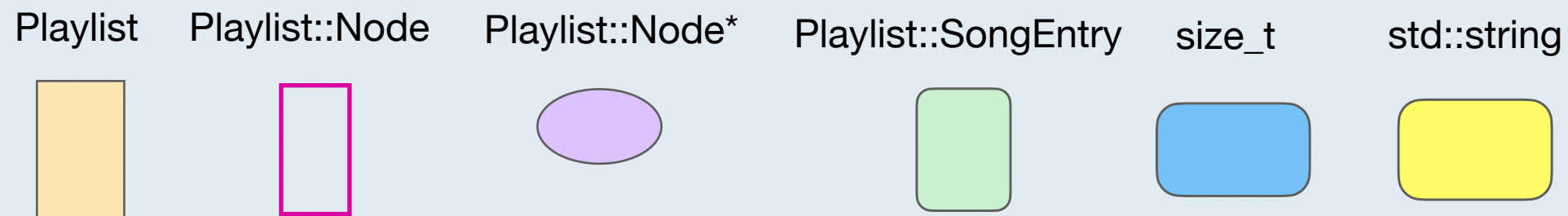
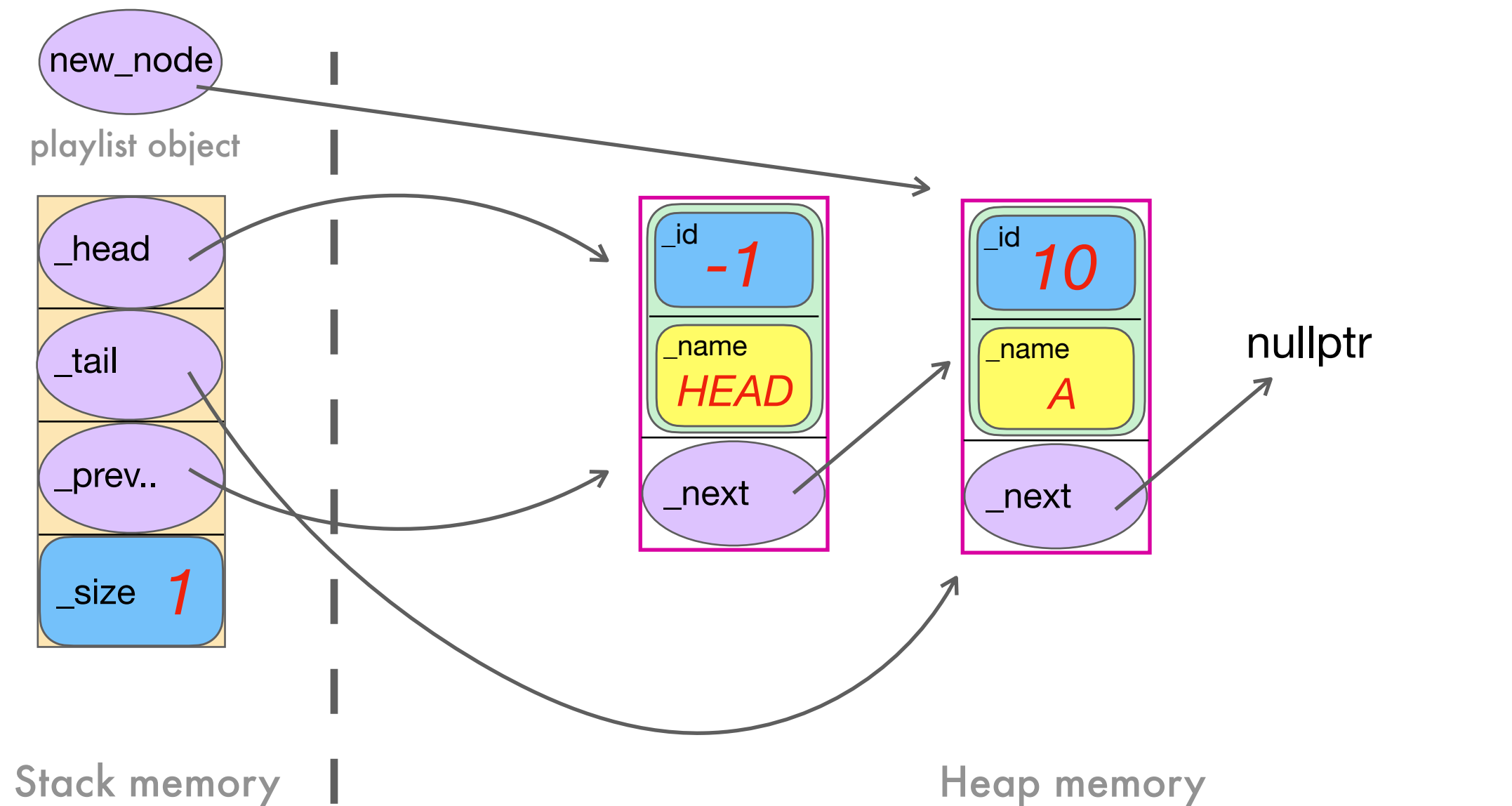
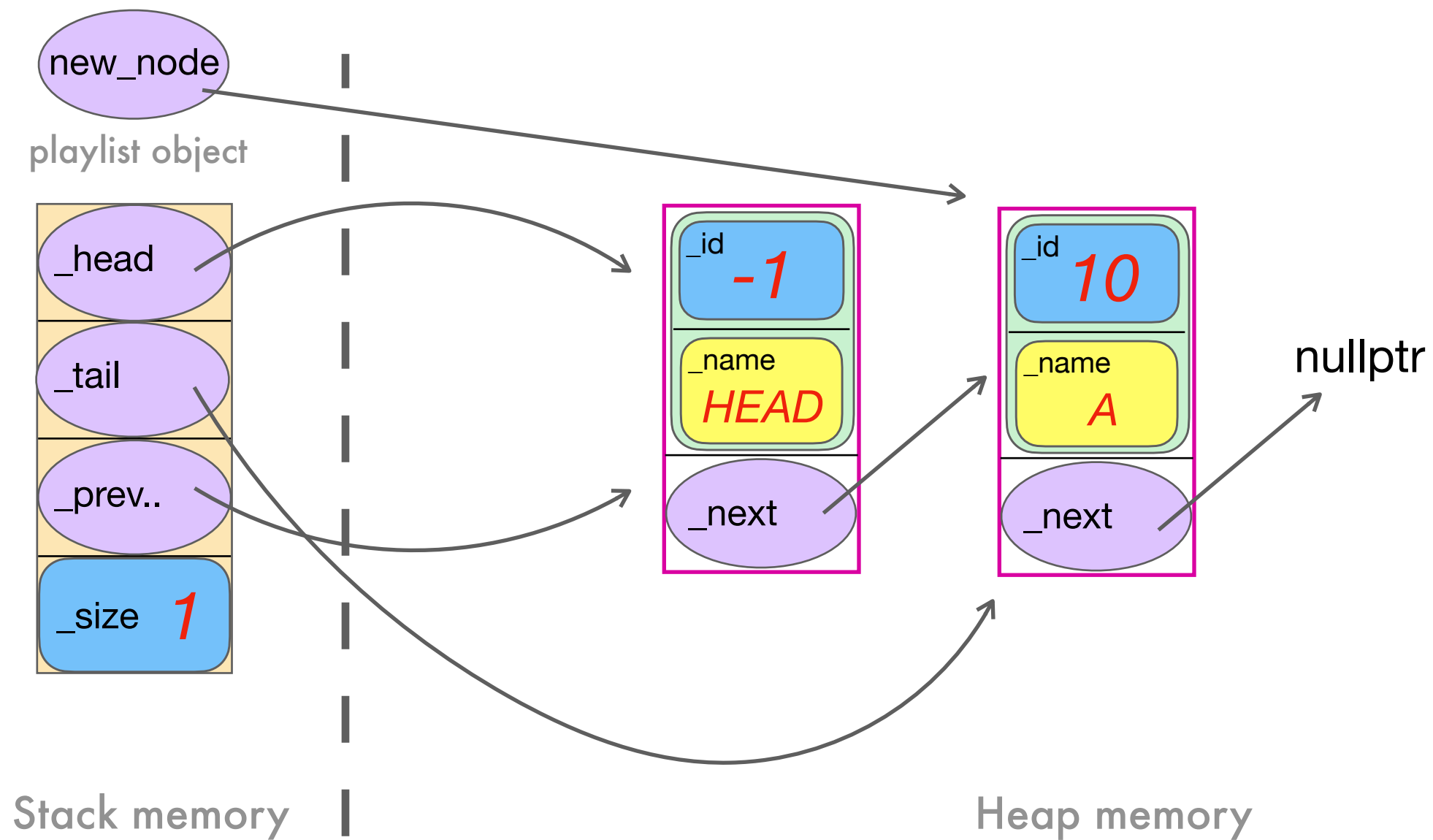


We need to maintain Playlist data members. In this case, we need to update `_tail` and `_size`.



Legend



Playlist

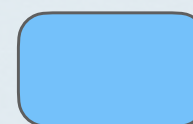
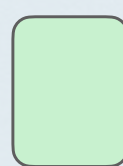
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend