Playlist

Legend

Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

_head

_tail

_prev..

_size

Stack memory

Heap memory

playlist object

std::string

p

a

y

S

t

a

d

V

a

n

C

e

C

r

S

O

r

_id

-1

_name

HEAD

_next

nullptr

3

_id

10
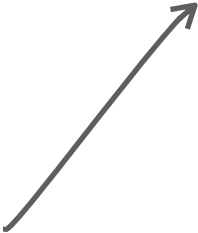
_name

A

_next

_id

20

_name

B

_next

_id

30

_name

C

_next

```
playlist.advance_cursor();
```