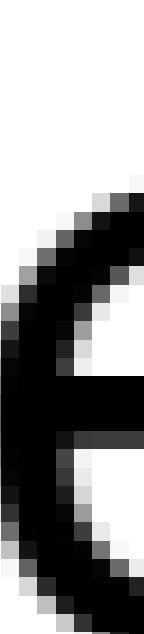
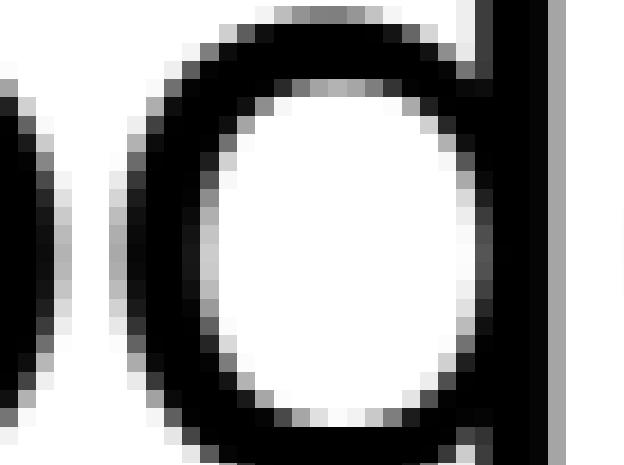
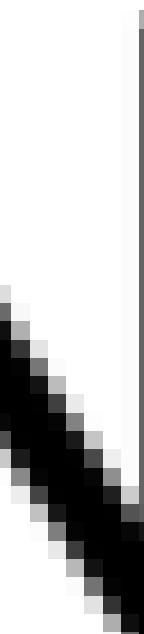
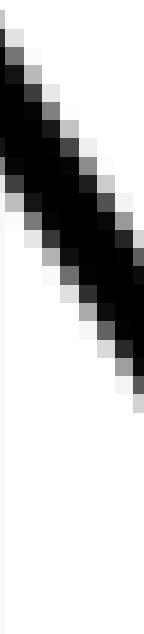
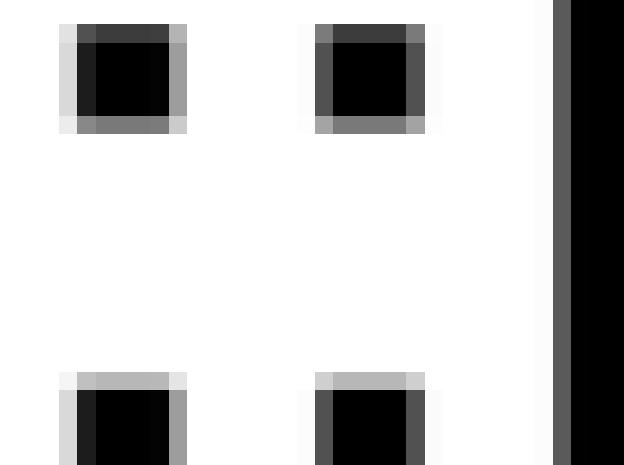
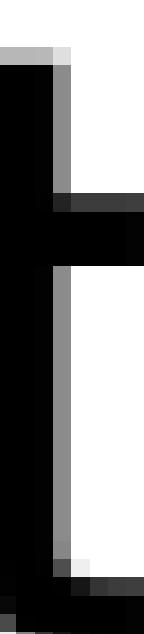
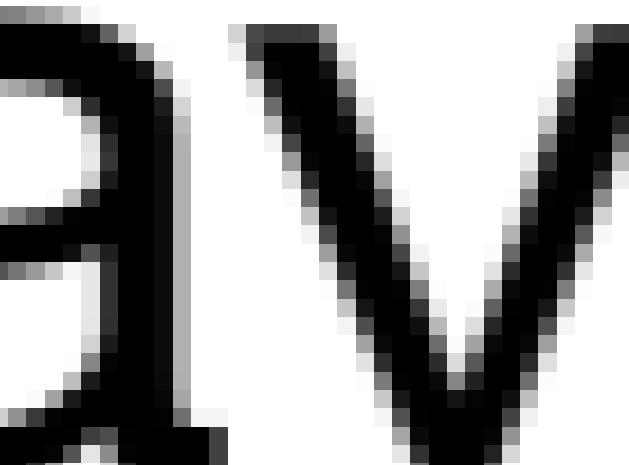
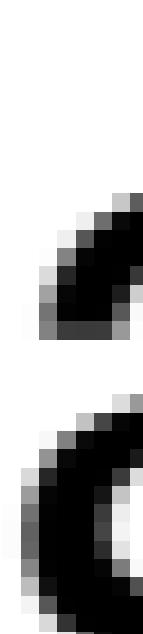
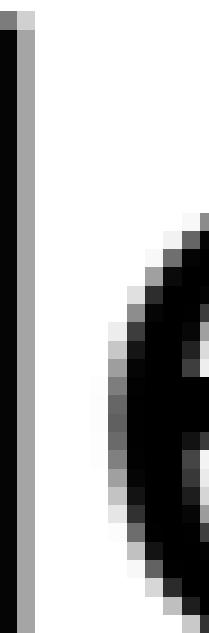
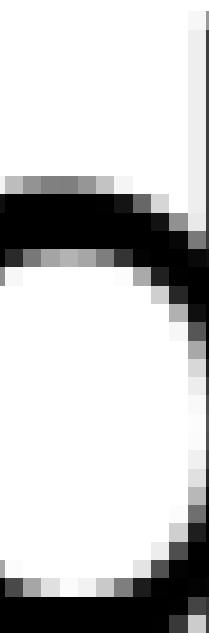
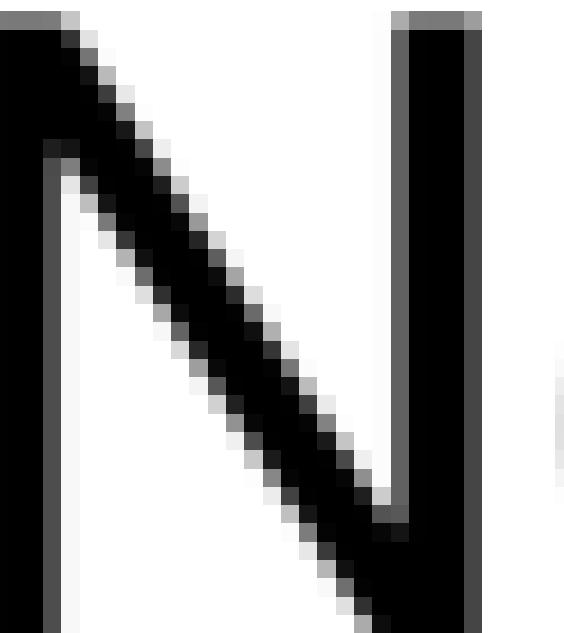
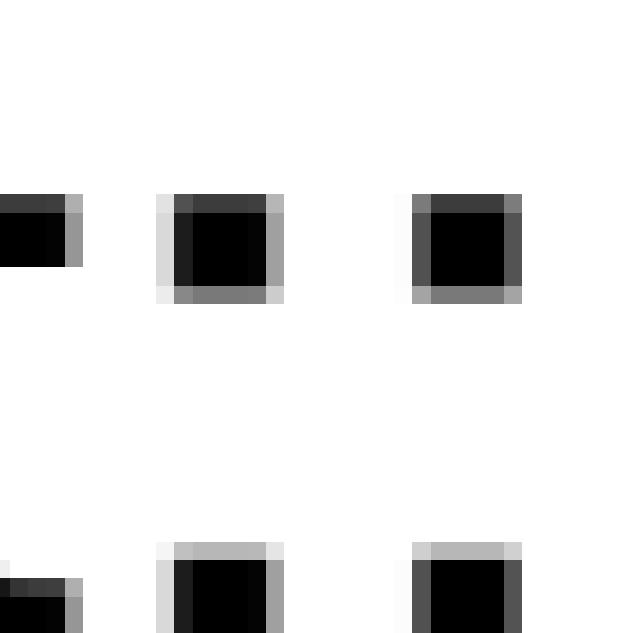
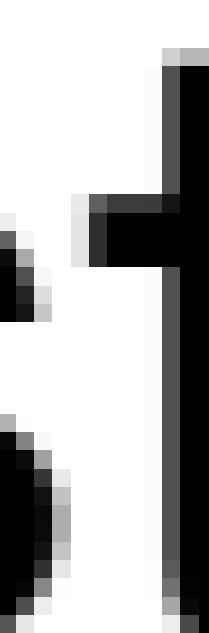
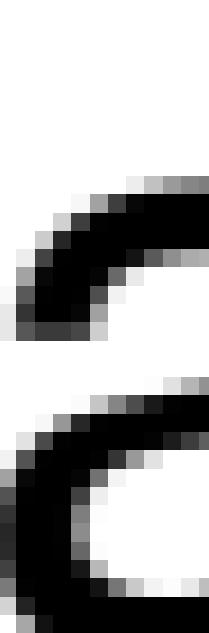


Legend





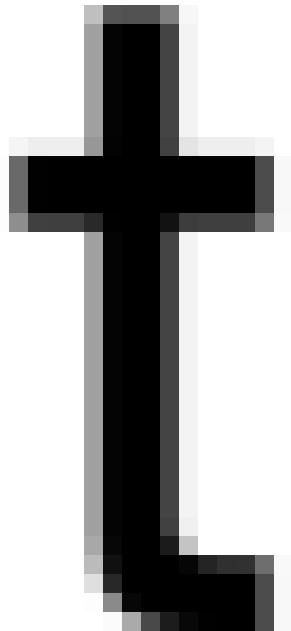
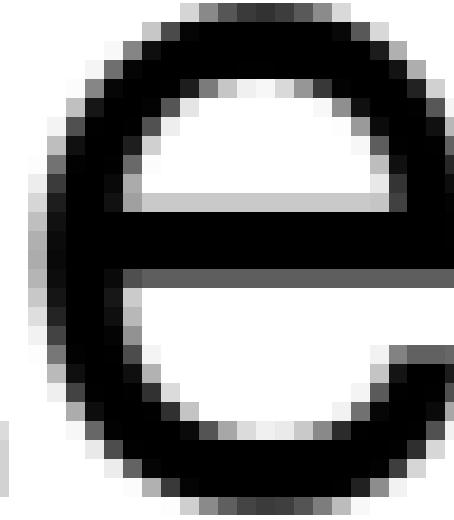
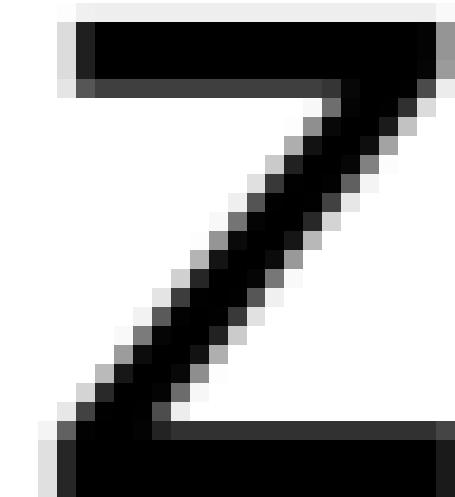
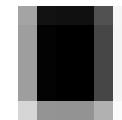
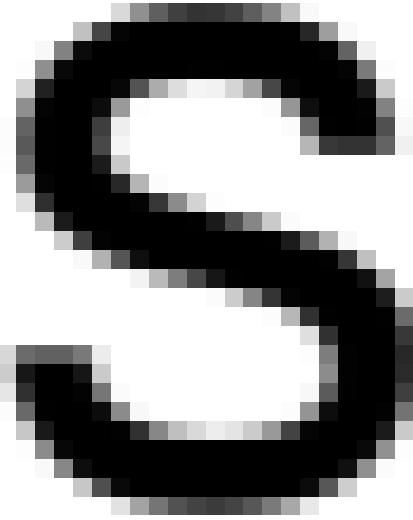






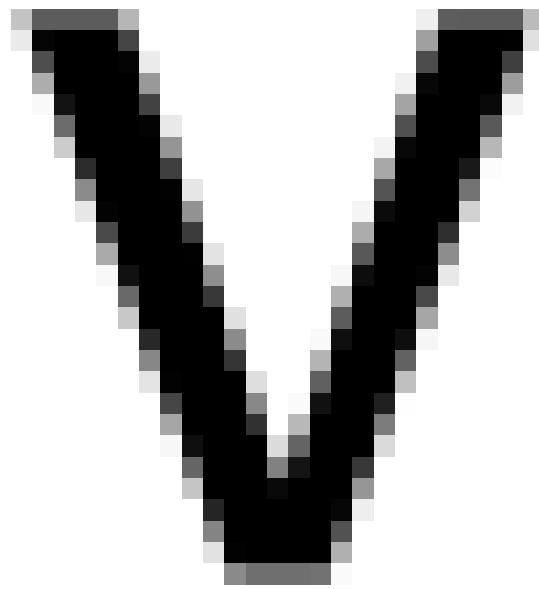
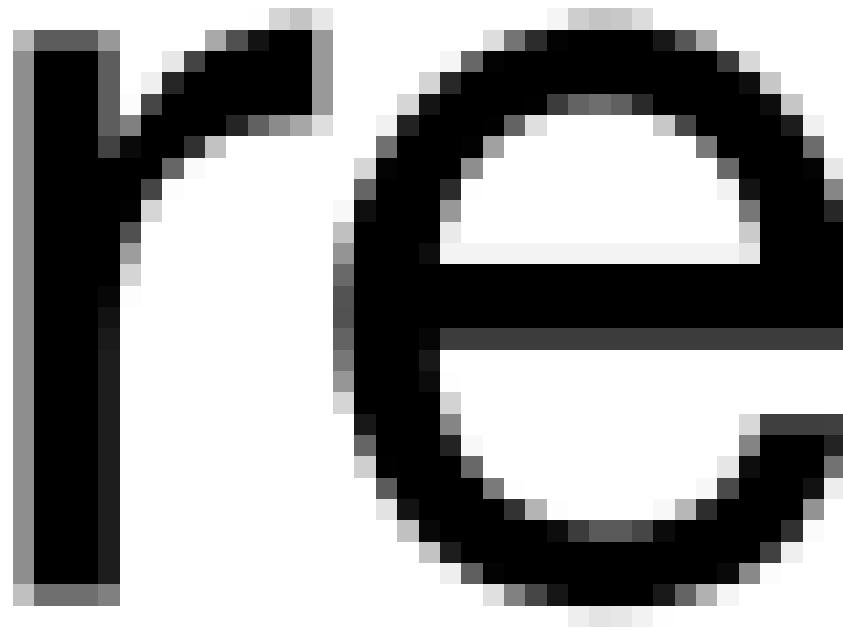
Playist . Songlist













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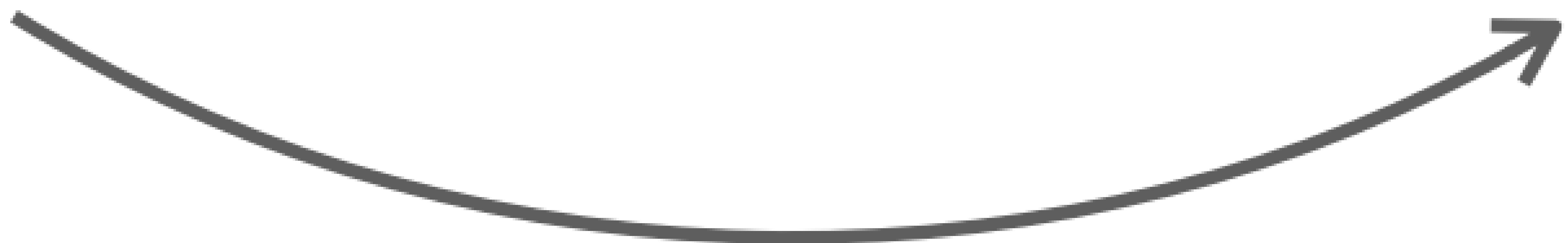




The next Node* data member should be initialized to nullptr by the Node constructor to avoid pointing at wild (garbage) memory.







_id

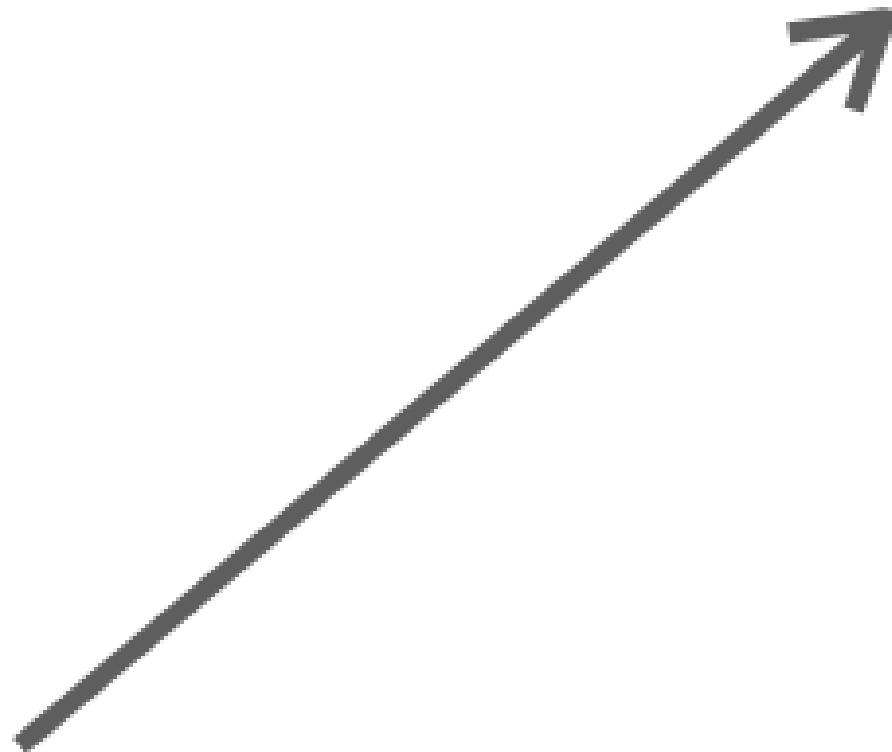
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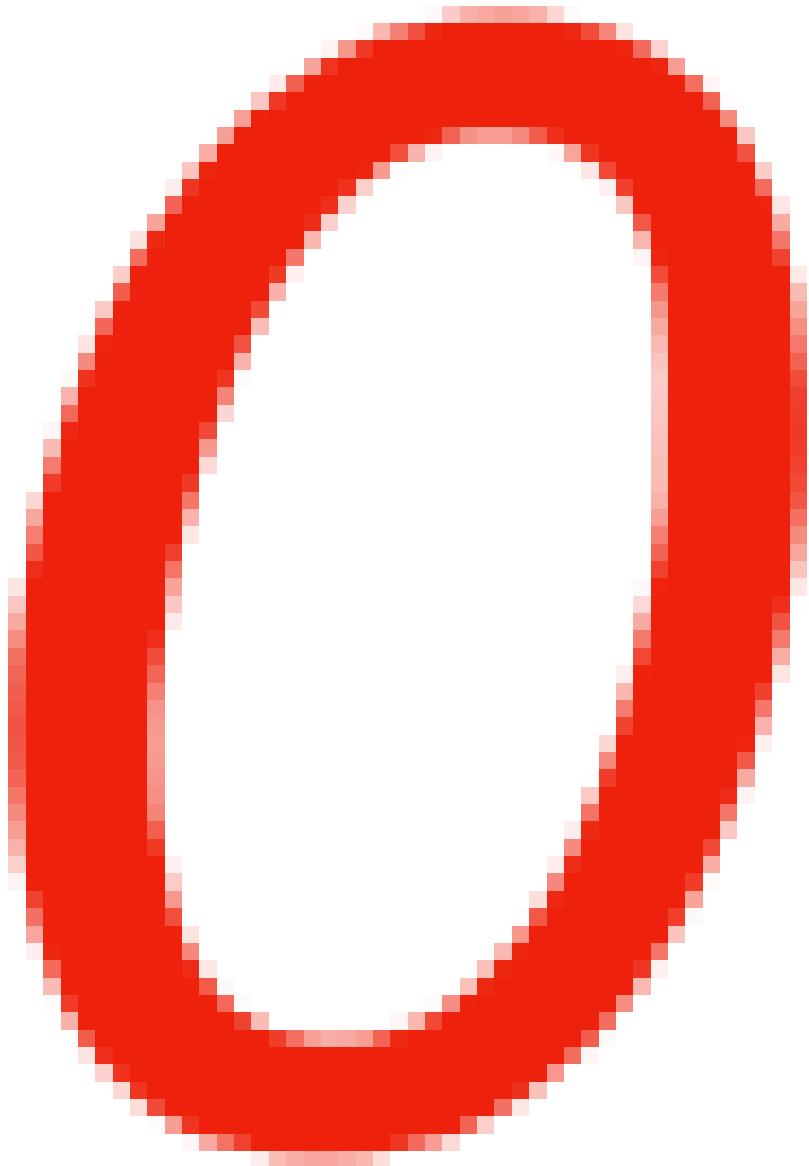
_name

HEAD

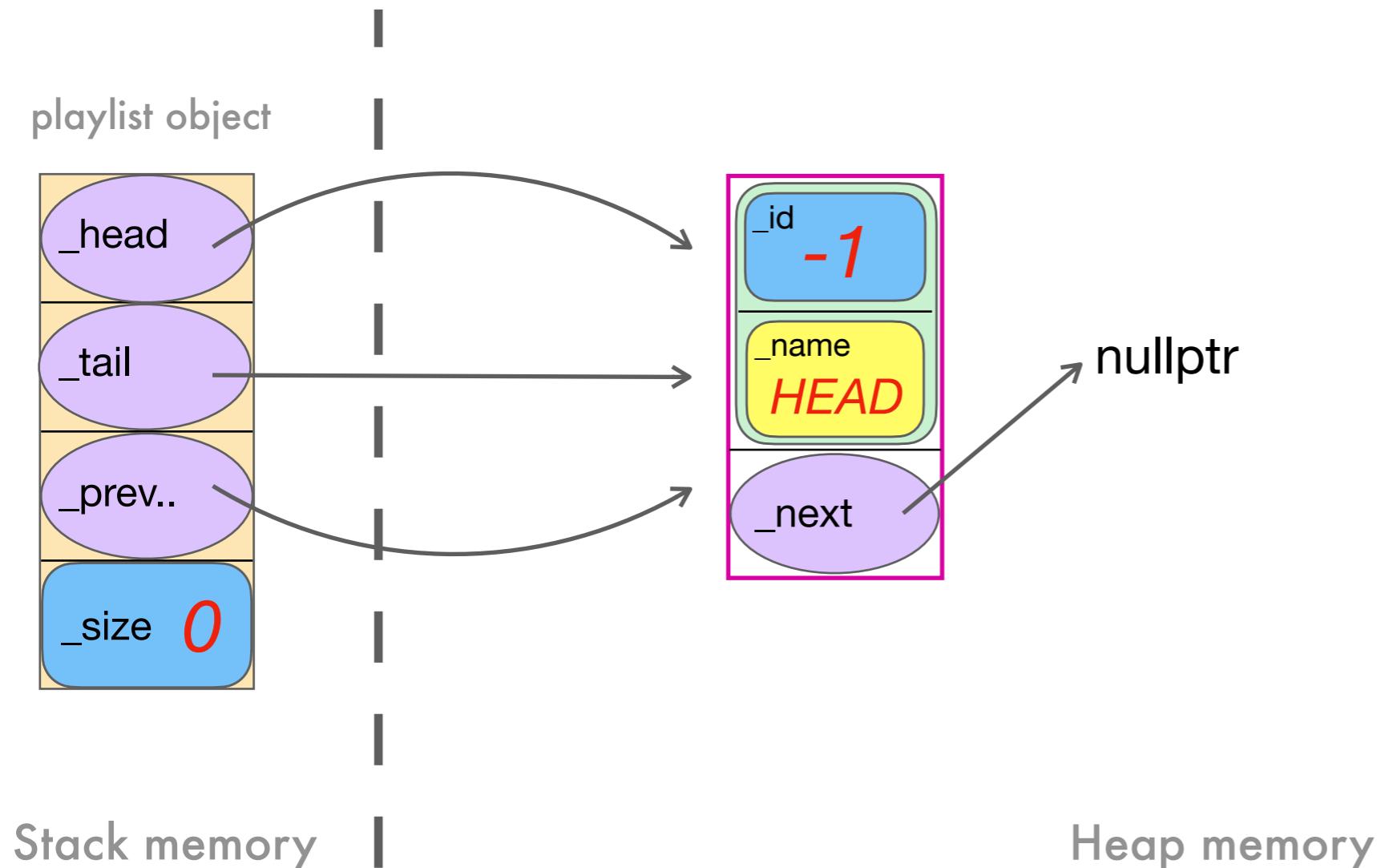
_next

nullptr



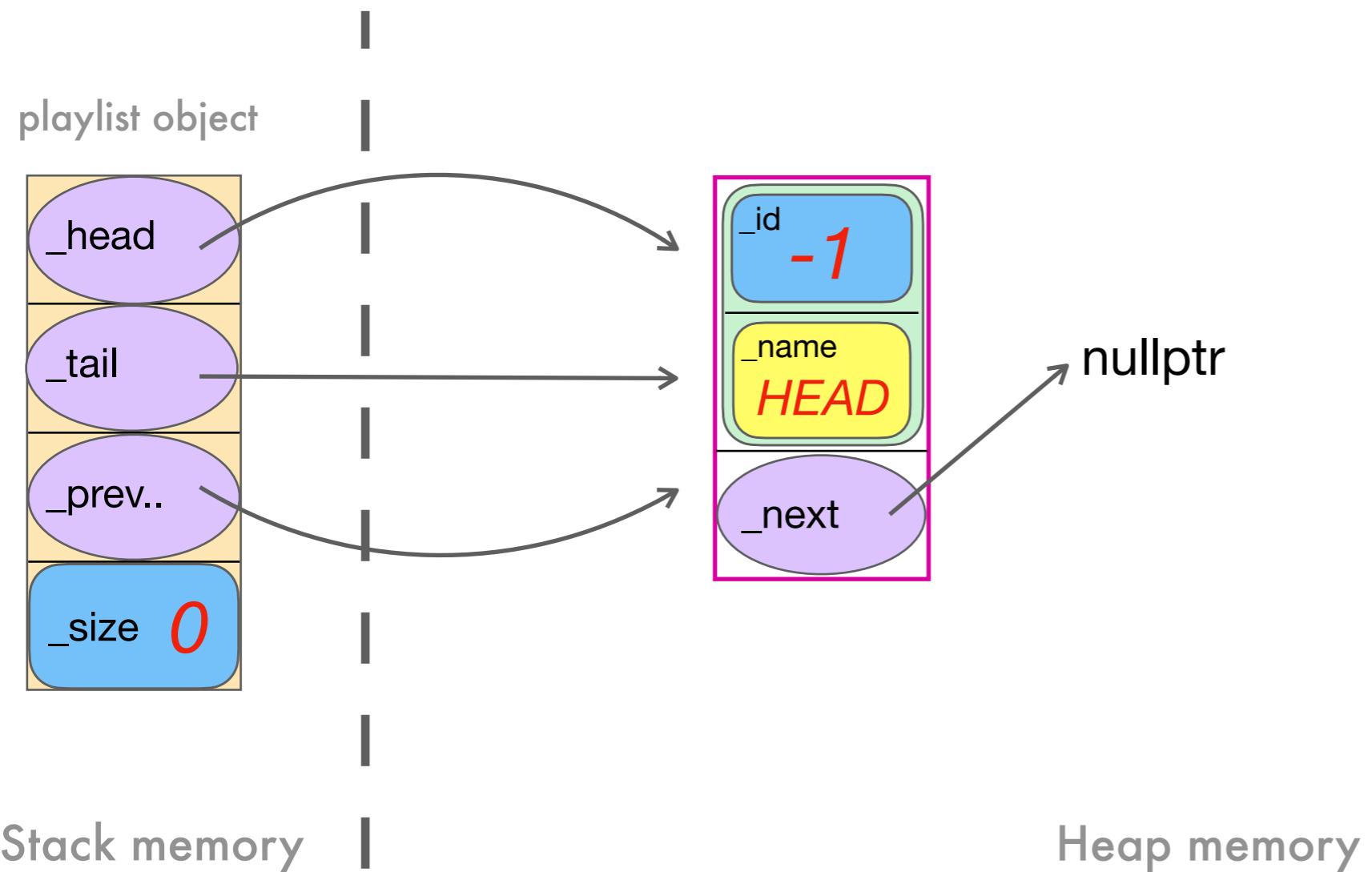


The `_next Node*` data member should be initialized to `nullptr` by the `Node` constructor to avoid pointing at wild (garbage) memory.



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

Legend



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

Legend