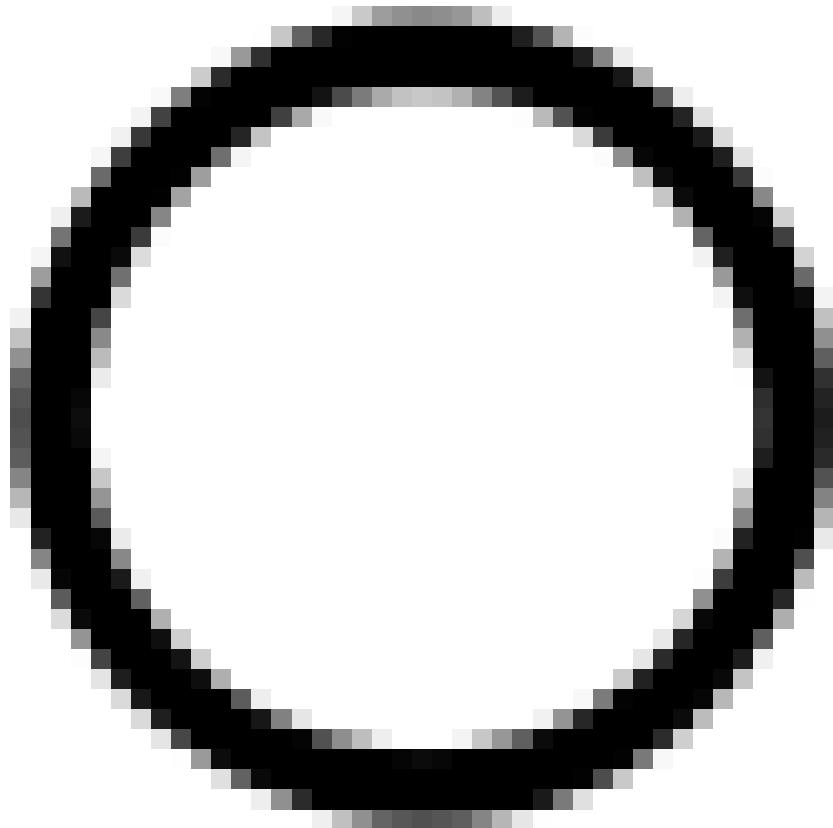




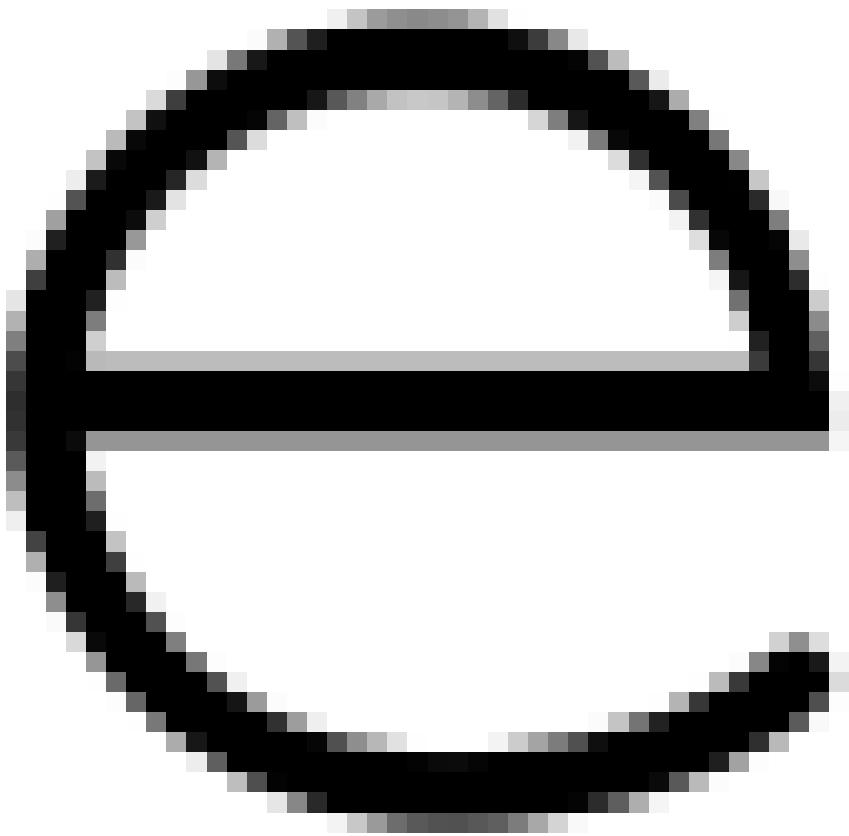


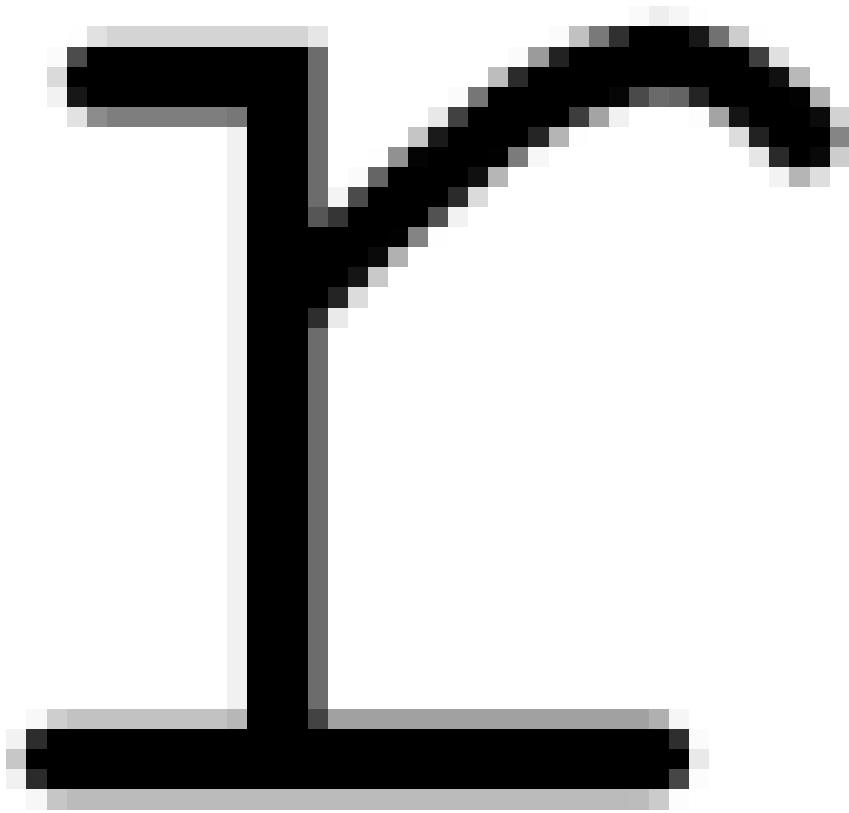




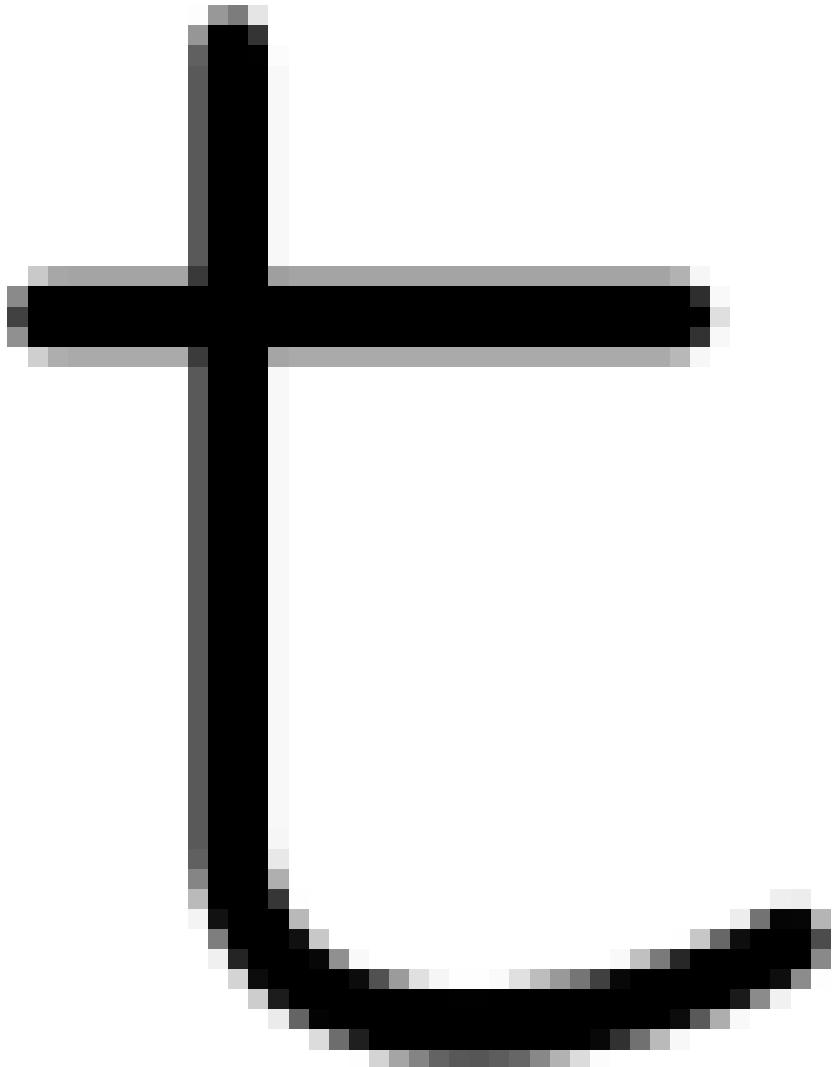


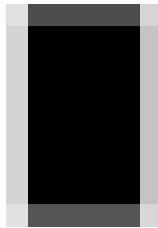


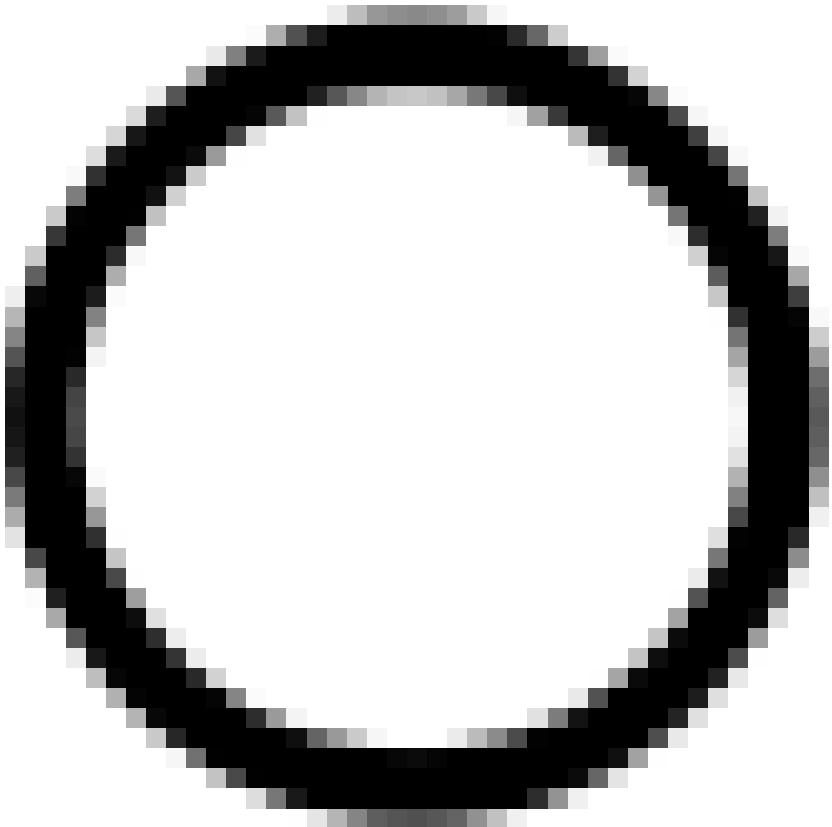


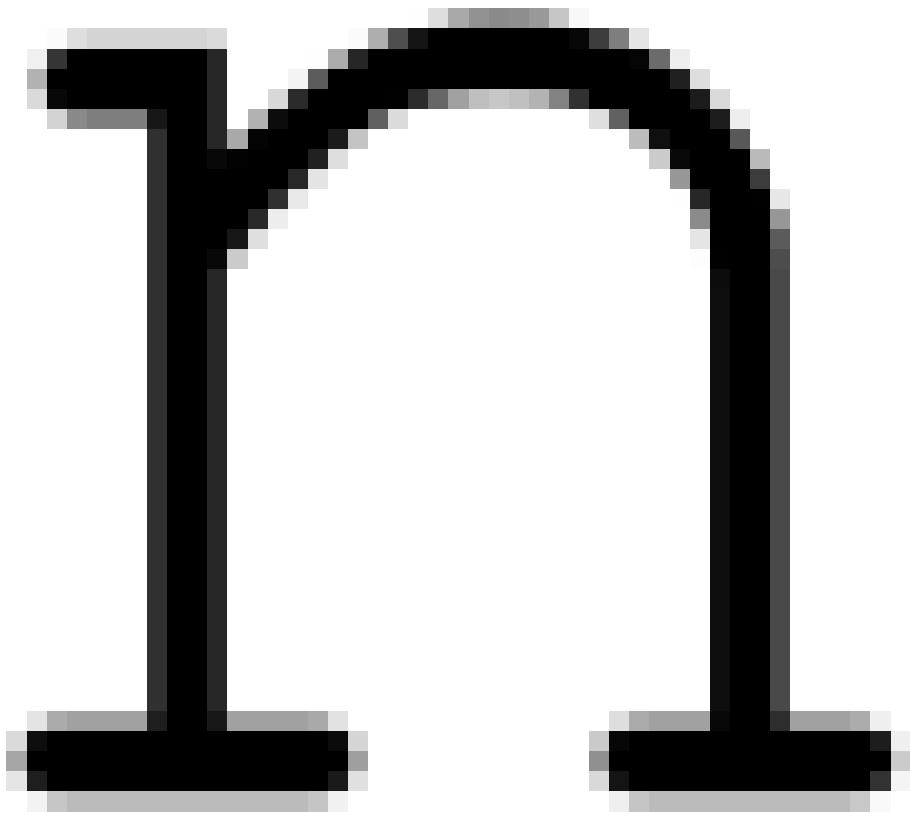


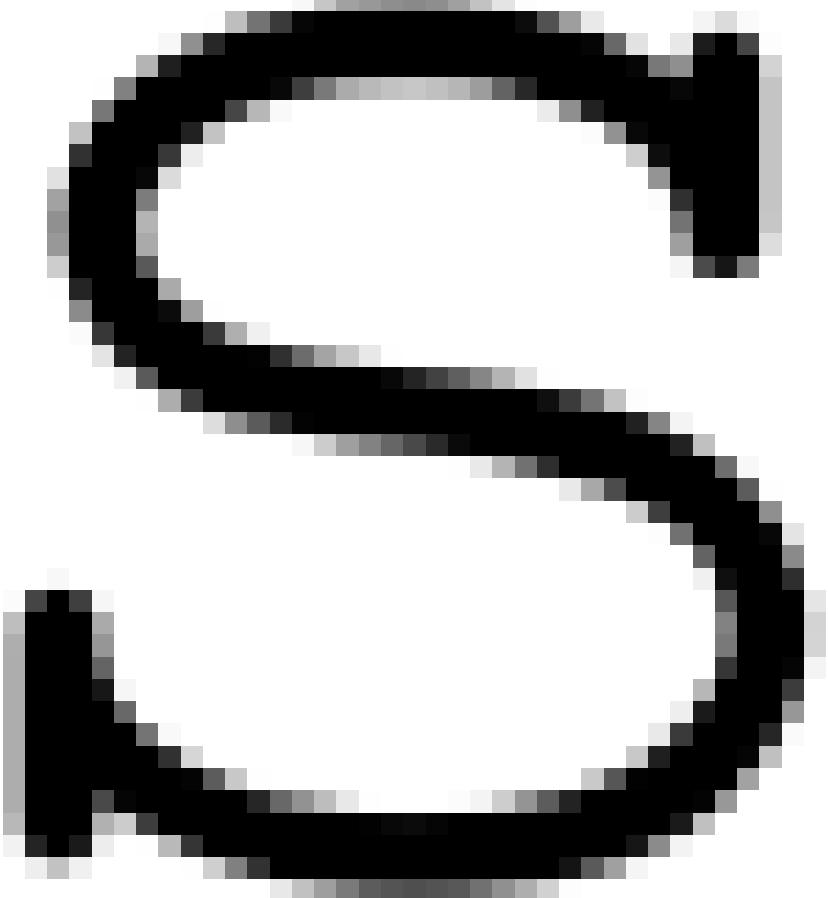




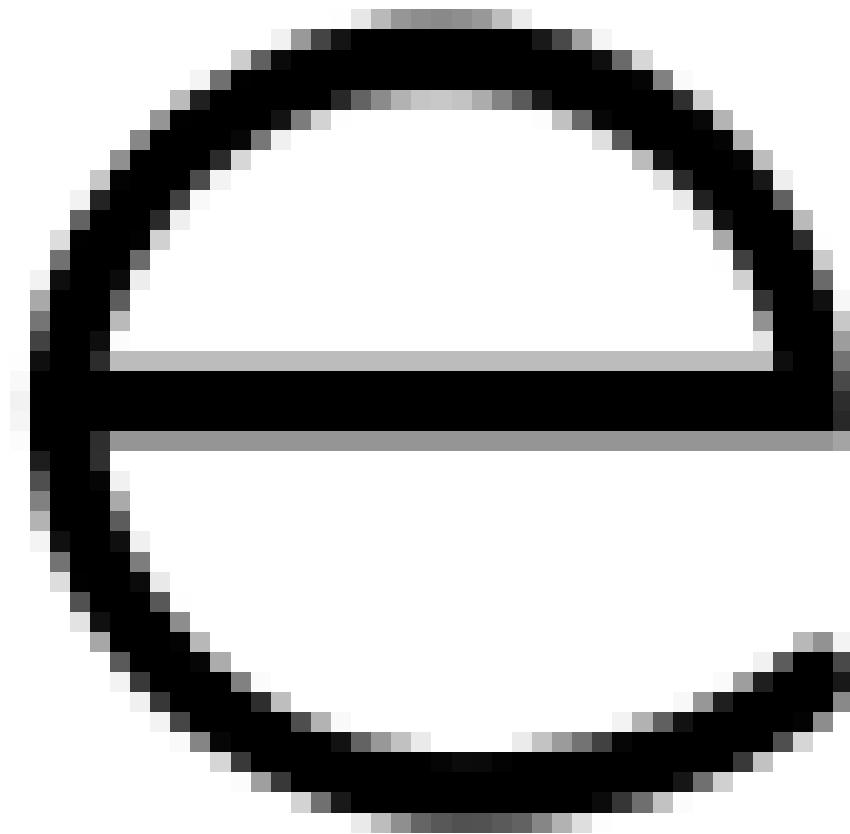






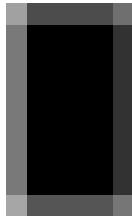


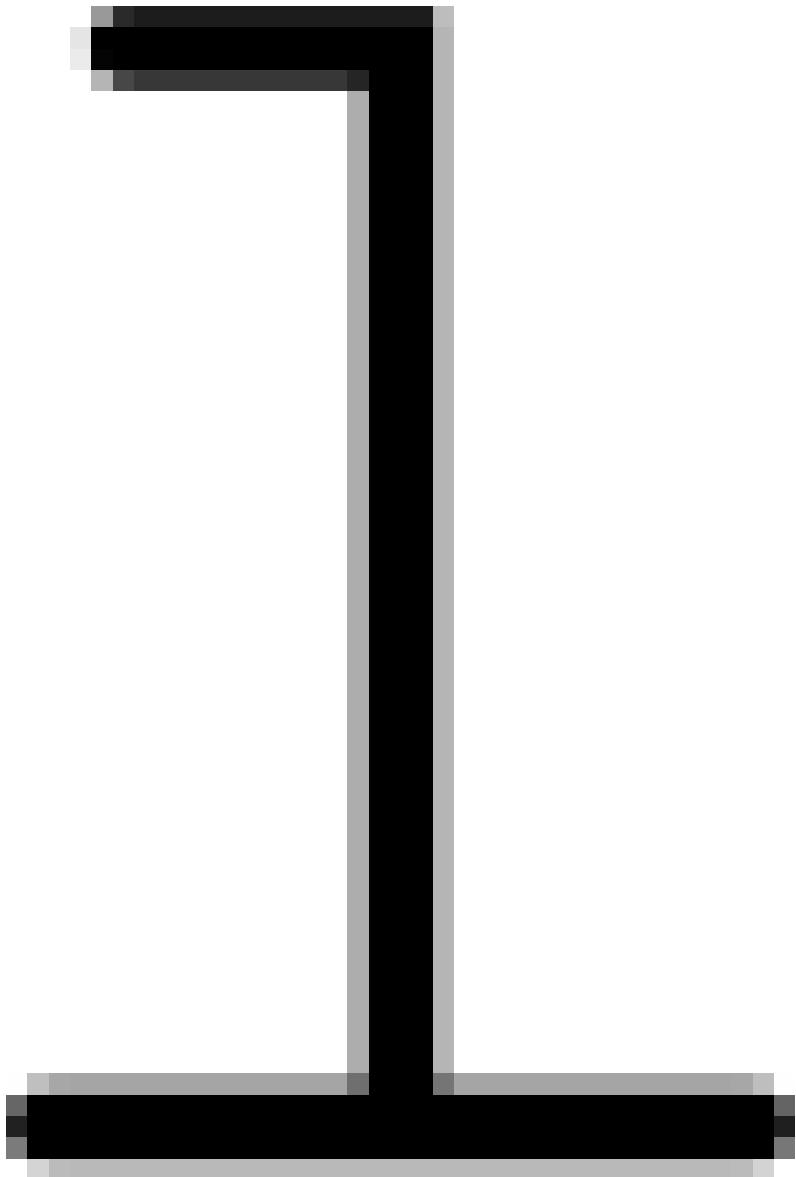




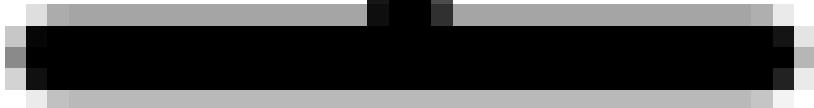
π

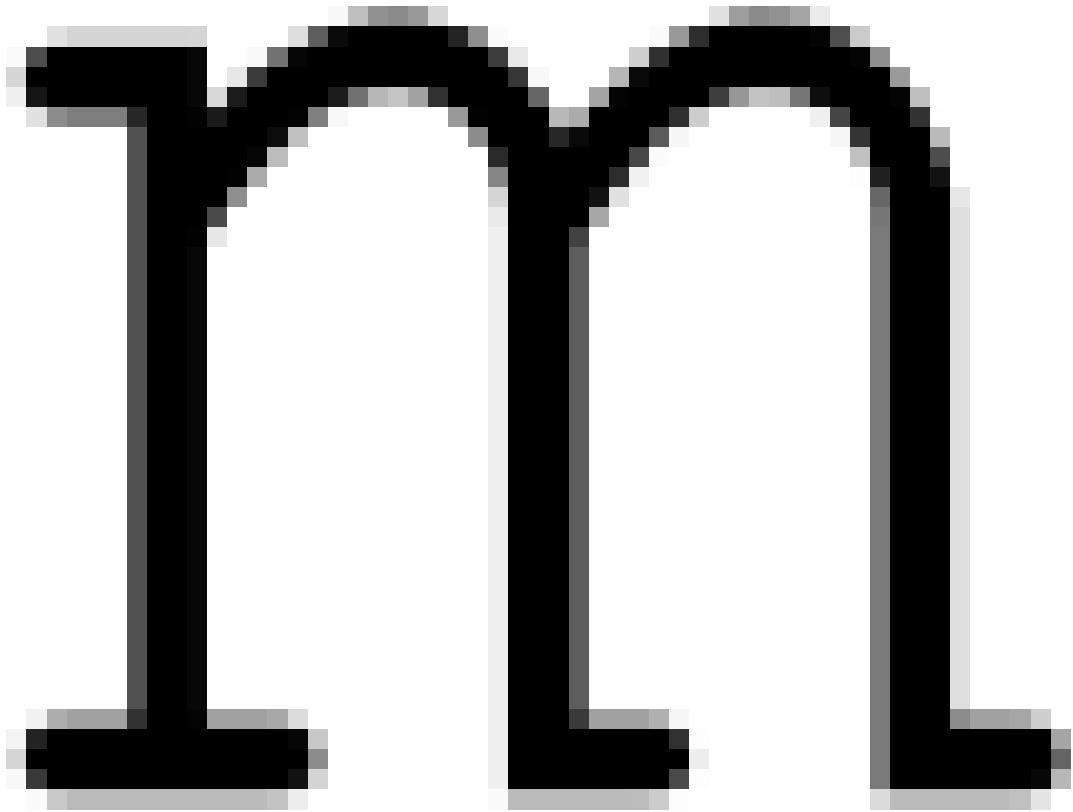
π



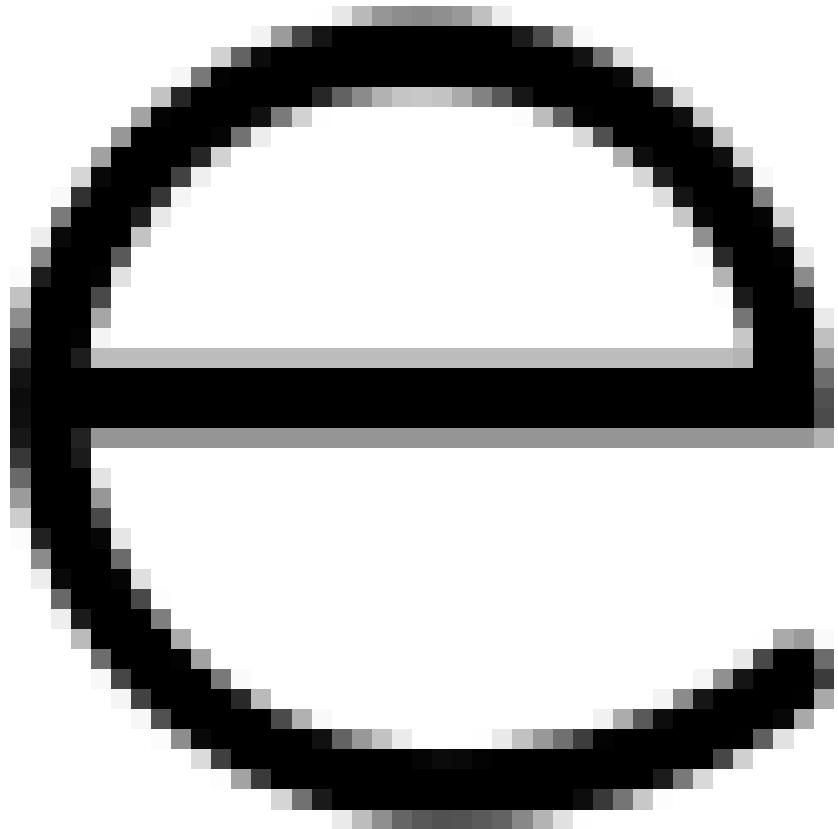


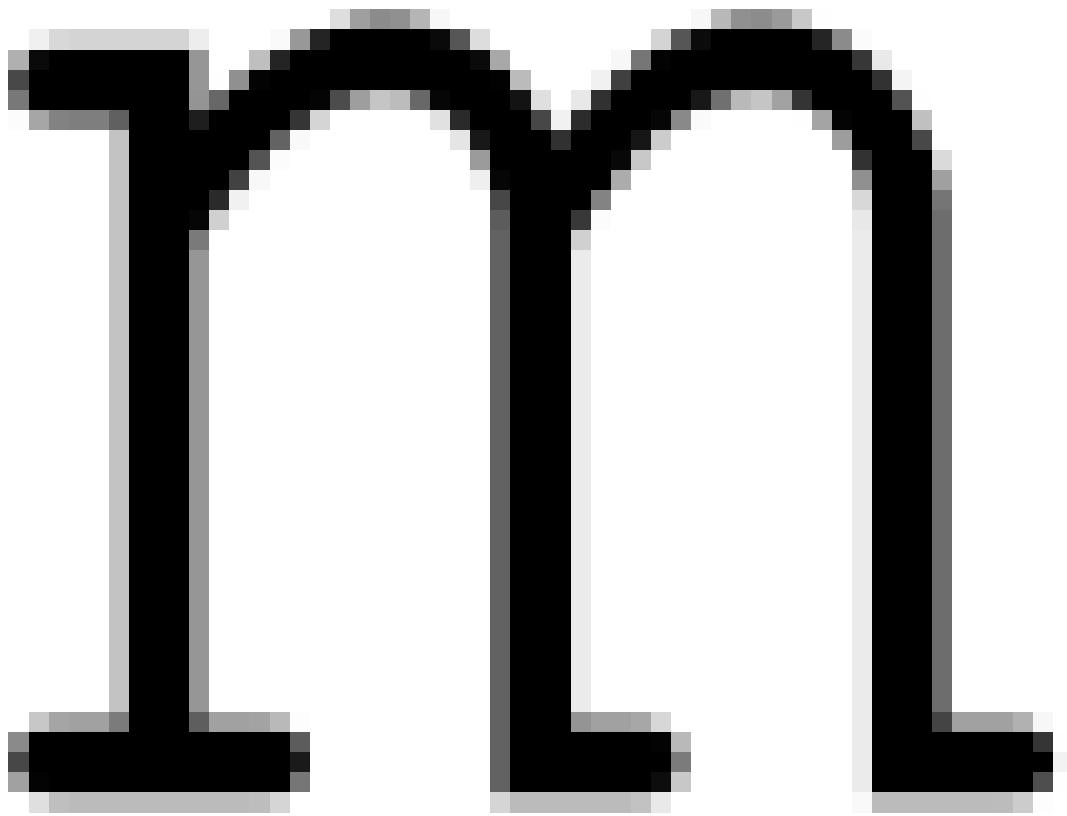


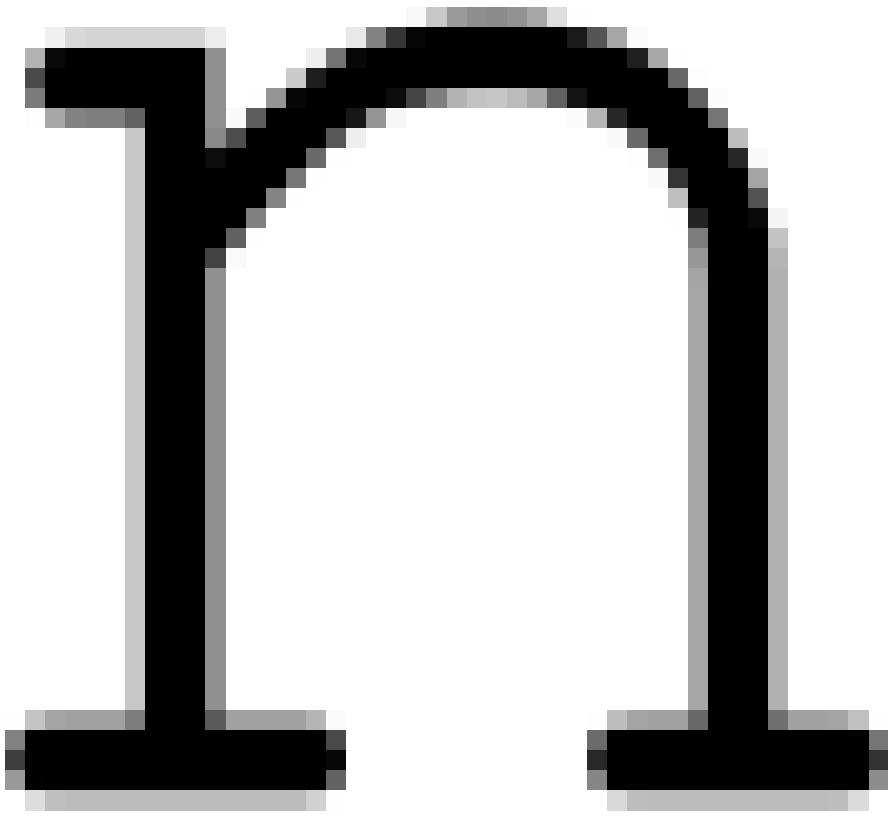


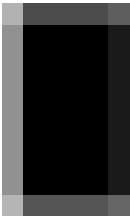


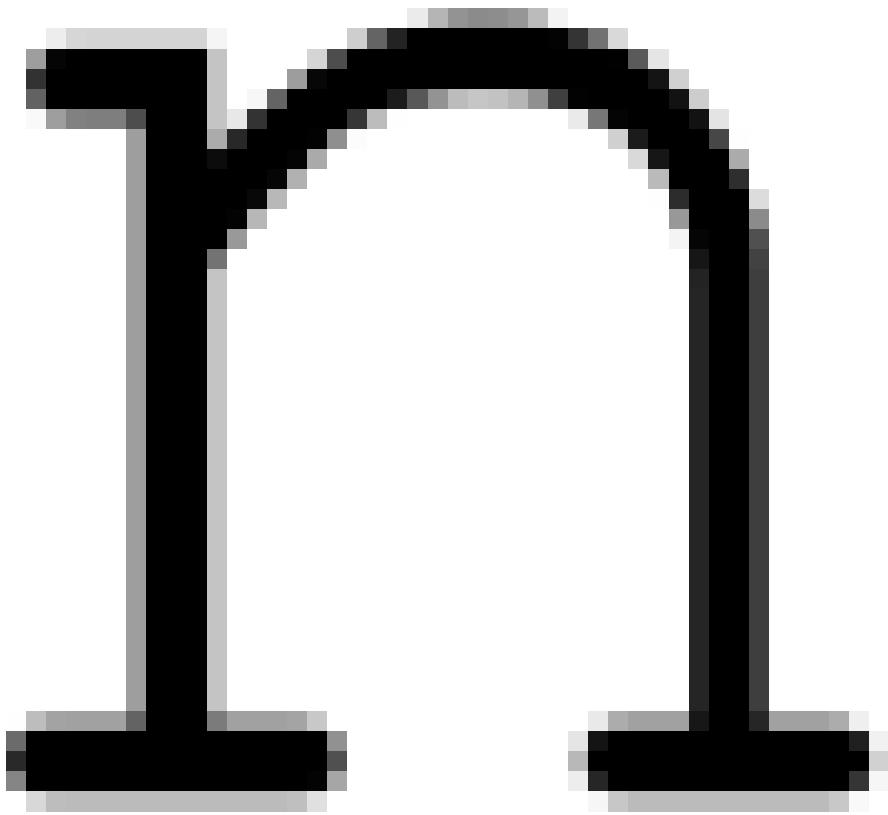




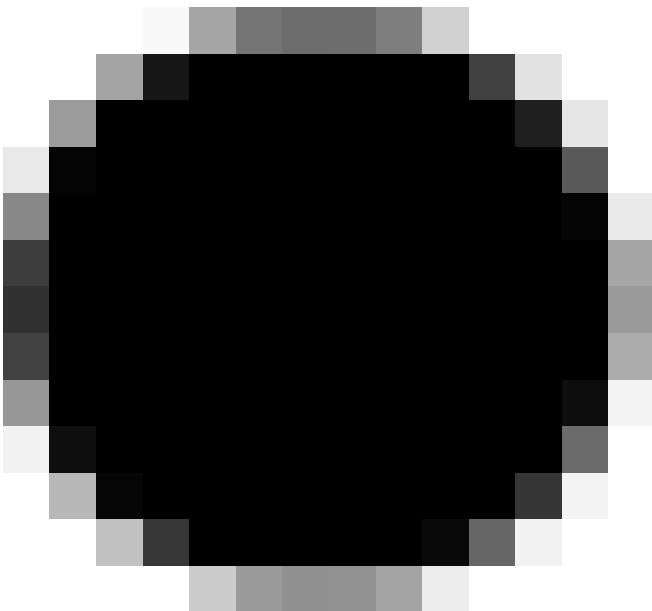




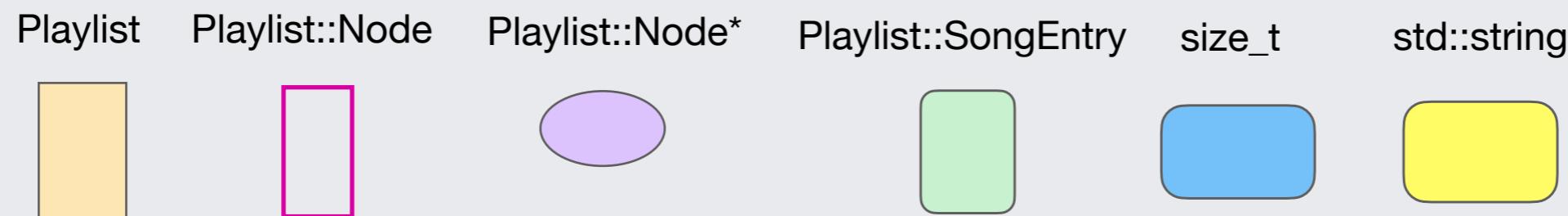
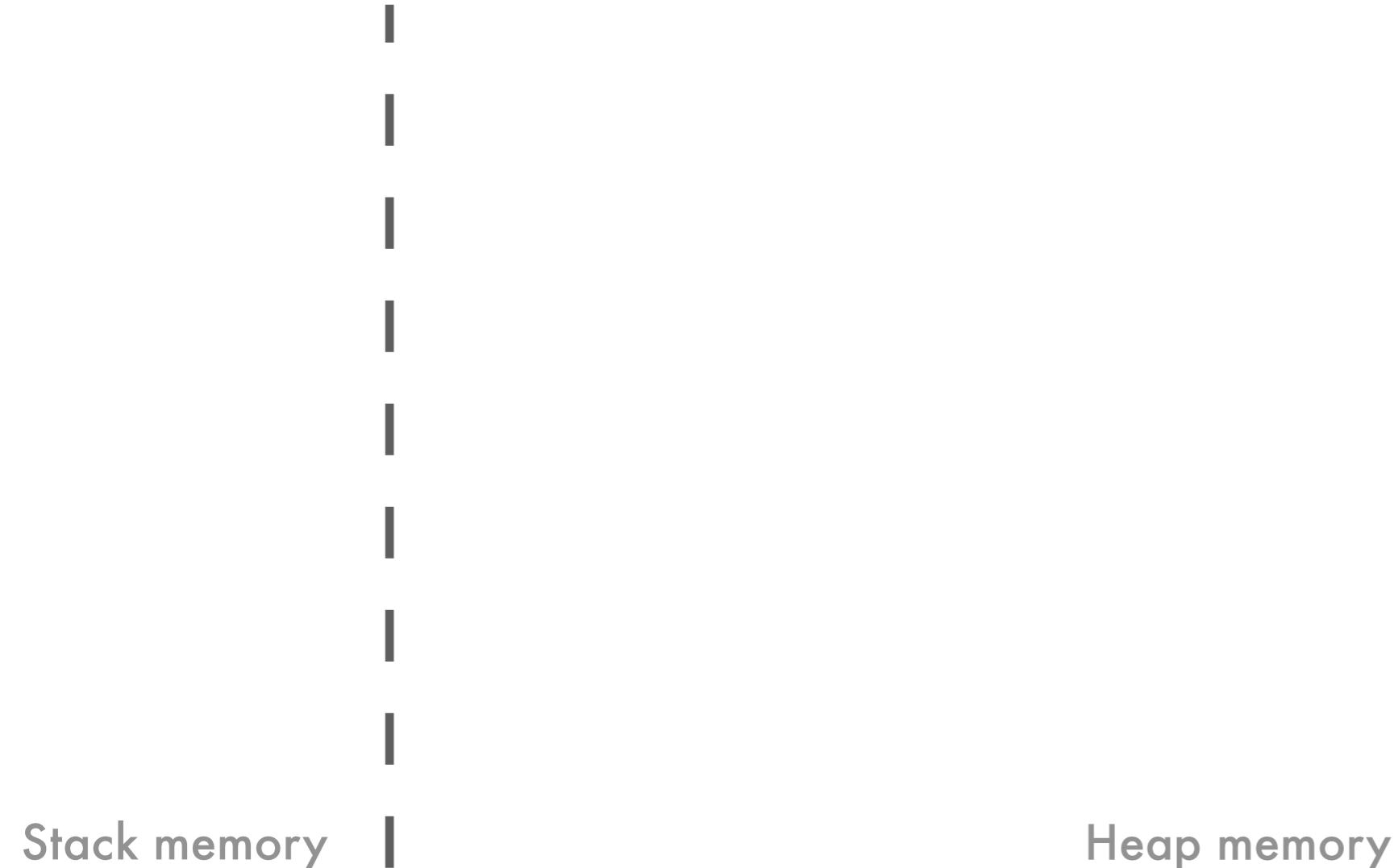




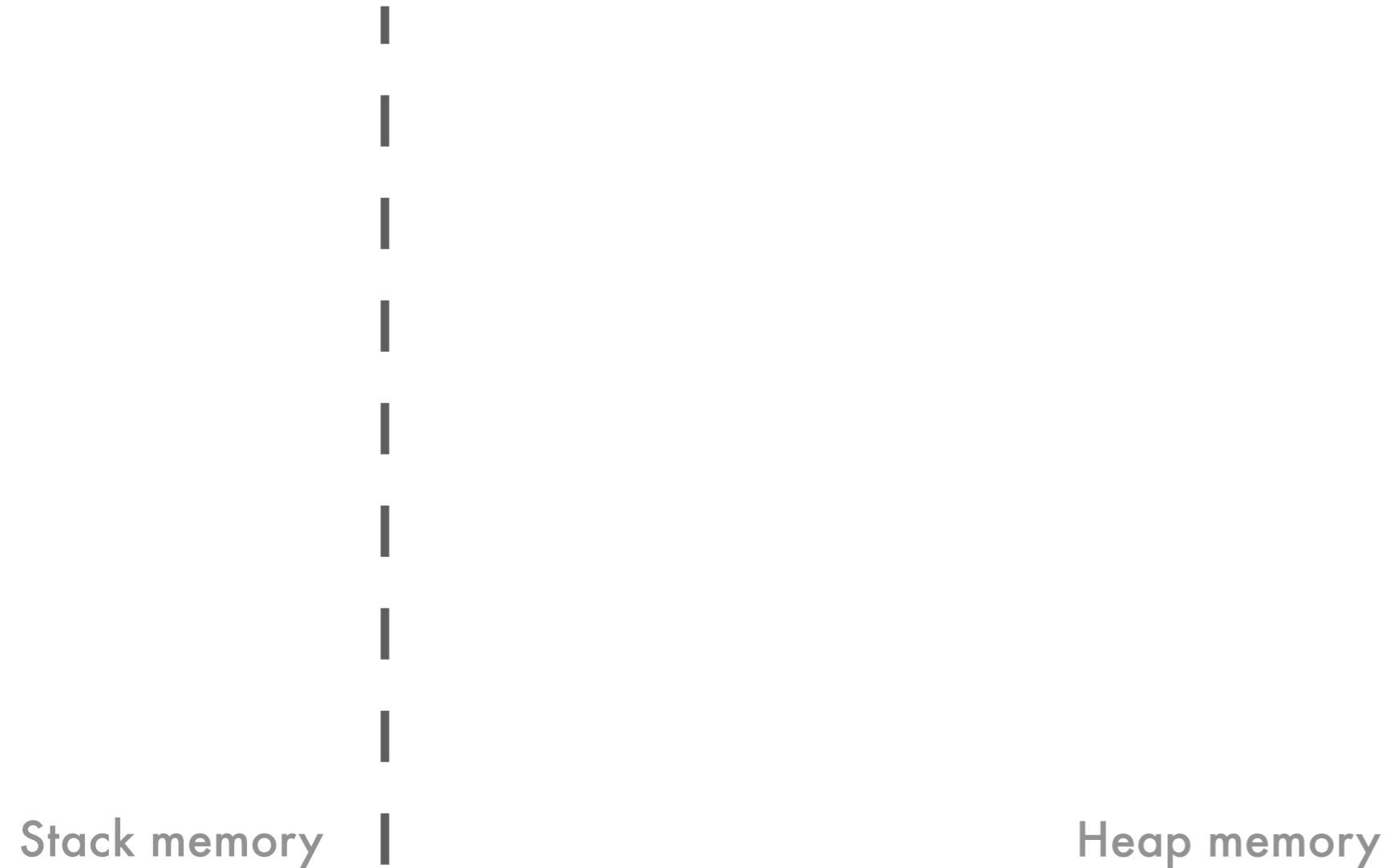




Let's visualize our Playlist linked list and explore some of the fundamental operations we will be implementing.



Legend



Playlist

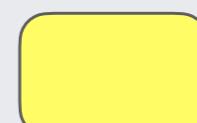
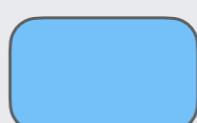
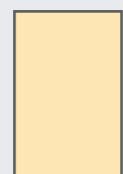
Playlist::Node

Playlist::Node*

Playlist::SongEntry

`size_t`

`std::string`



Legend