



Plavist

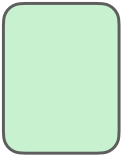
Legend



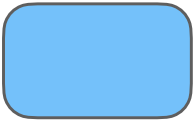
Privacyist: No



Privacyist: Noode\*



Playvist: Song Entry



size\_

\_\_\_\_\_

head

tsini

\_\_\_\_\_

**OROV** .



size

stack memory

Heap memory

playivist • obiect







std::string































































































































































































































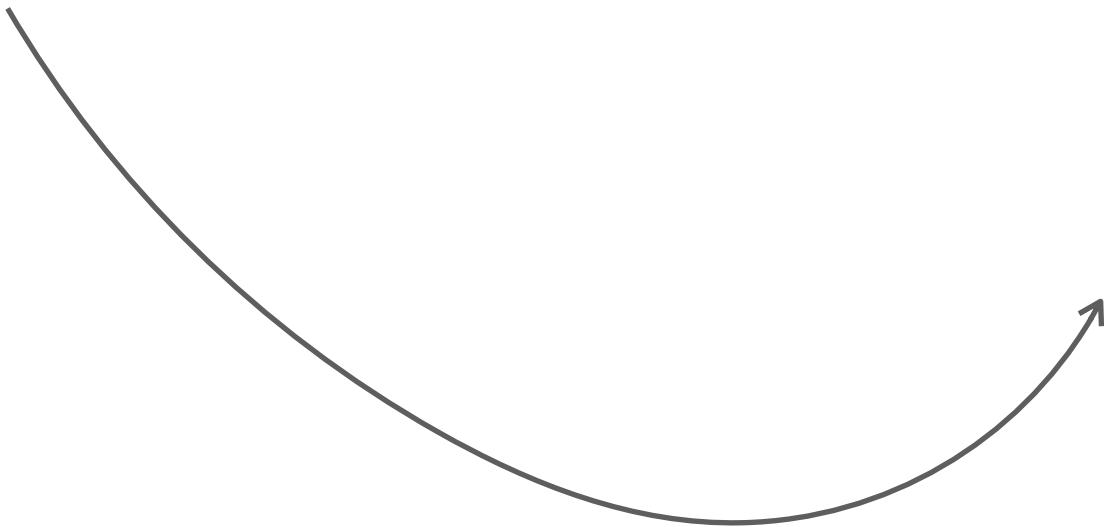














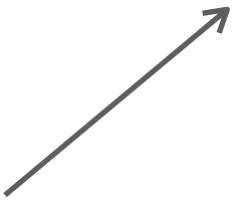
\_id

*-1*

\_name

*HEAD*

\_next

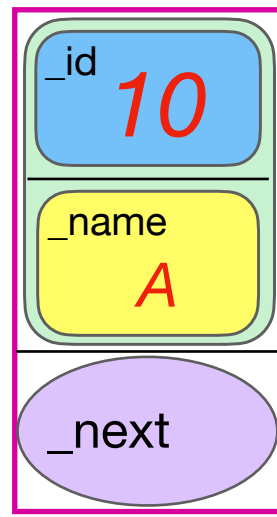


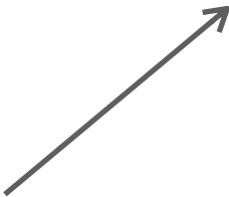
n u i p t r



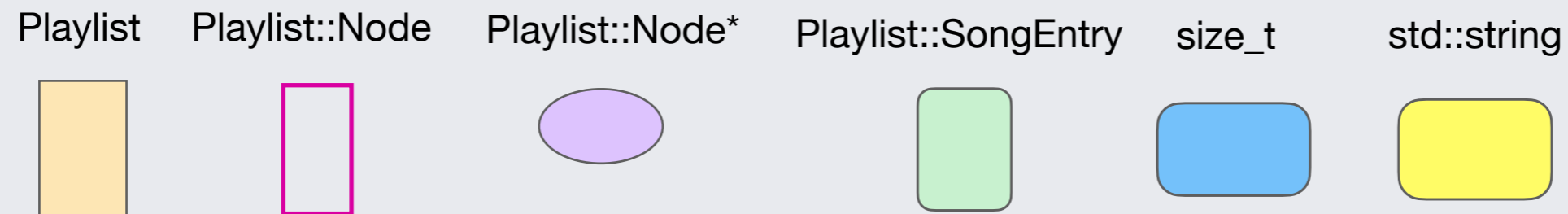
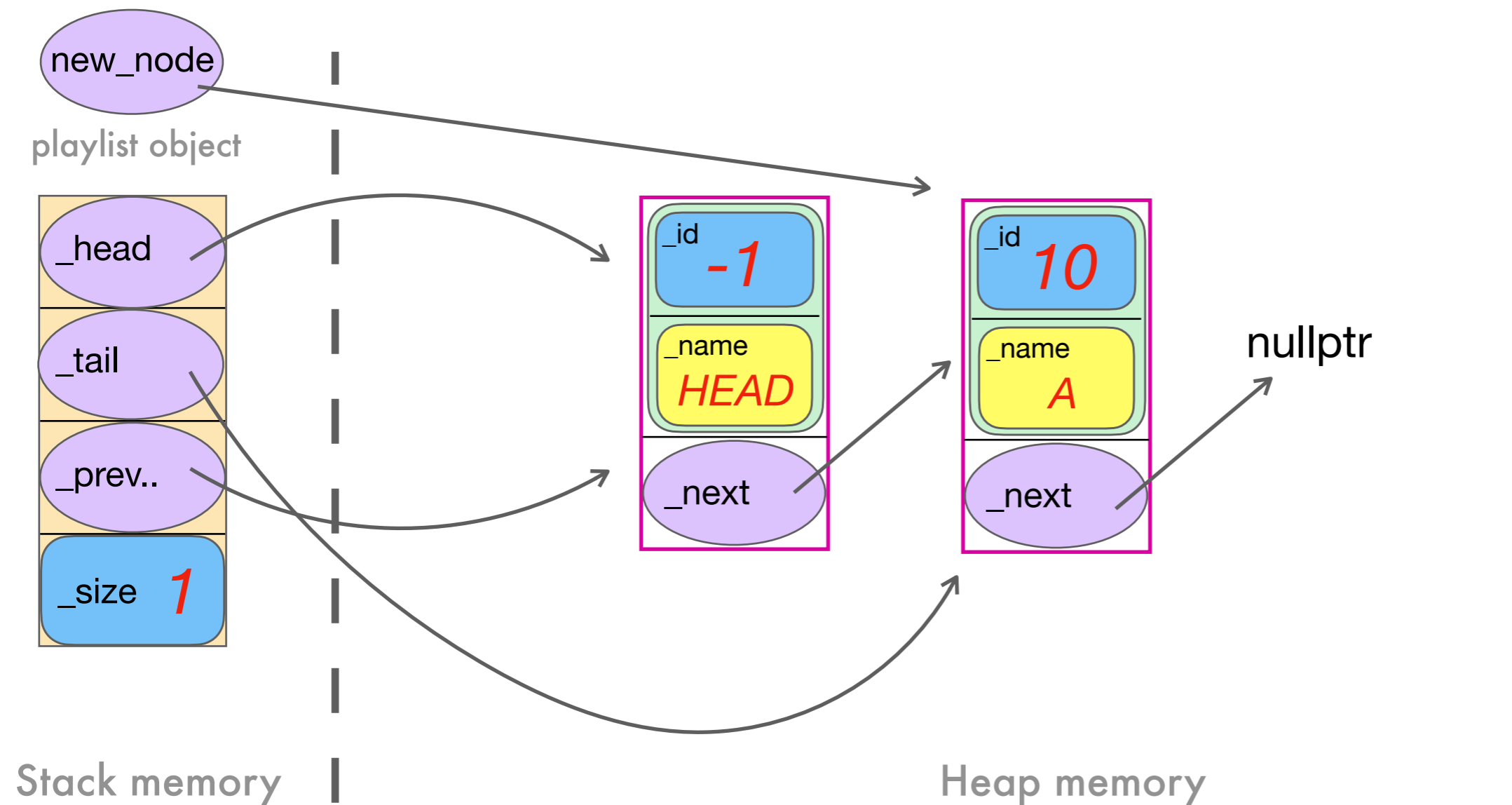
new\_node

The diagram illustrates a pointer variable 'new\_node' pointing to a node structure. The 'new\_node' is represented by a purple oval on the left. A black arrow points from the right side of this oval to the top of a node structure on the right. The node structure is a vertical stack of three components: a light blue box for '\_id' containing the value '10' in red, a yellow box for '\_name' containing the value 'A' in red, and a purple oval for '\_next'.

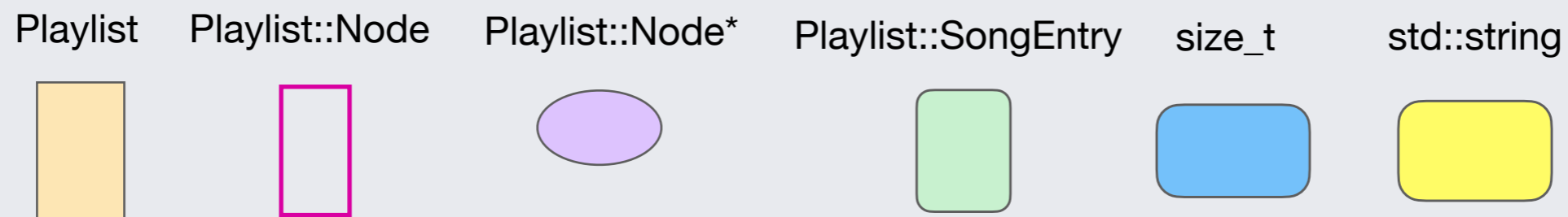
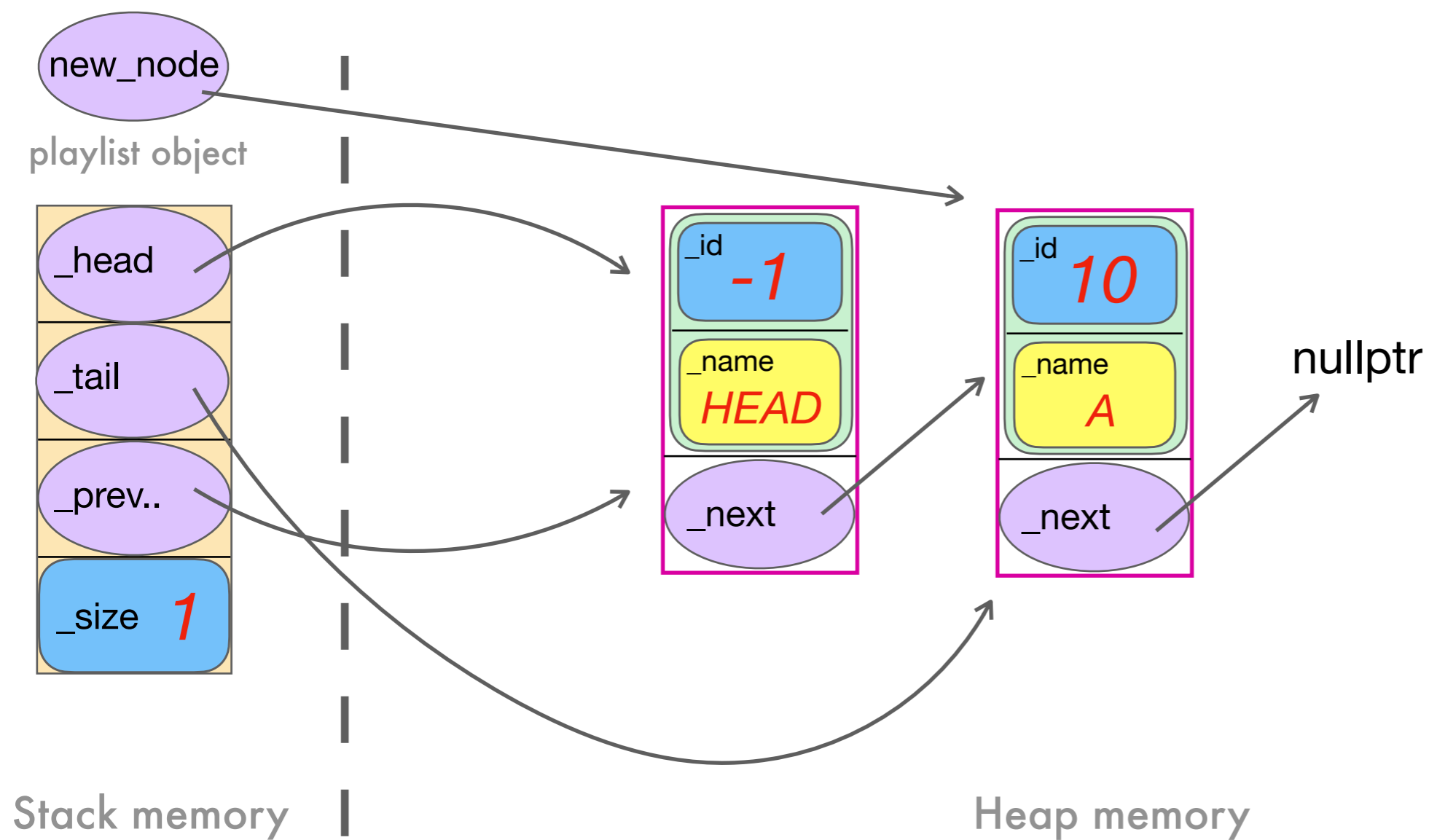




Neither `_head` nor `_previous_to_current` move. Indeed, `_head` will never move. It always points at the head sentinel node and is our way in to the list.



Legend



Legend