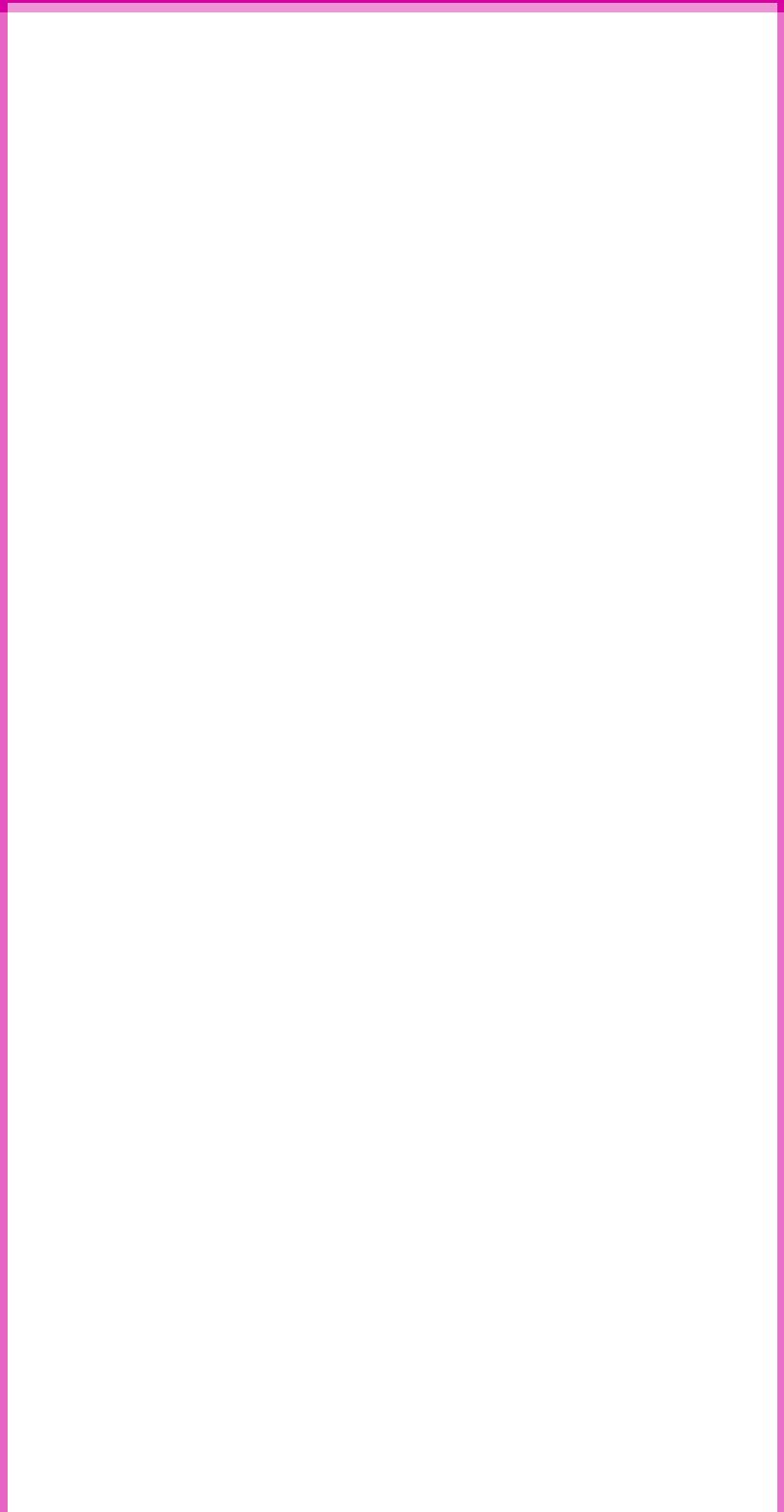
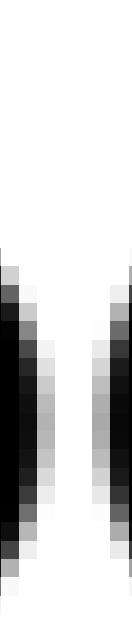
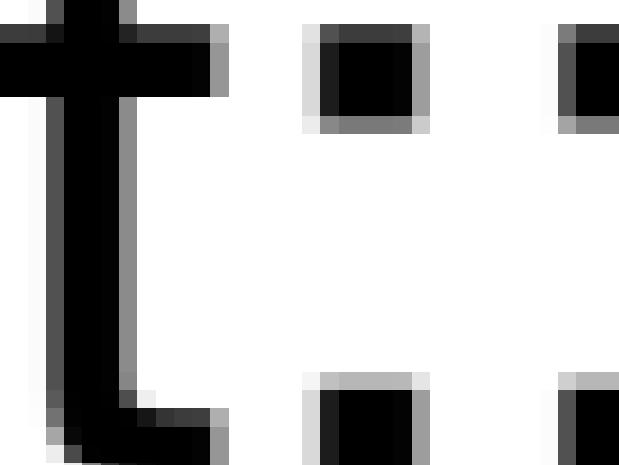
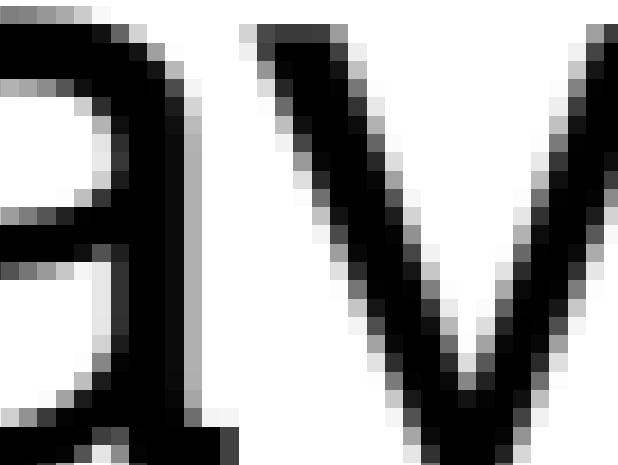
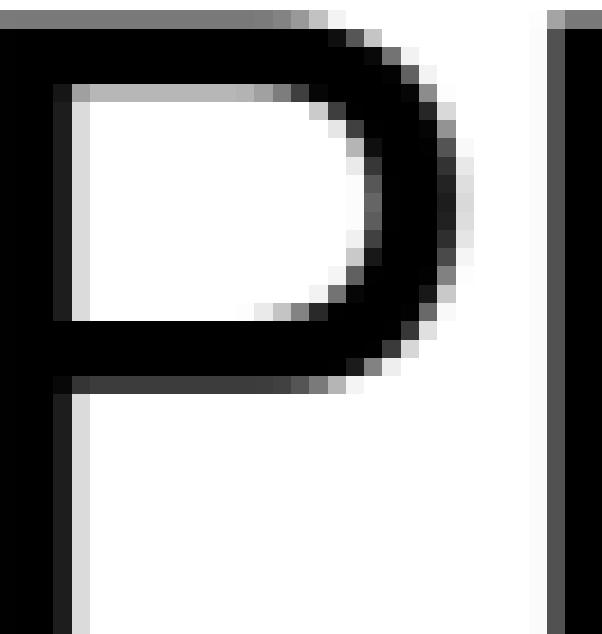
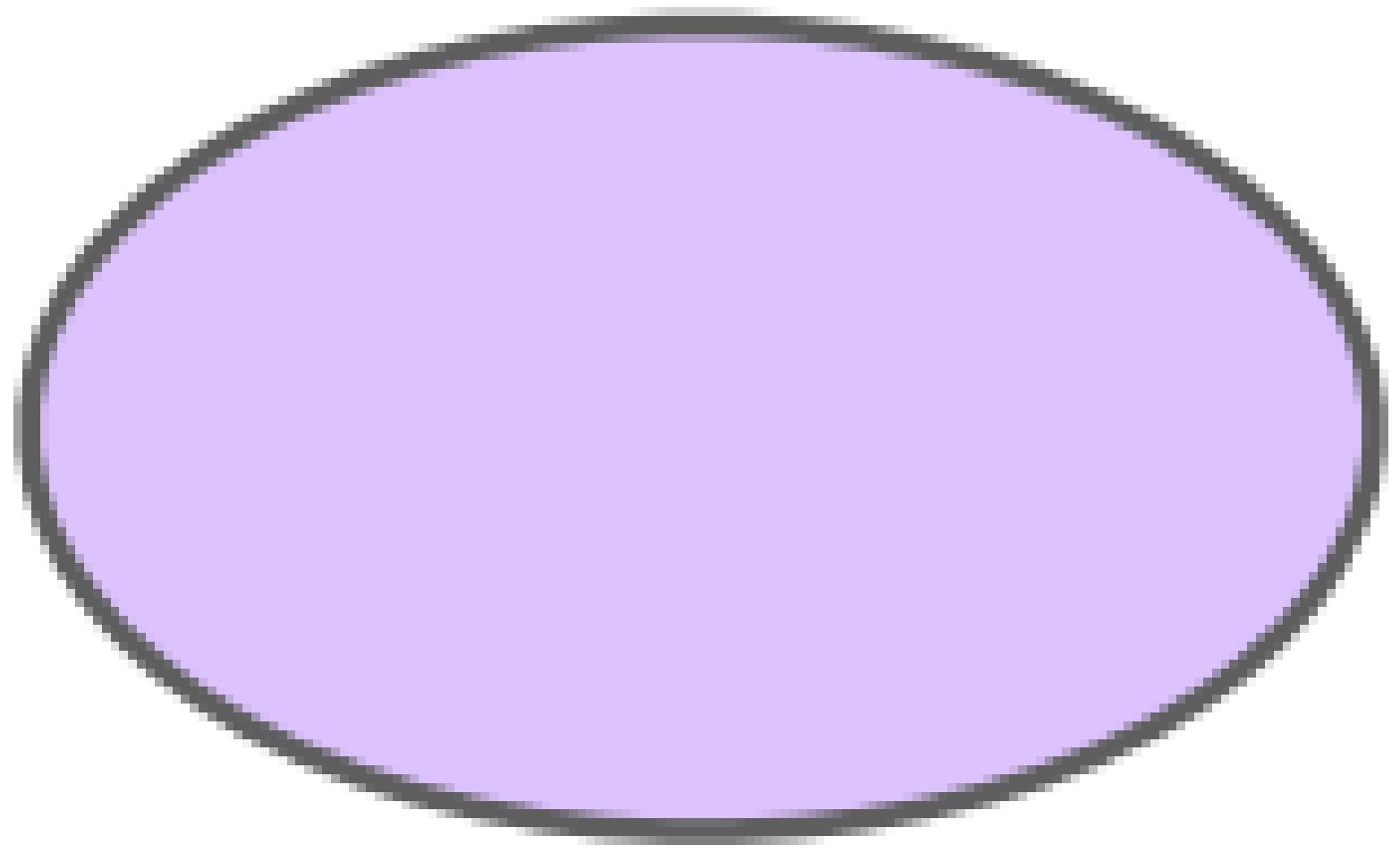
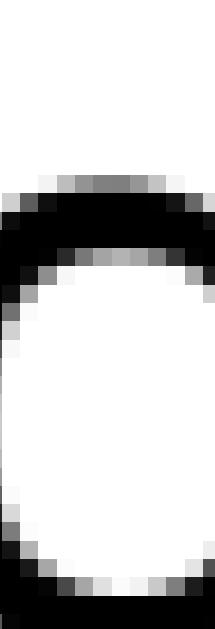
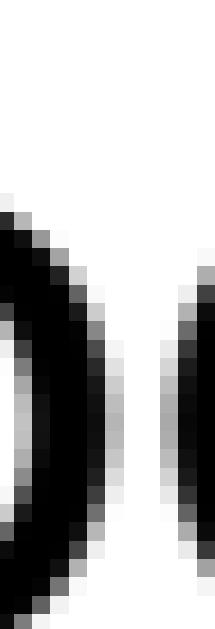
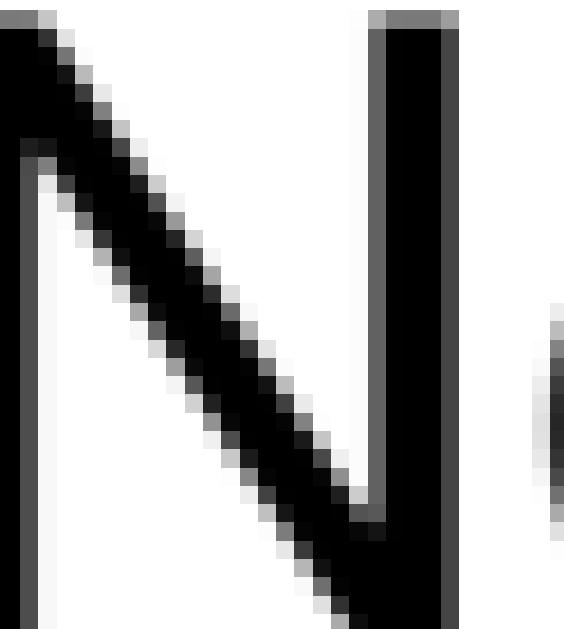
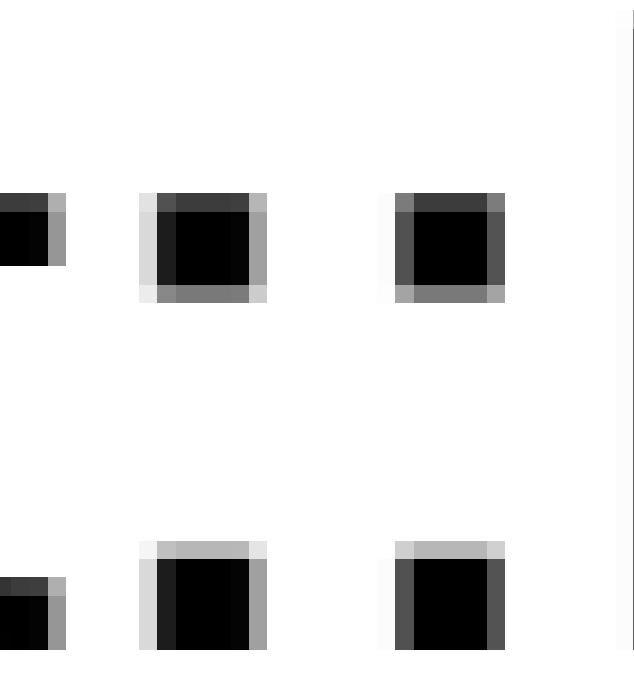
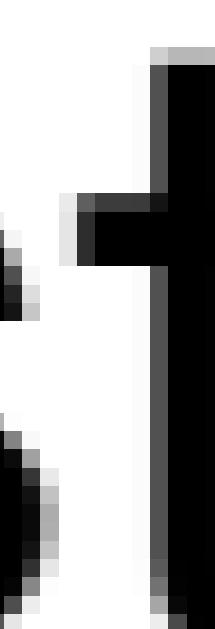
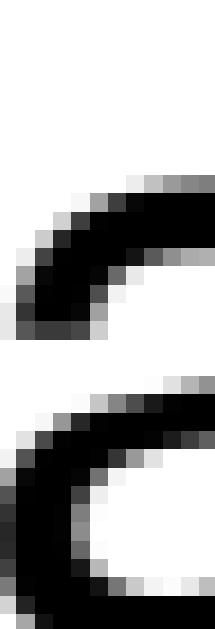
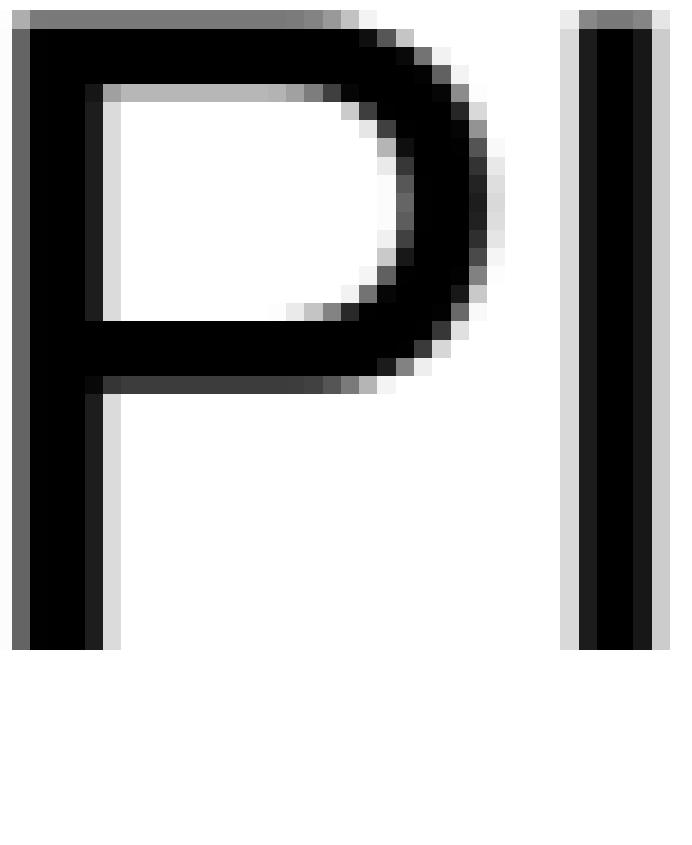


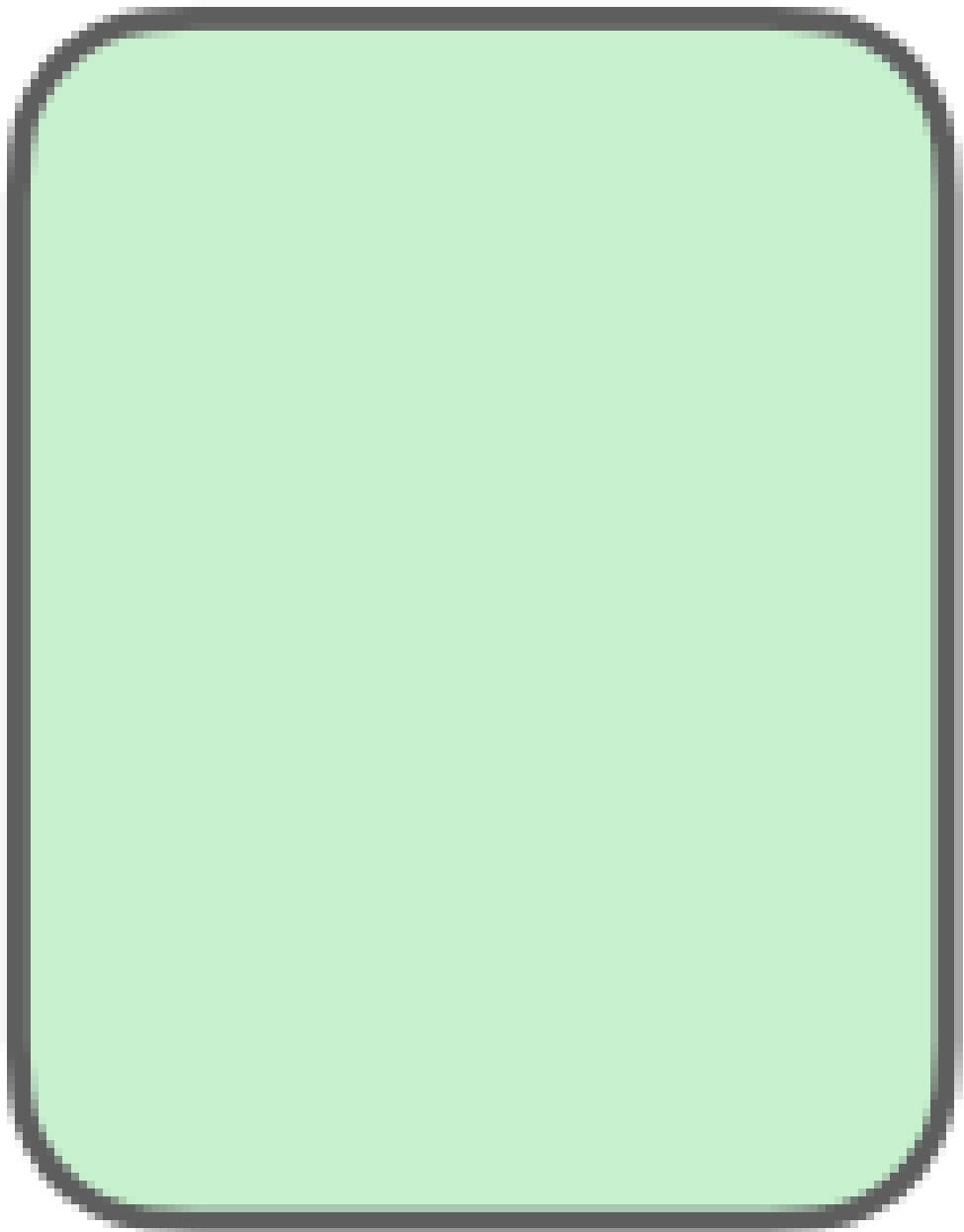
Legend





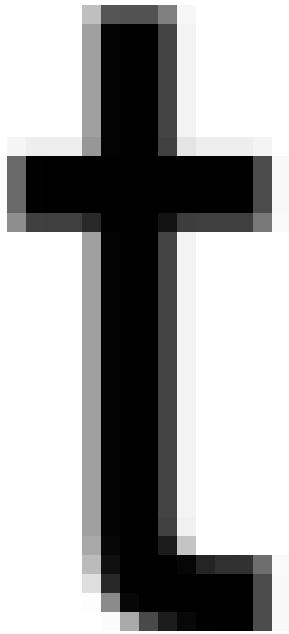
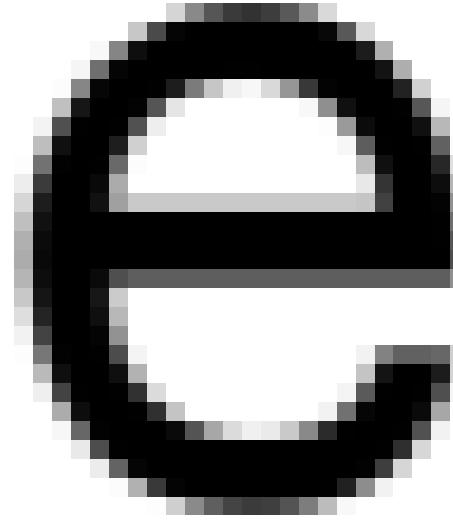
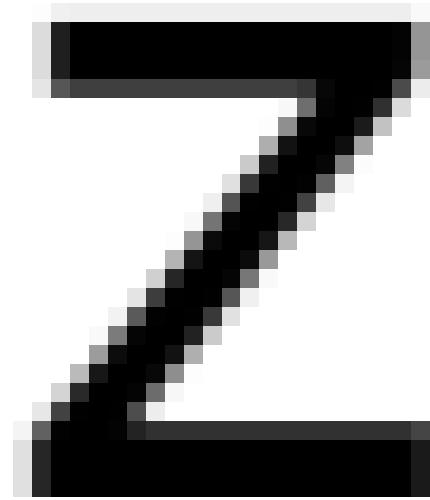
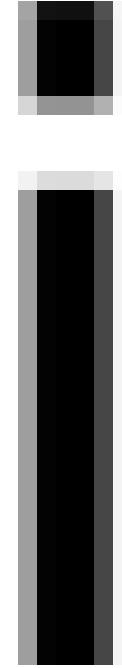
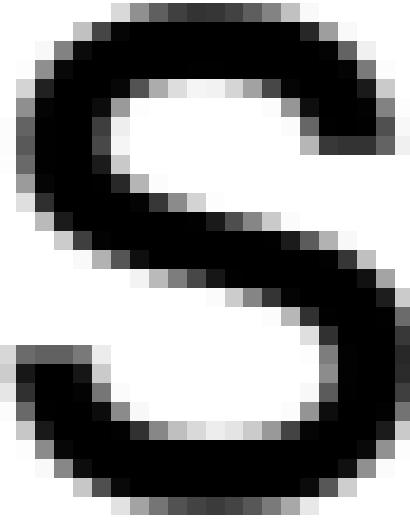






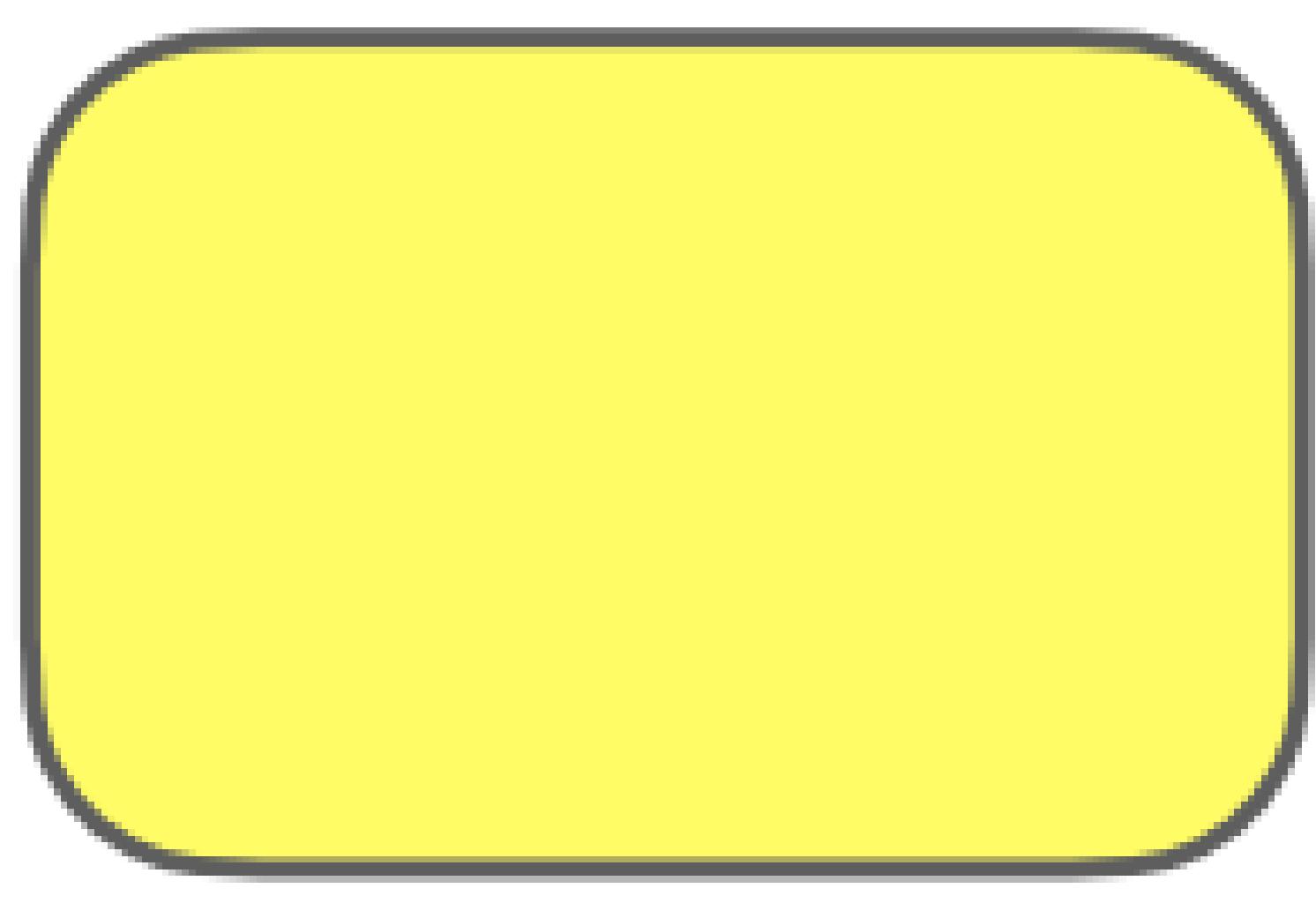
Playist . Songlist





Stock me more

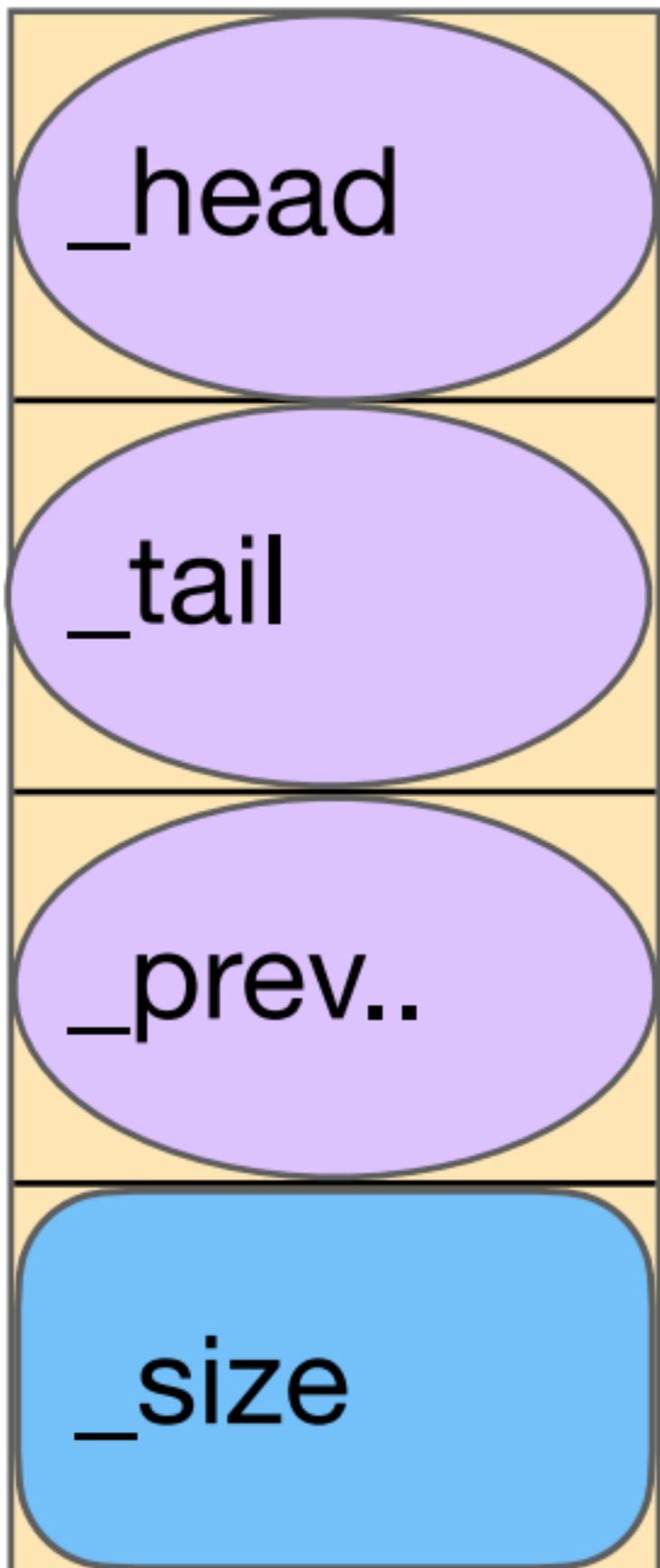
the end of me and me and me and me and me



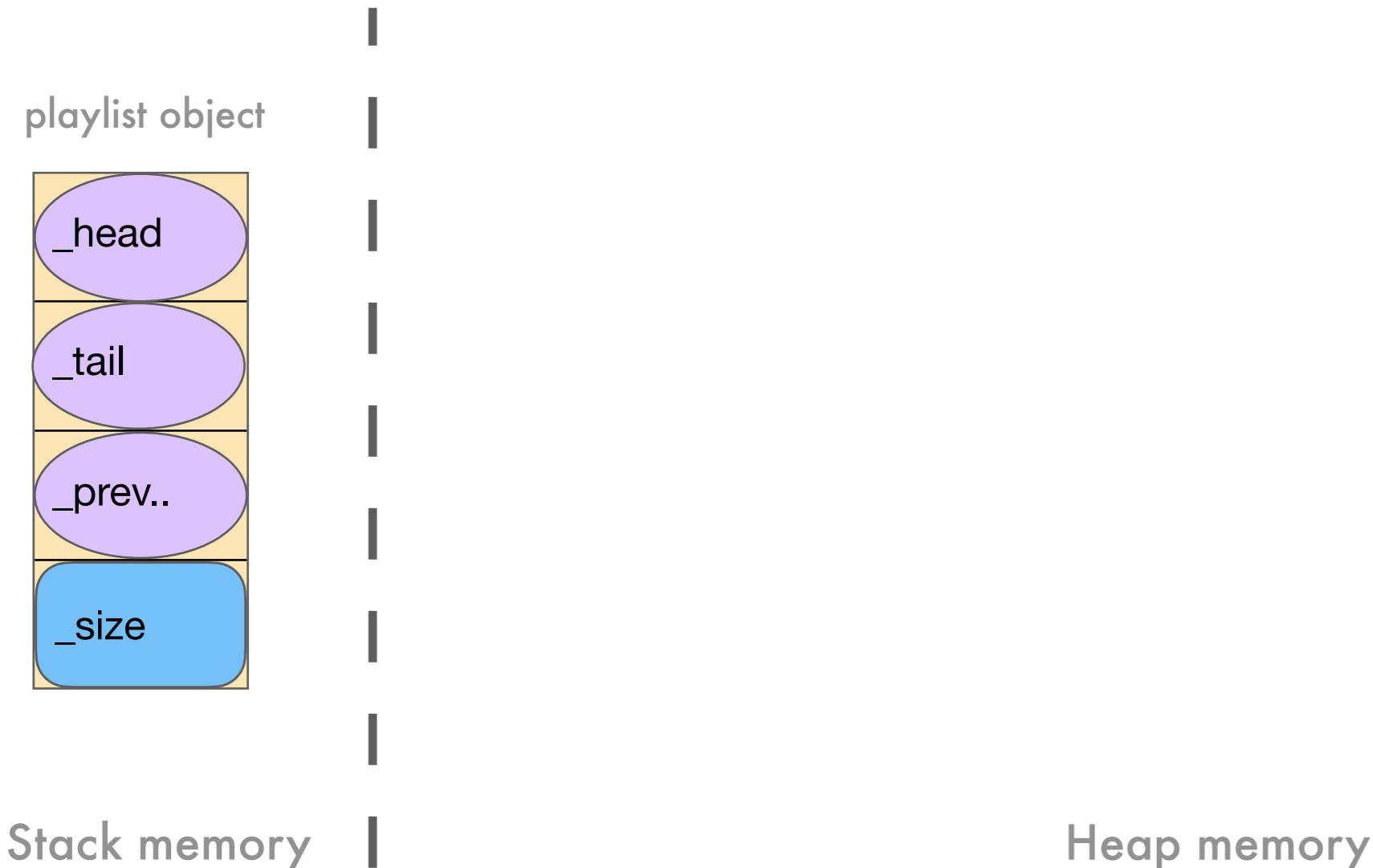


We'll consider a local playlist object created by the user that lives in stack memory.

playlist object

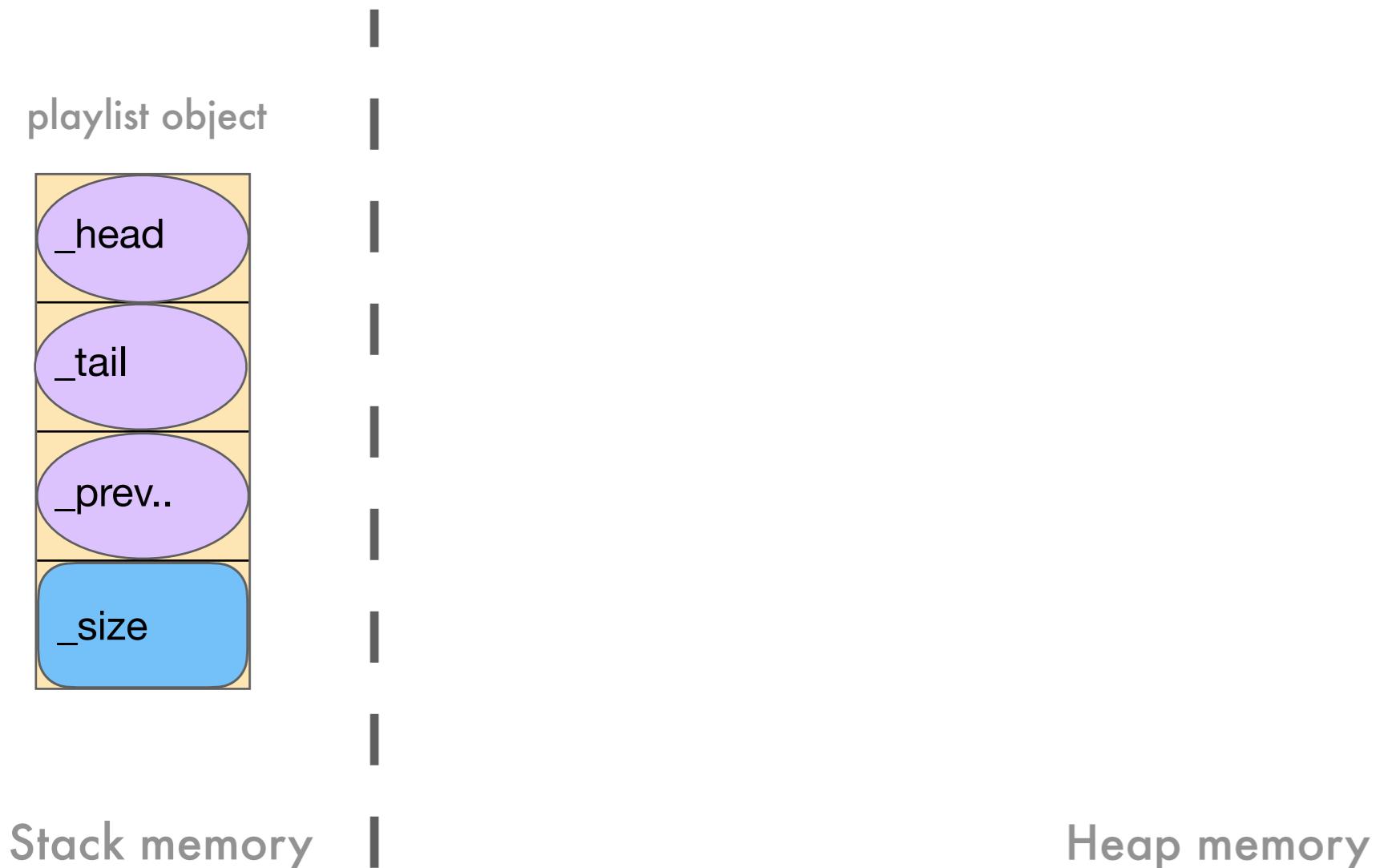


We'll consider a local playlist object created by the user that lives in stack memory.

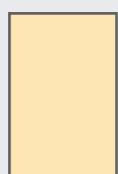


Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string

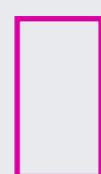
Legend



Playlist



Playlist::Node



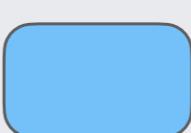
Playlist::Node*



Playlist::SongEntry



size_t



std::string



Legend