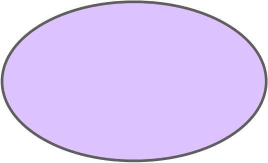
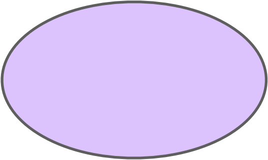
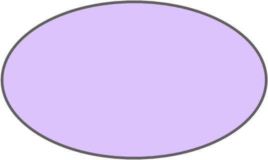
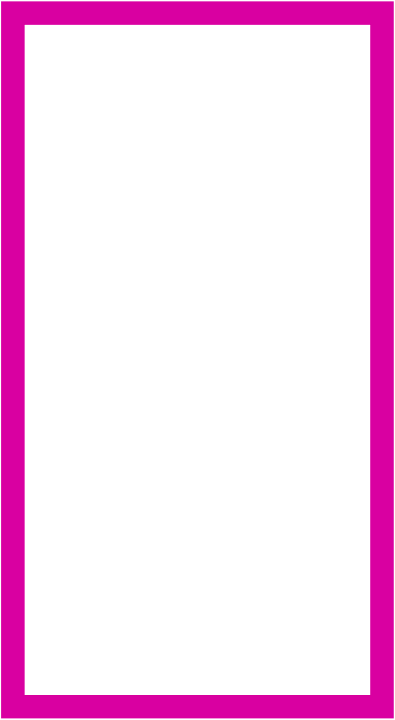




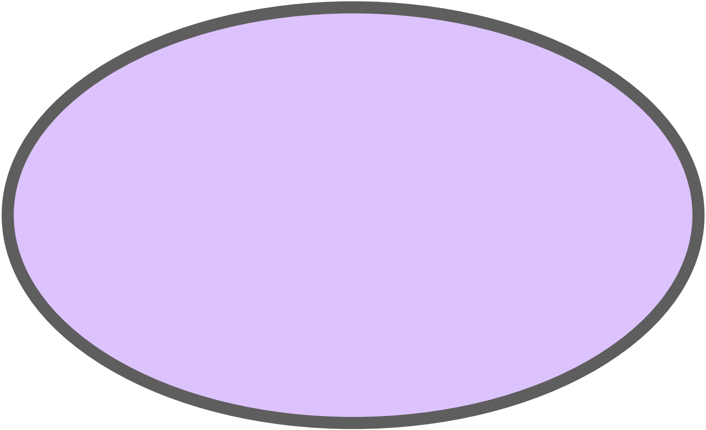


Playlist

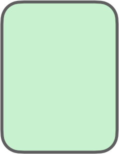
Legend



Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

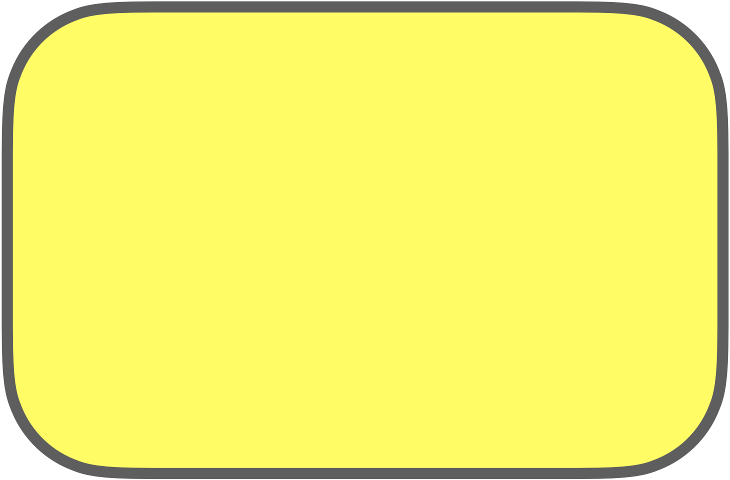
_prev..

_size

Stack memory

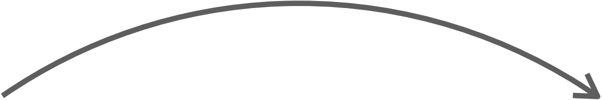
Heap memory

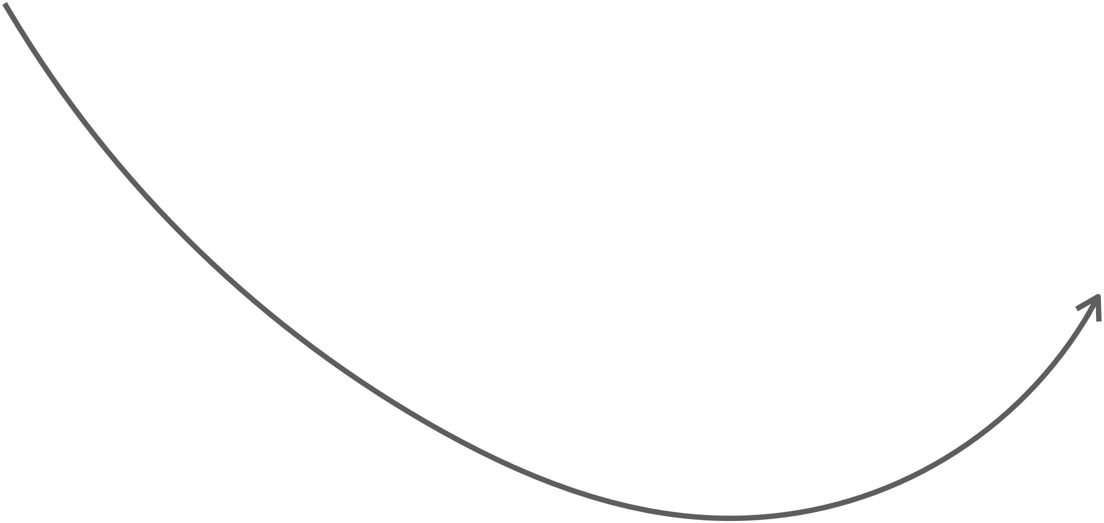
playlist object

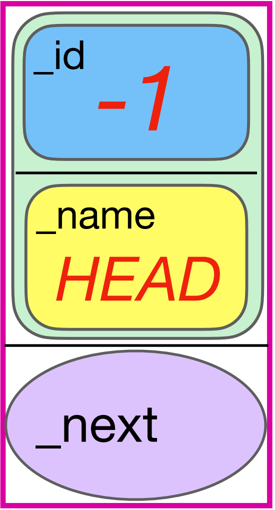


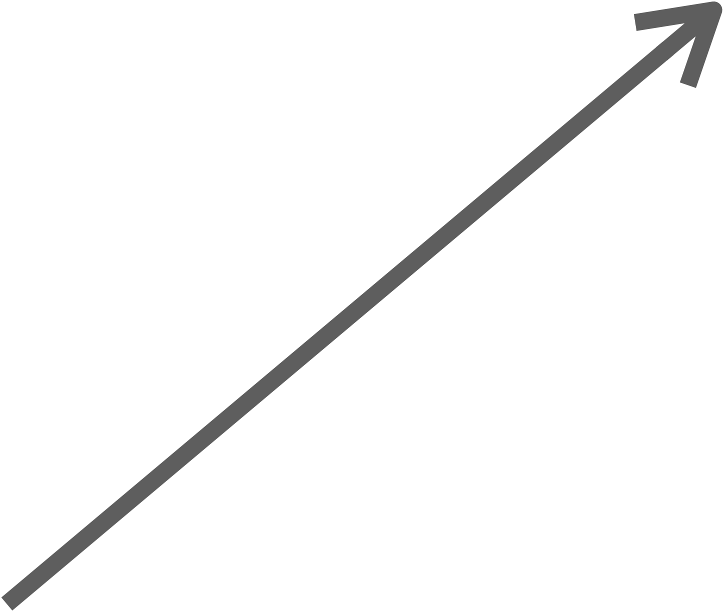
std::string

When insert_at_cursor() returns, the temporary local Node* new_node will be destroyed, but the node itself in heap memory is now accessible via the list, via the sentinel node.



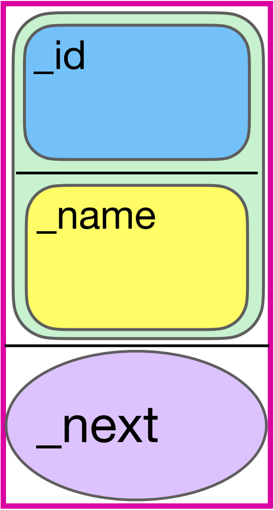



_id
-1
_name
HEAD
_next



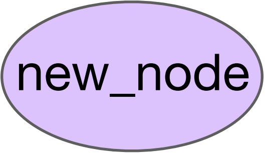
nullptr

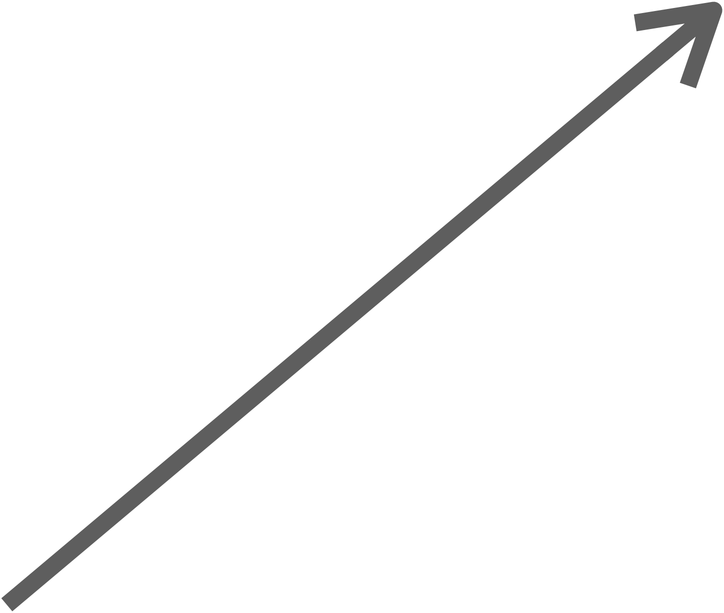
1


_id
_name
_next

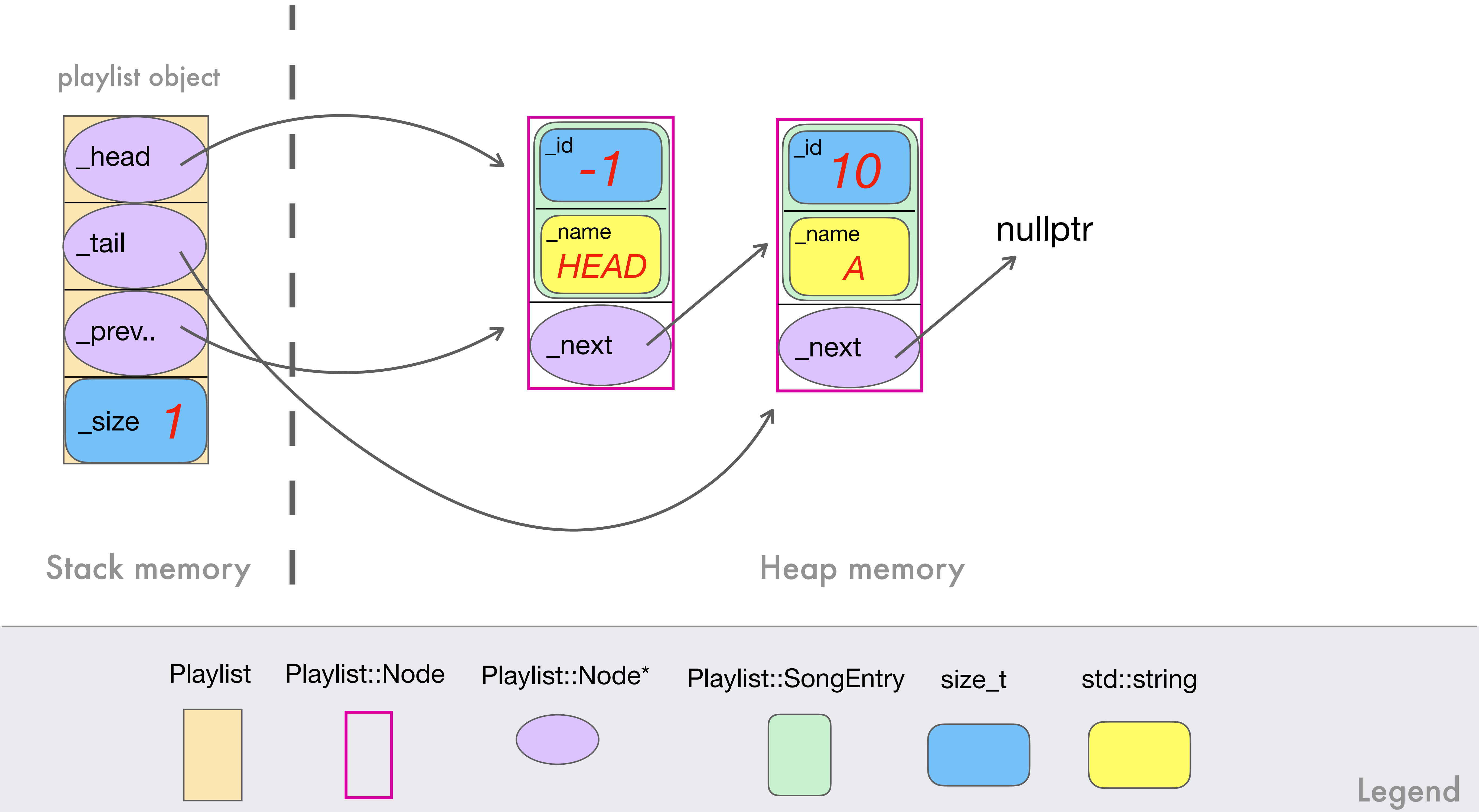
10

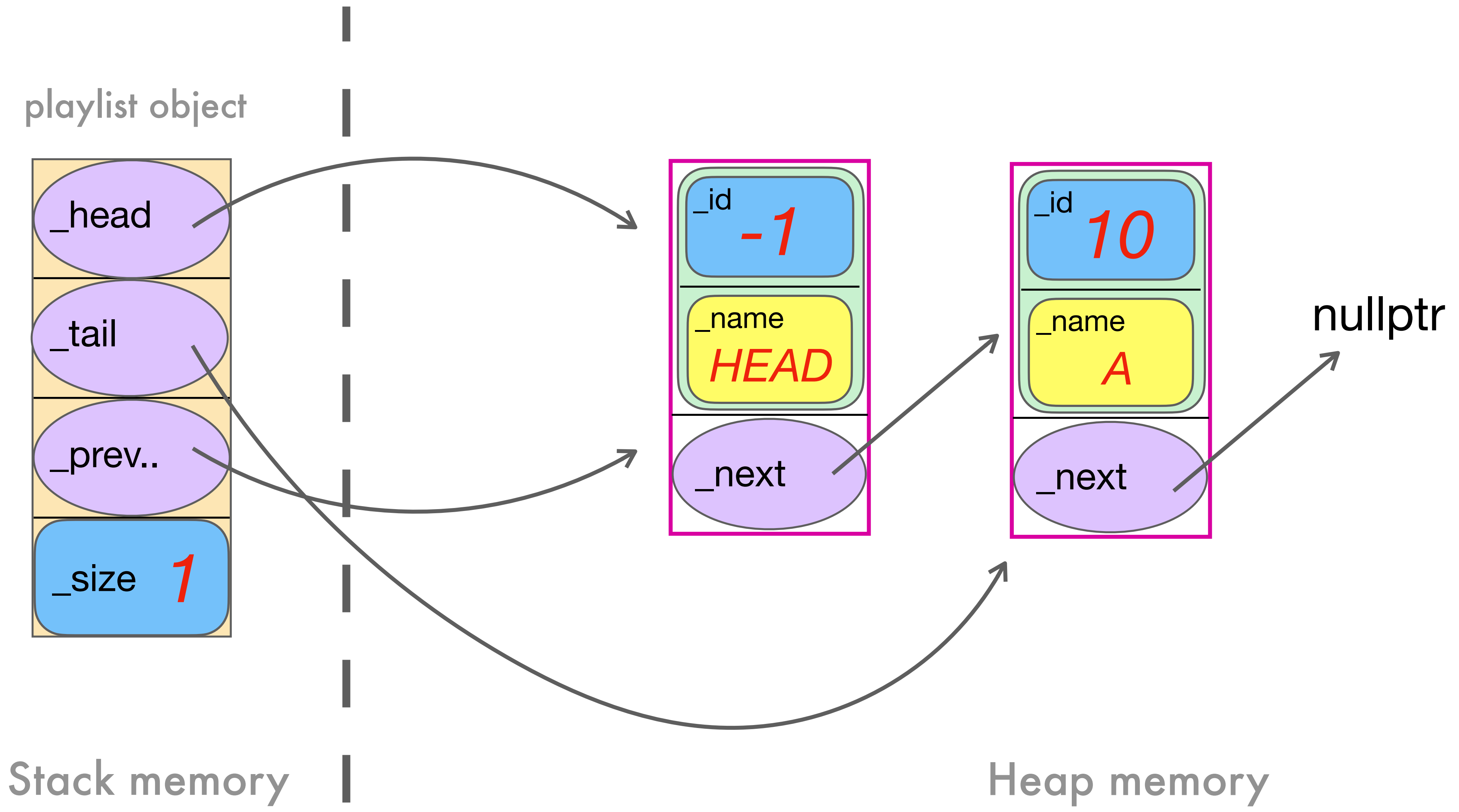
A


new_node



```
When insert_at_cursor() returns, the temporary local Node*
new_node will be destroyed, but the node itself in heap
memory is now accessible via the list, via the sentinel node.
```





playlist object

_head

_tail

_prev..

_size 1

_id -1

_name HEAD

_next

_id 10

_name A

_next

nullptr

Stack memory

Heap memory

Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string
▮	▯	⬭	▢	▬	▬

Legend