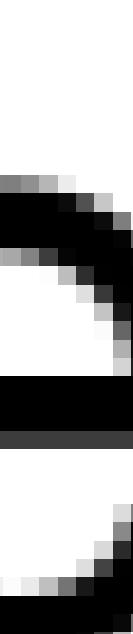
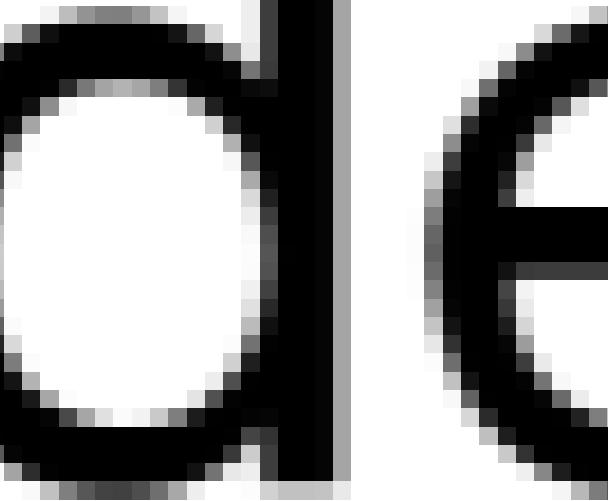
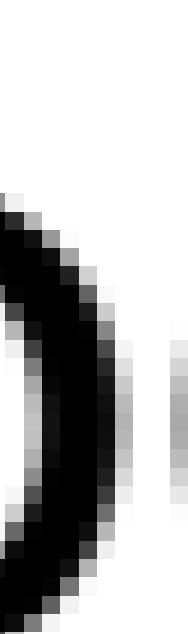
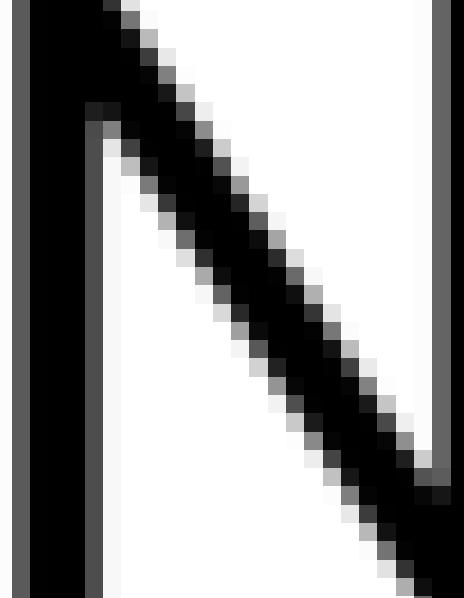
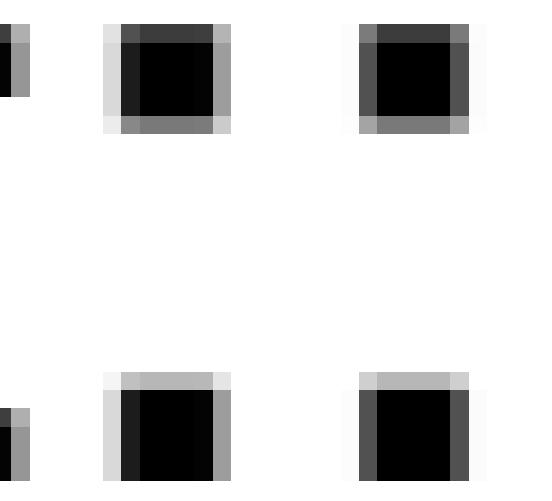
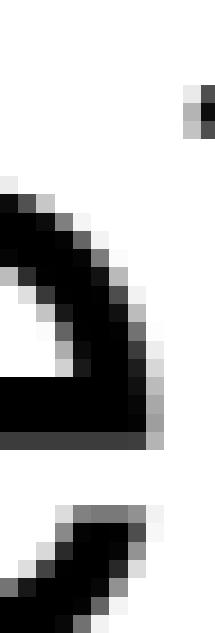
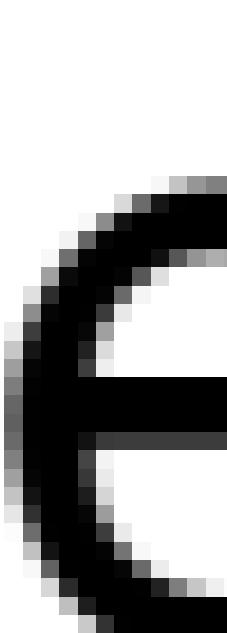
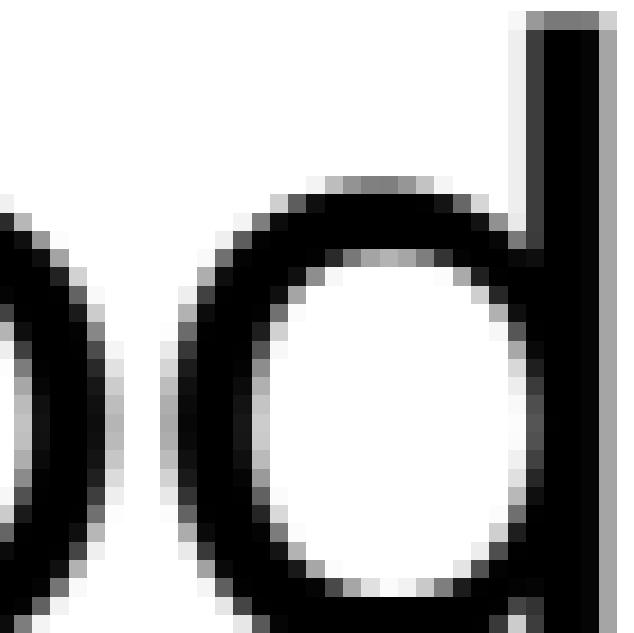


Legend





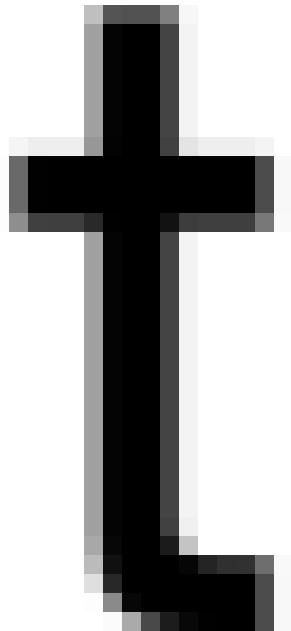
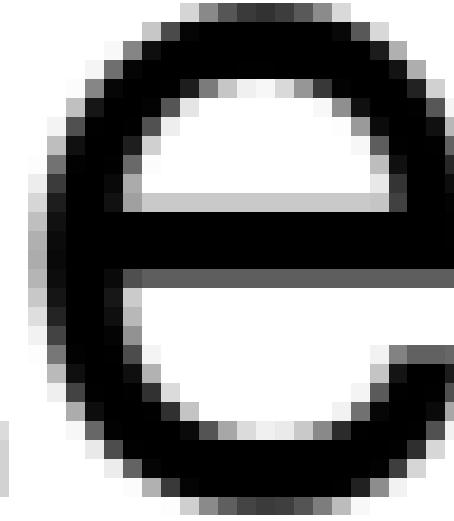
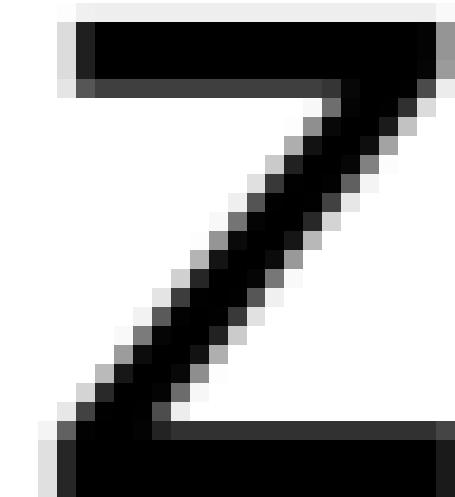
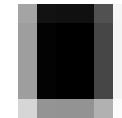
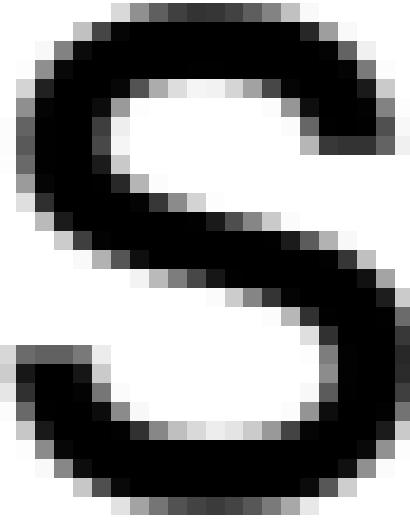






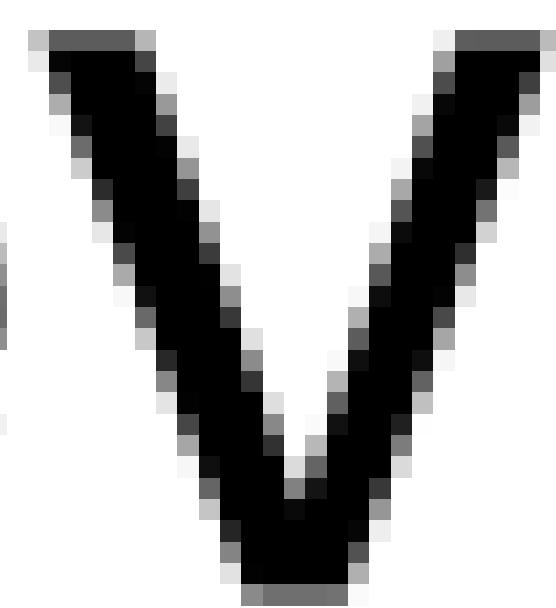
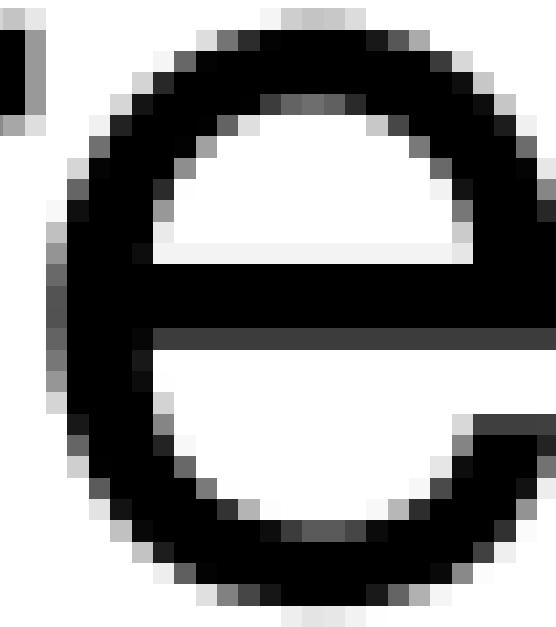
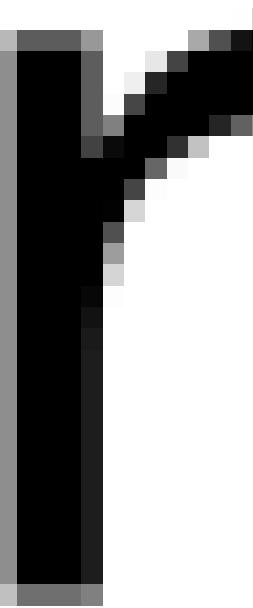
Playist . Songlist

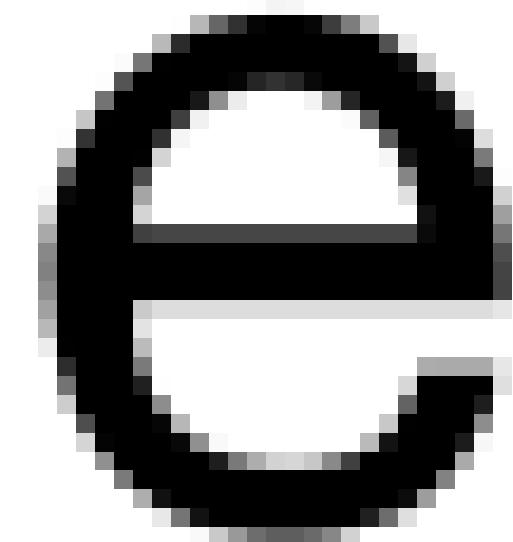
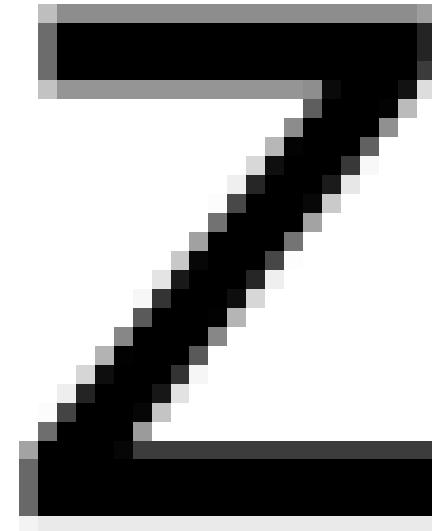
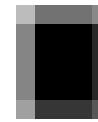
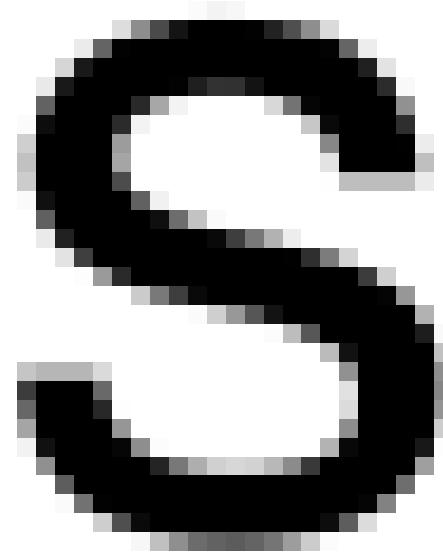








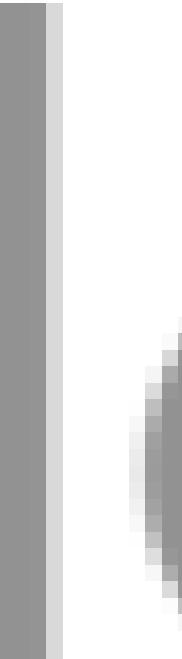




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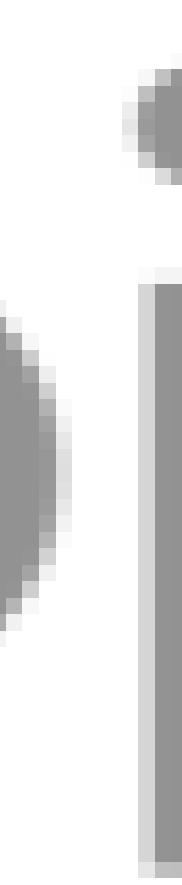
is



is

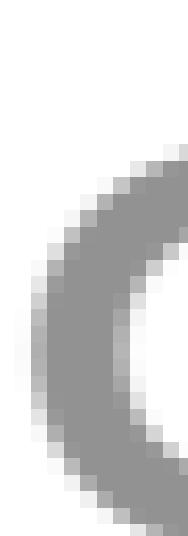


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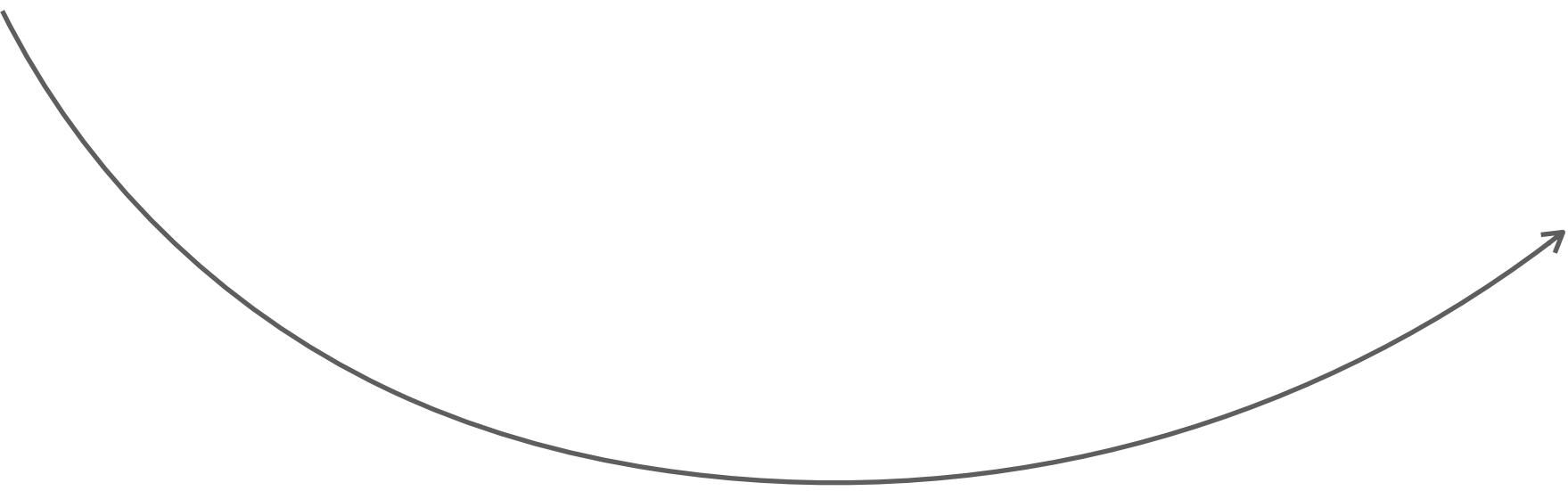
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We have isolated the node to remove from the chain, and we can now safely deallocate that memory (`delete to_delete;`) and update `_size`.







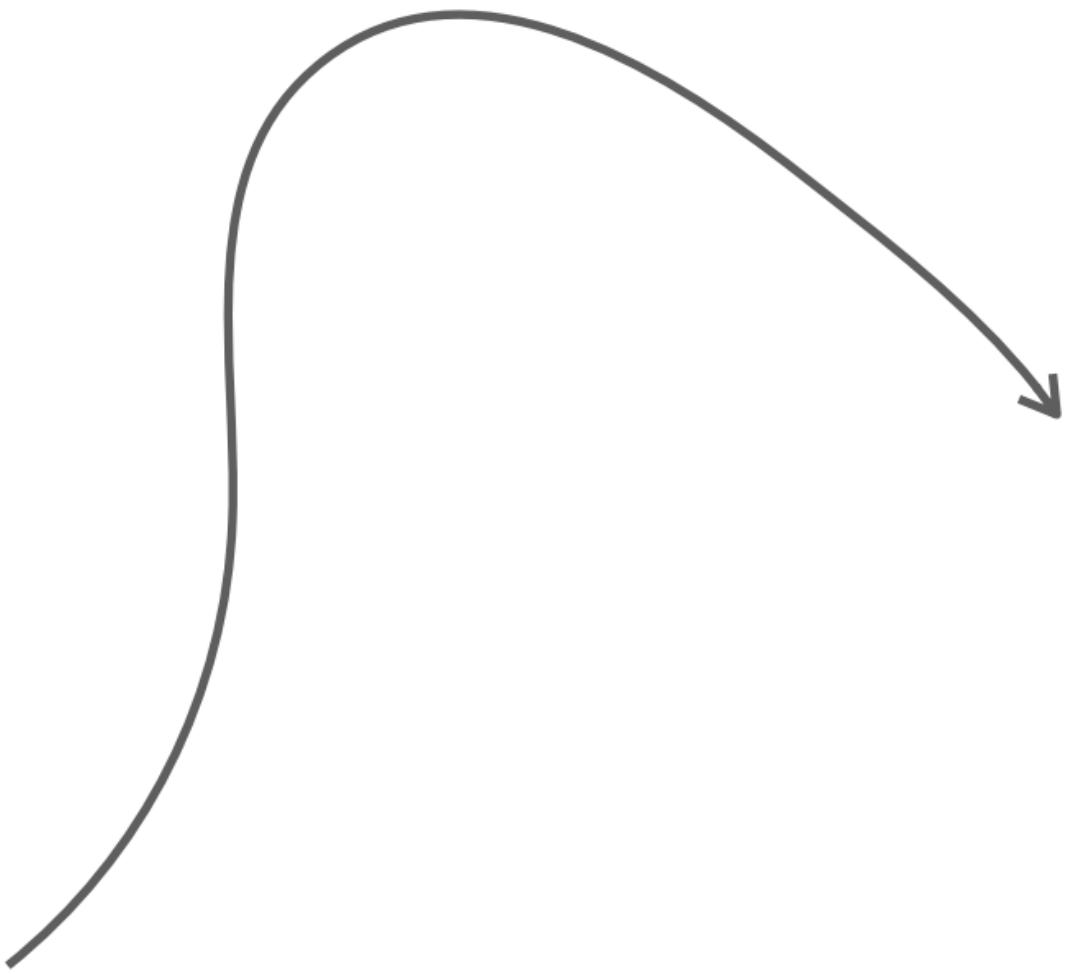
_id

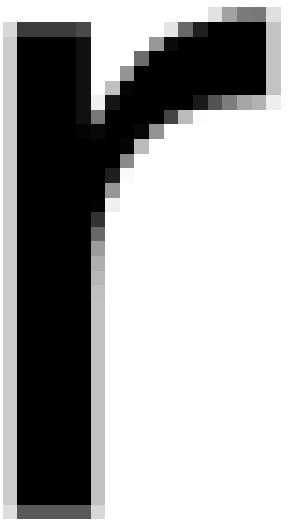
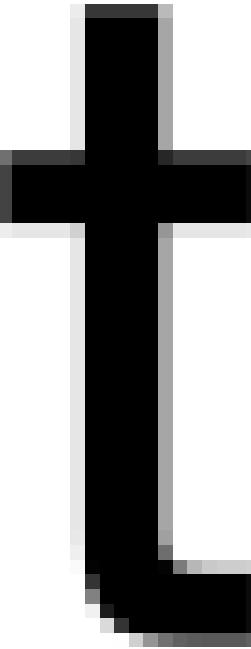
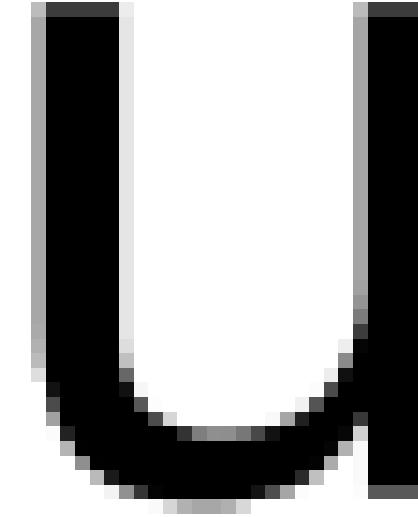
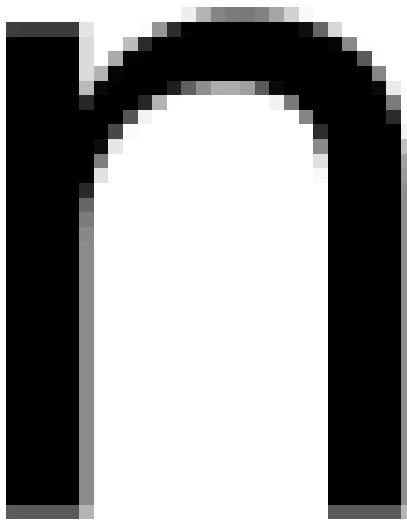
-1

_name

HEAD

_next







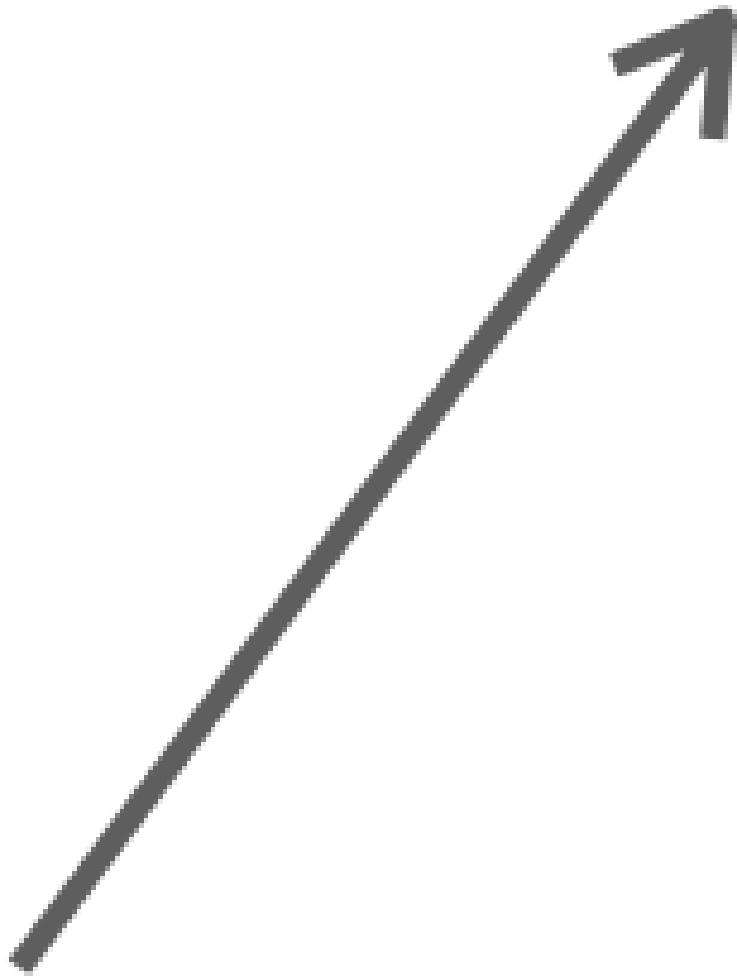
_id

10

_name

A

_next



_id

20

_name

B

_next



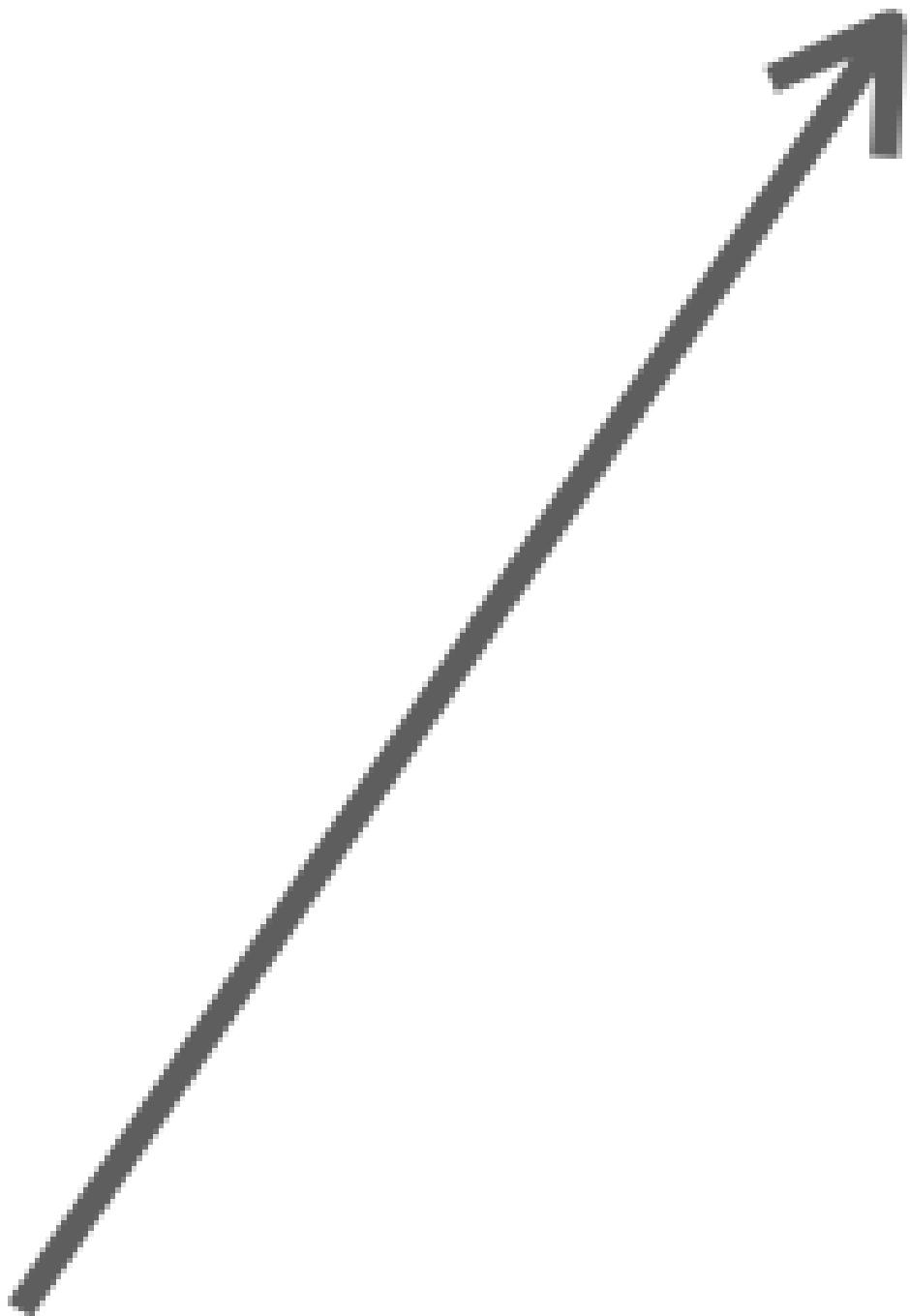
_id

30

_name

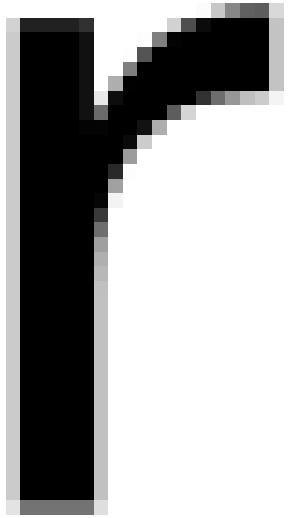
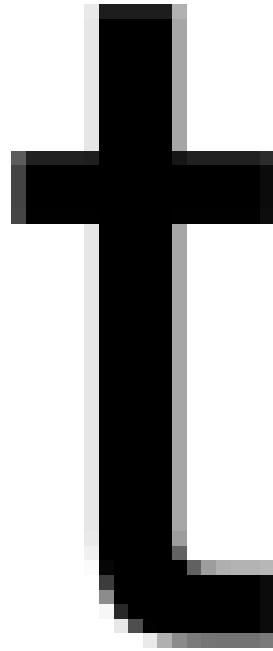
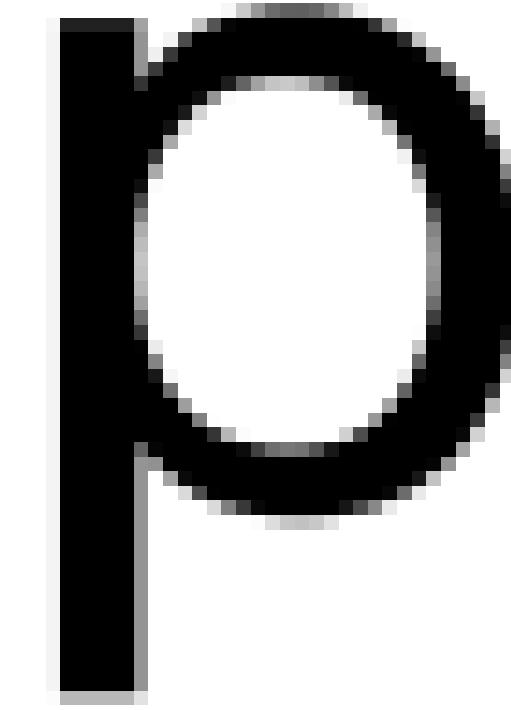
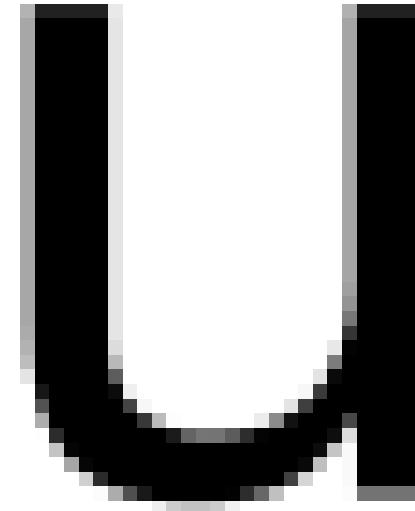
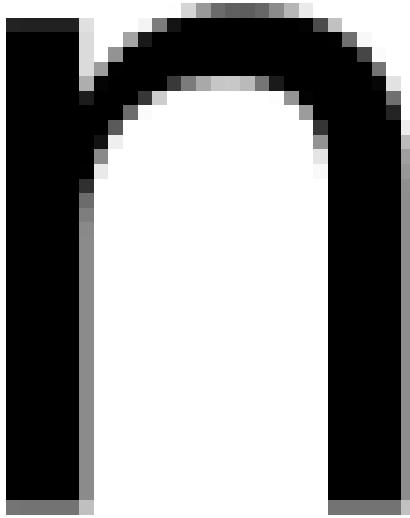
C

_next

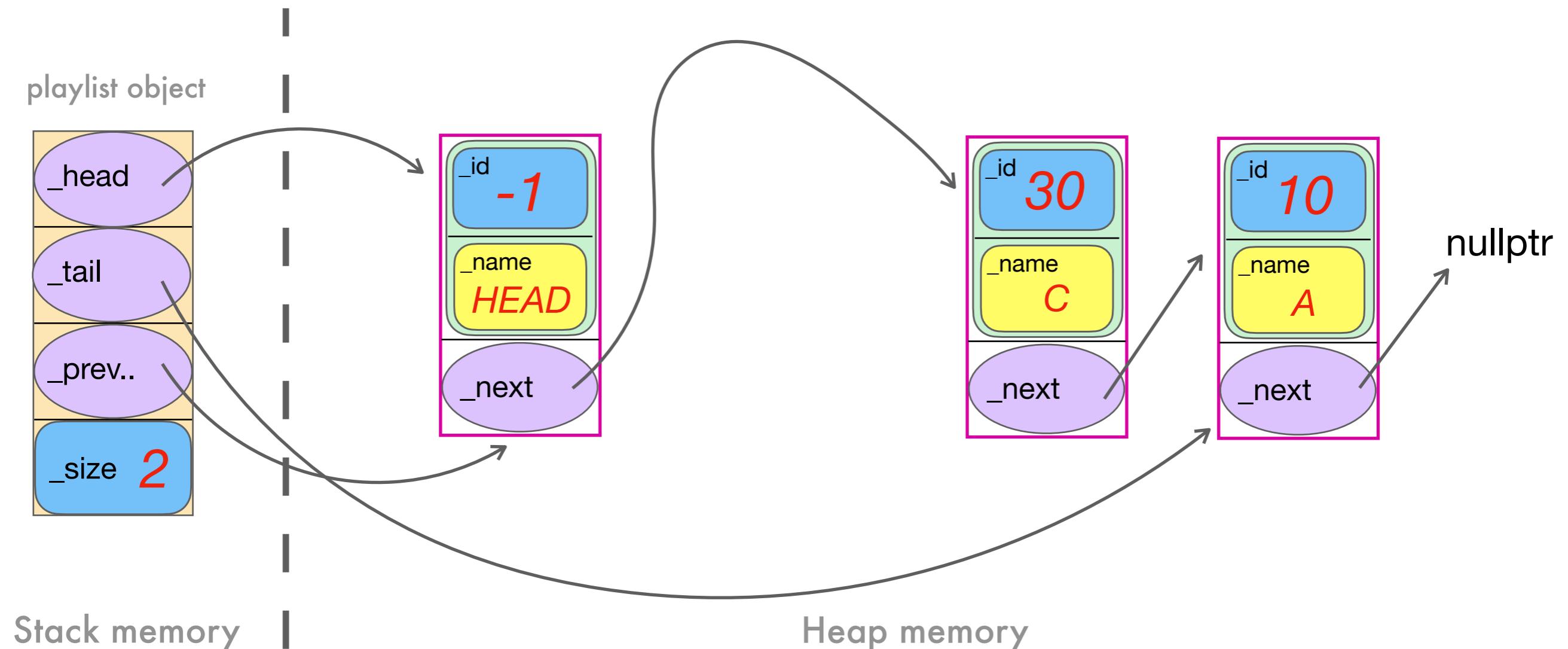


to_delete



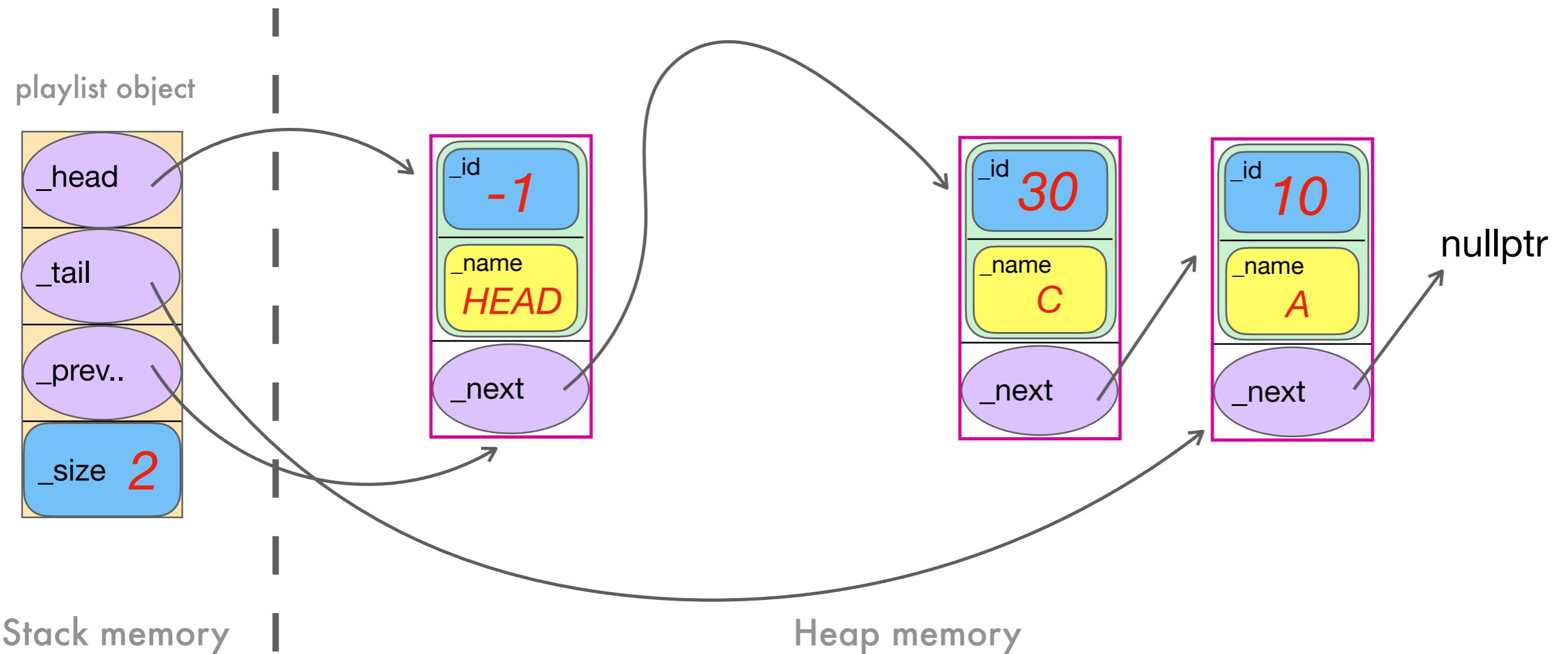


We have isolated the node to remove from the chain, and we can now safely deallocate that memory (`delete to_delete;`) and update `_size`.

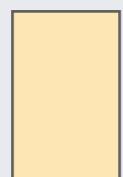


Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string

Legend



Playlist



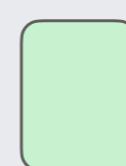
Playlist::Node



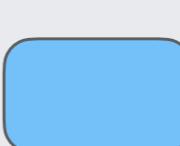
Playlist::Node*



Playlist::SongEntry



size_t



std::string



Legend