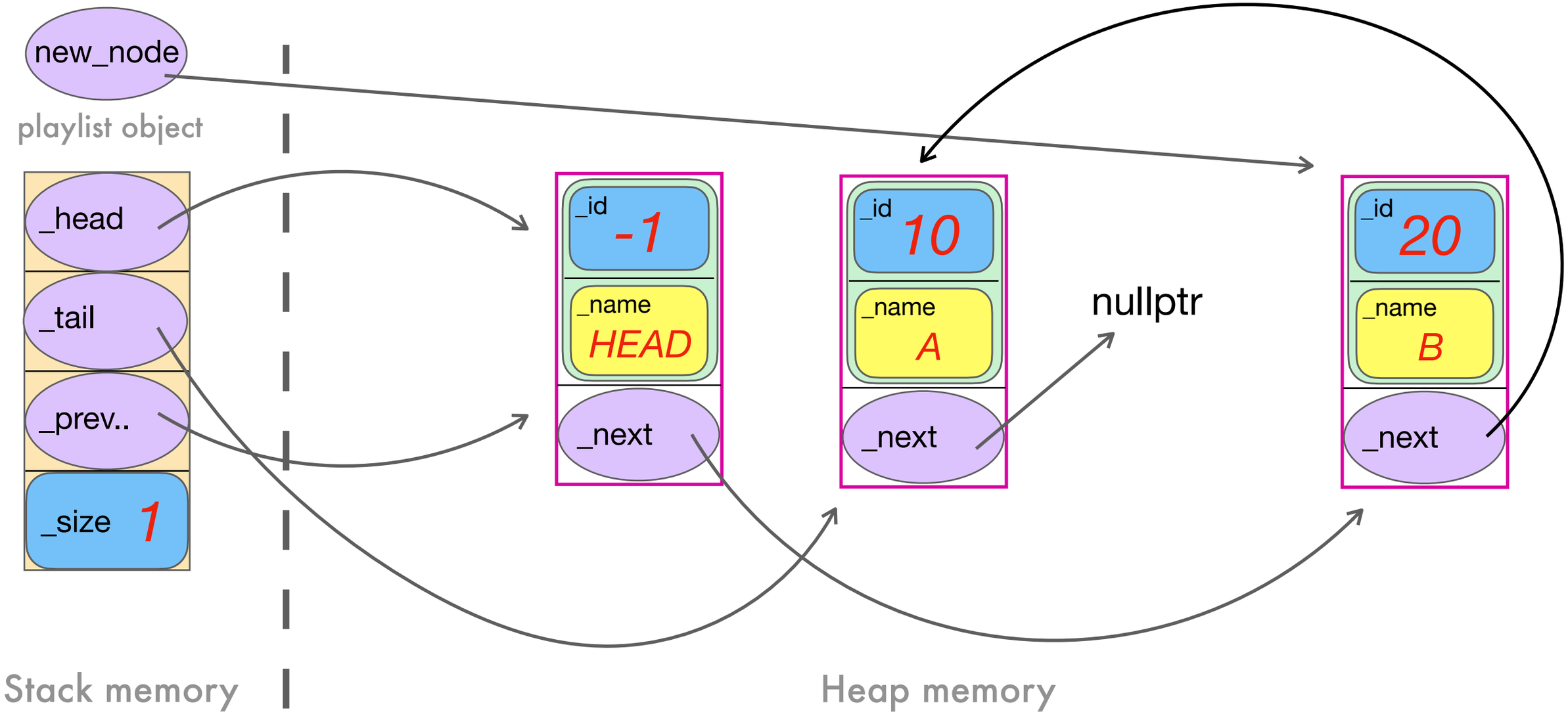
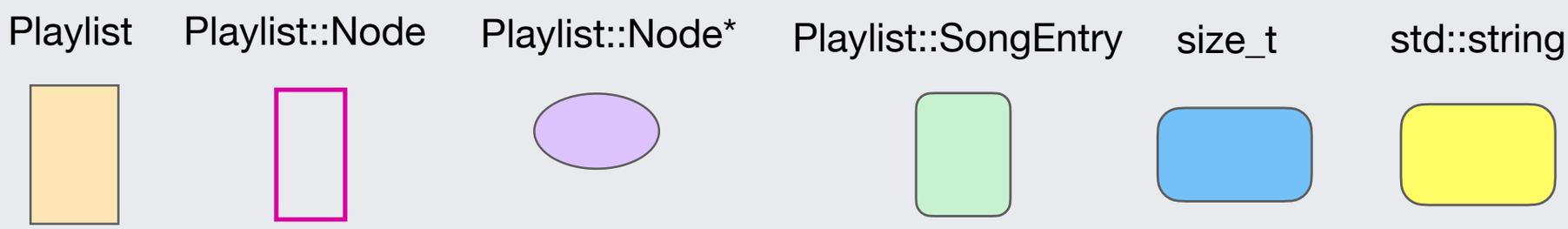
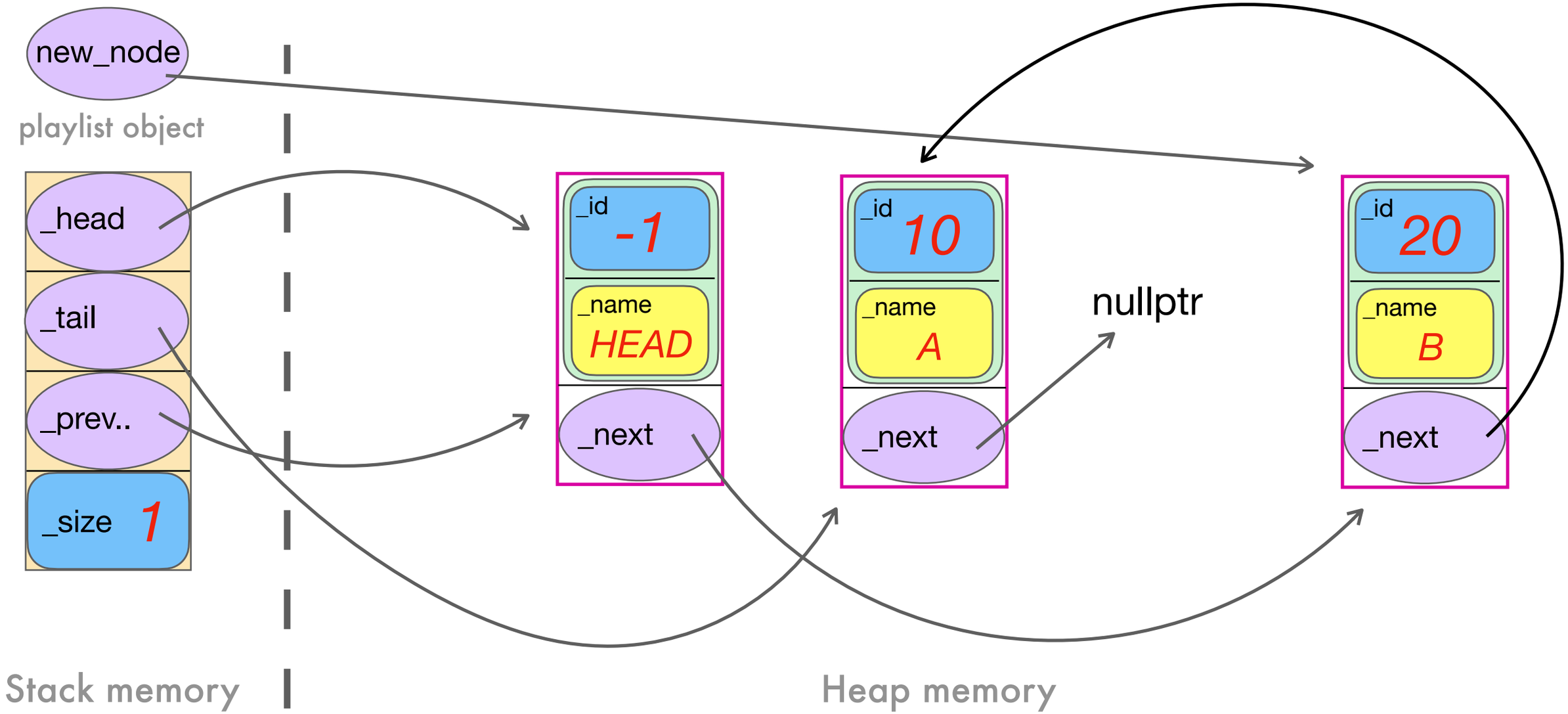
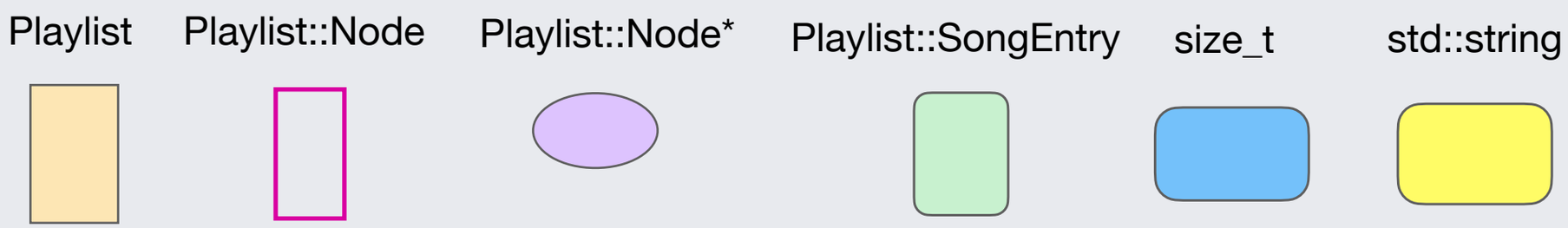
We're inserting after _prev_to_current which right now points to the sentinel node. So we need to carefully re-assign _next pointers..






new_node
playlist object
_head
_tail
_prev..
_size 1
_id -1
_name HEAD
_next
_id 10
_name A
_next
nullptr
_id 20
_name B
_next
Stack memory
Heap memory


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

Legend