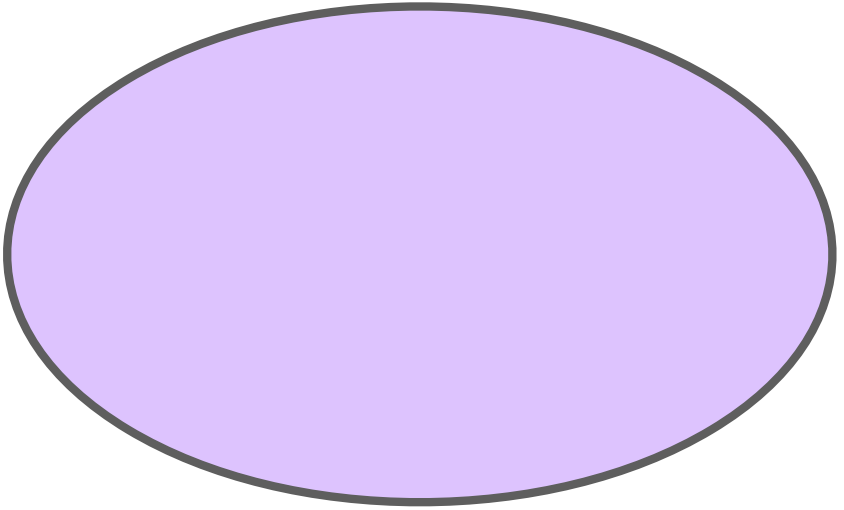
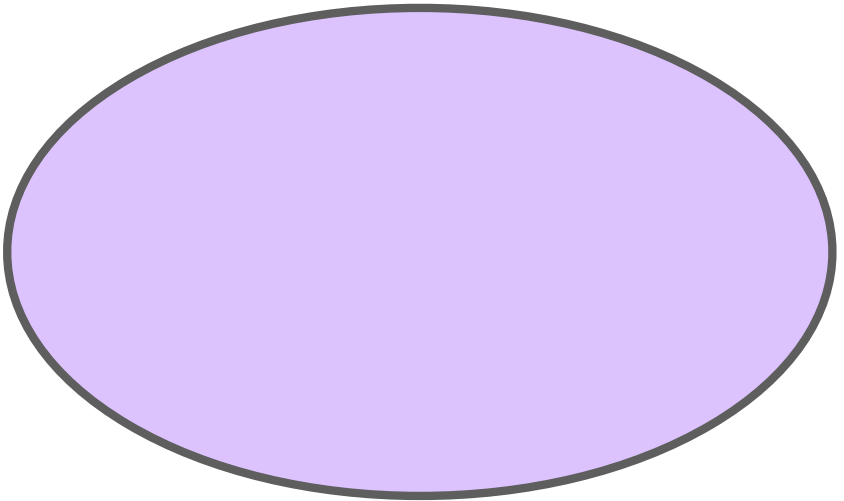
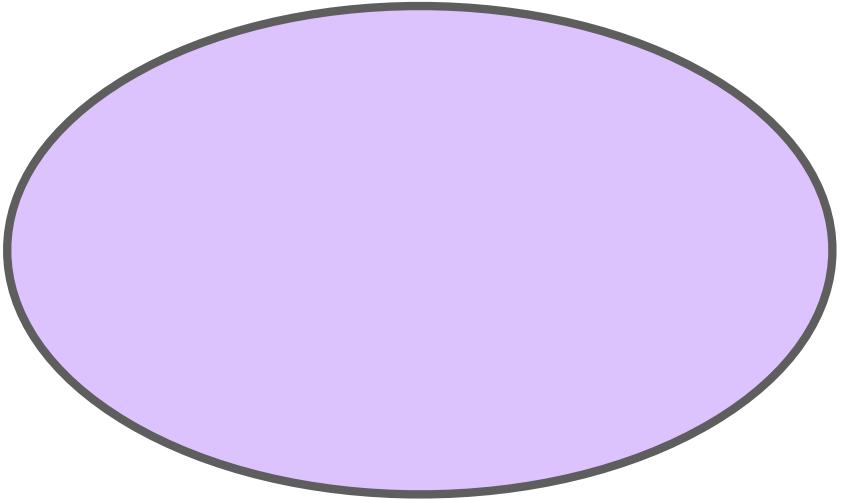
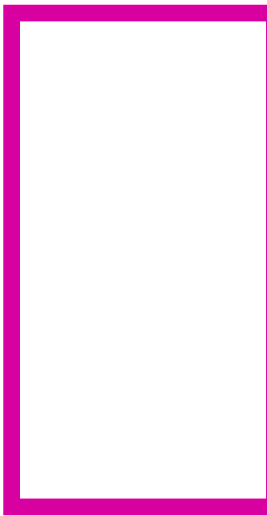




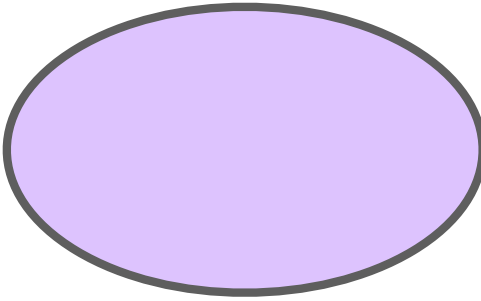


Playlist

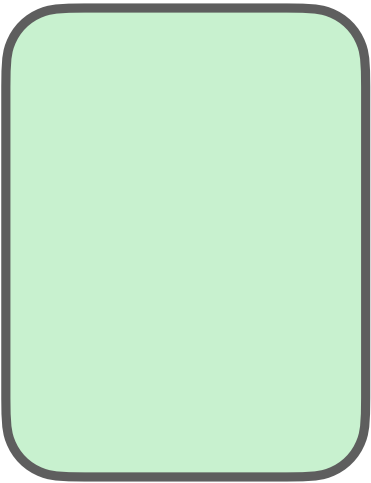
Legend



Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

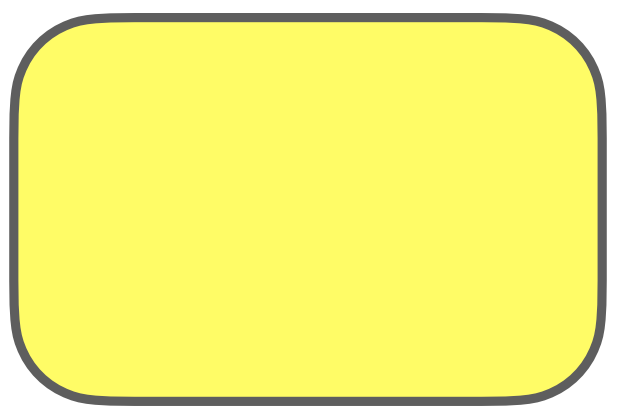
_prev..

_size

Stack memory

Heap memory

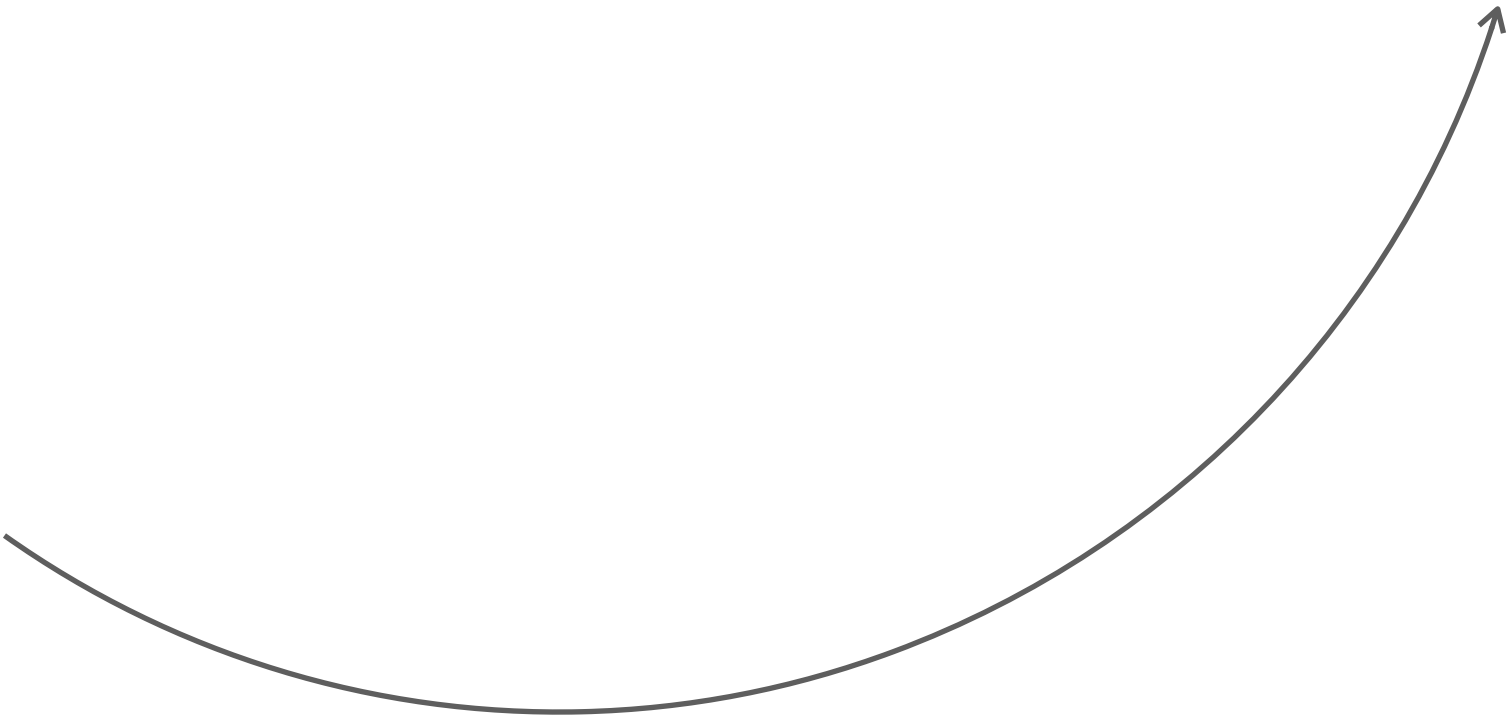
playlist object

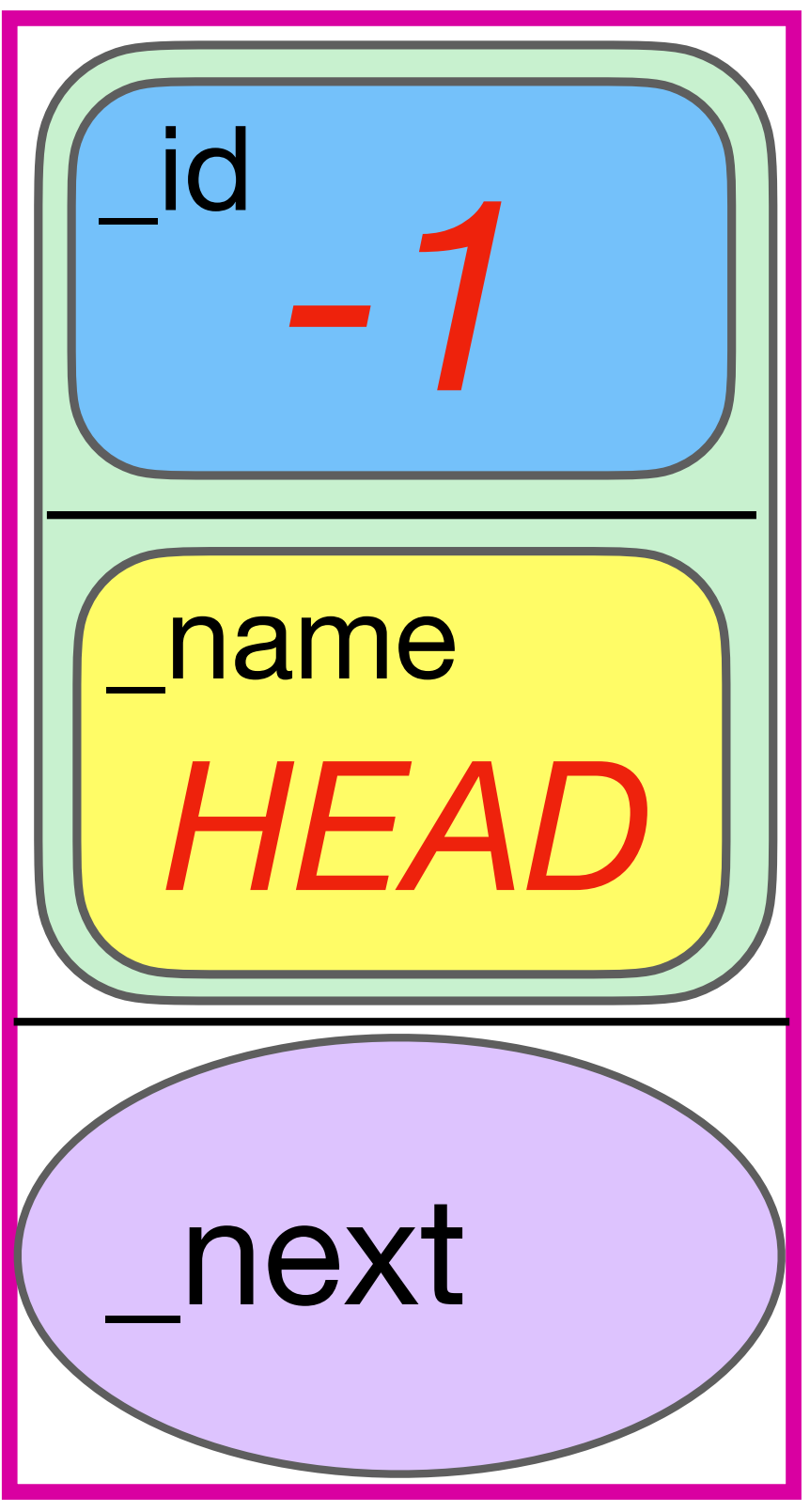


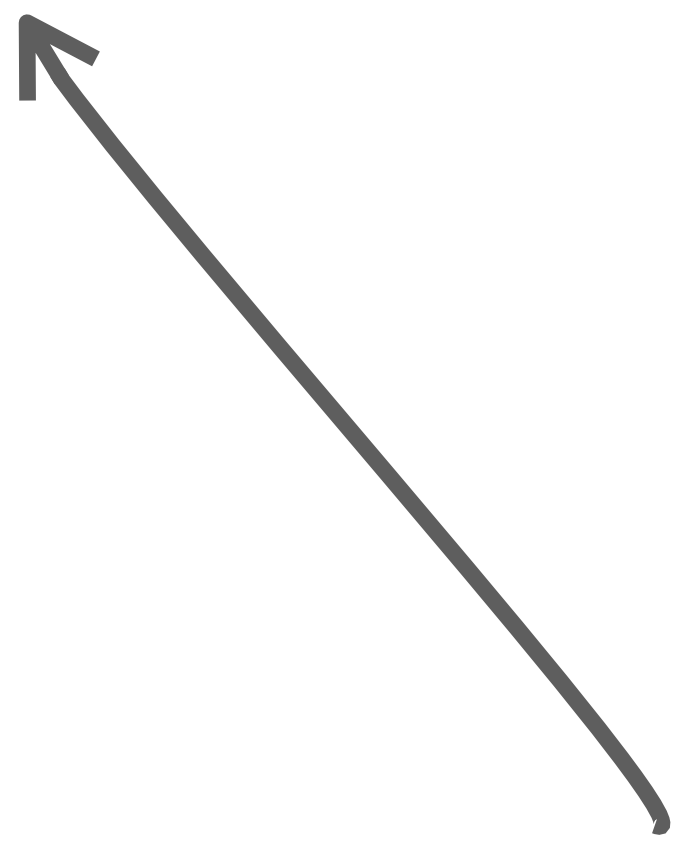
std::string

And insert once more:

```
playlist.insert_at_cursor(Playlist::SongEntry(30, “C”);
```

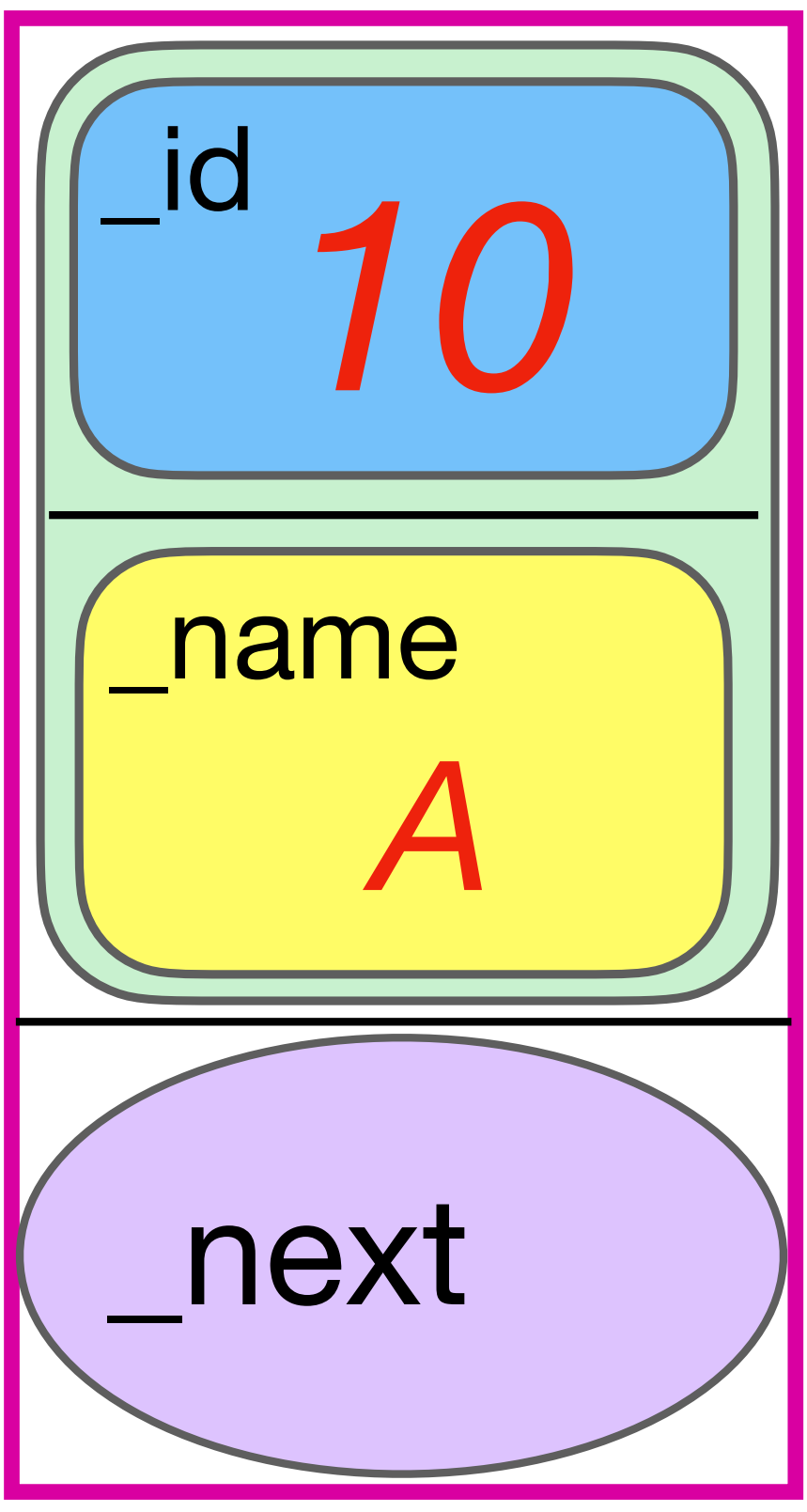


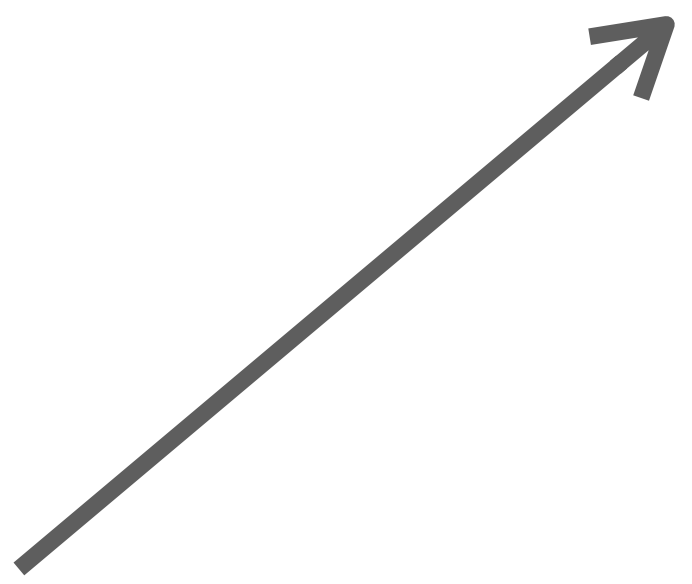

_id
-1
_name
HEAD
_next

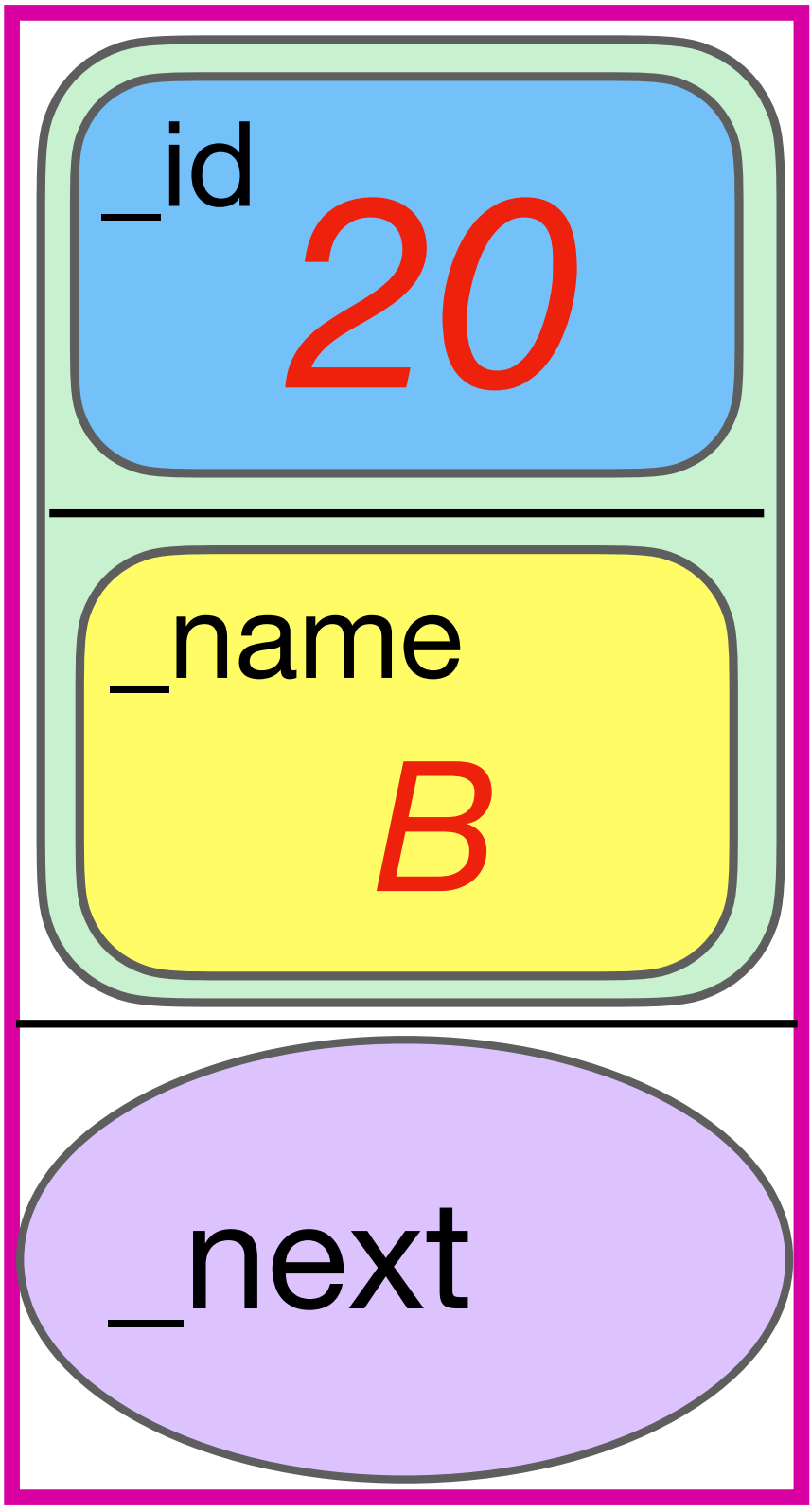


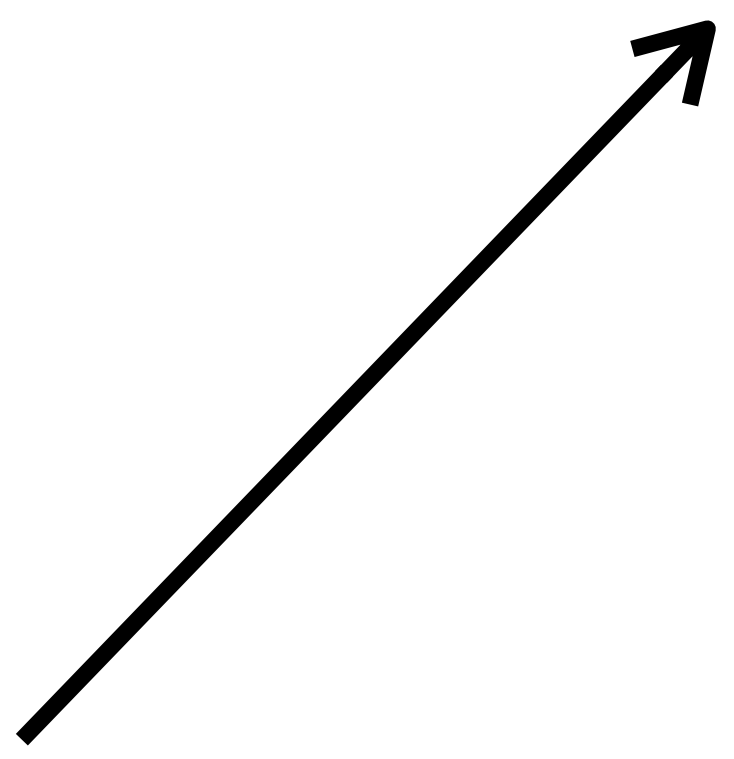
nullptr

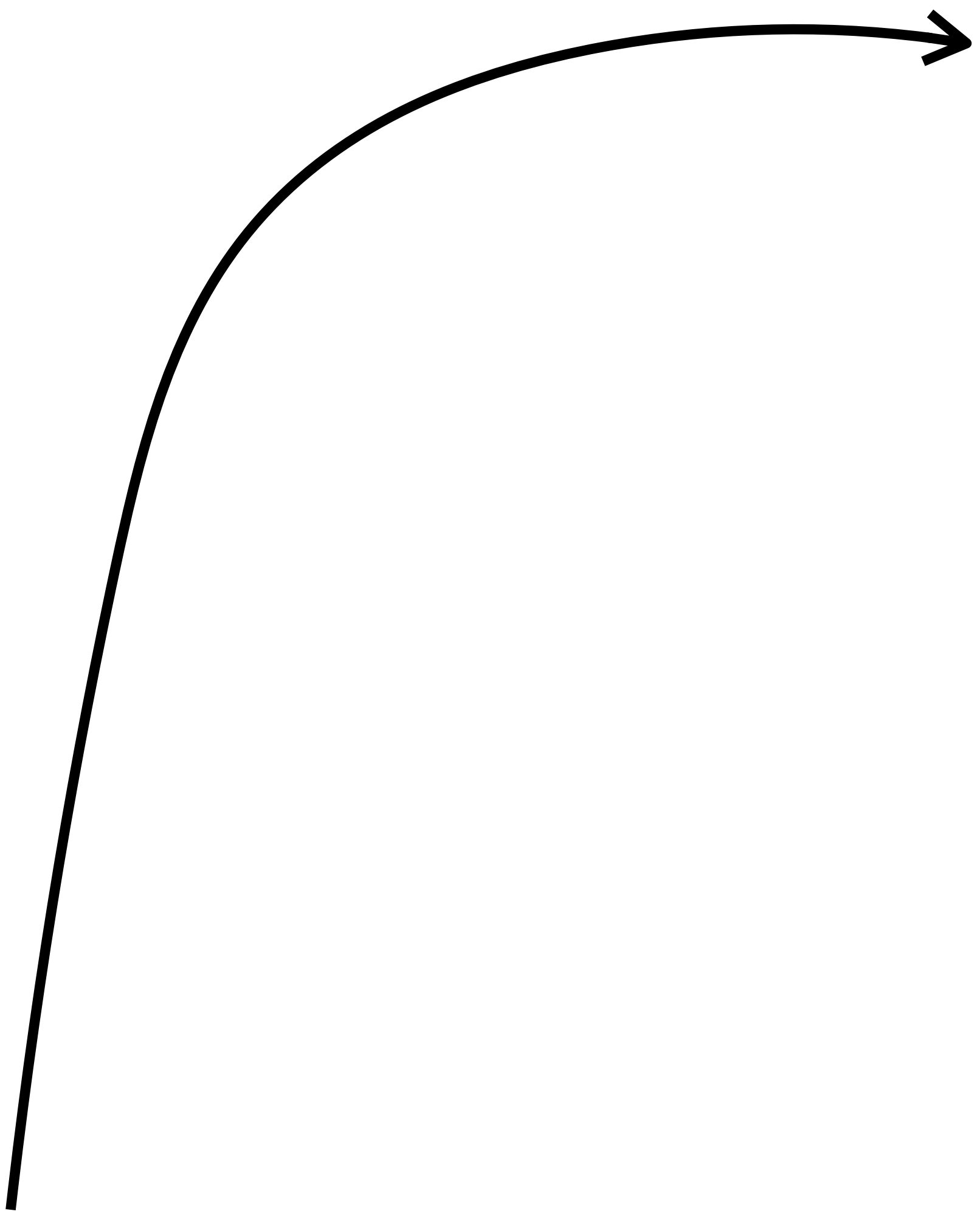
2

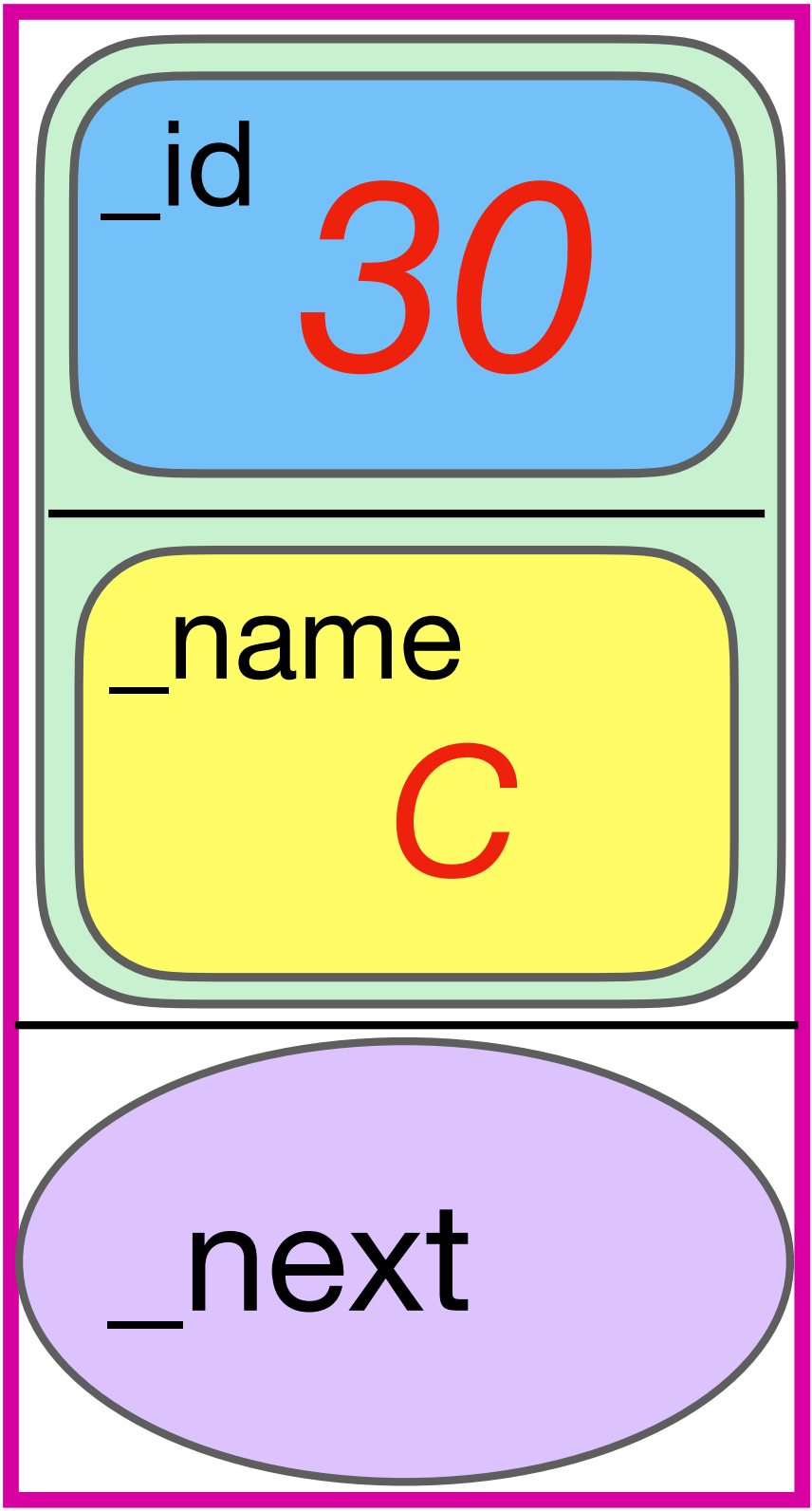

_id
10
_name
A
_next

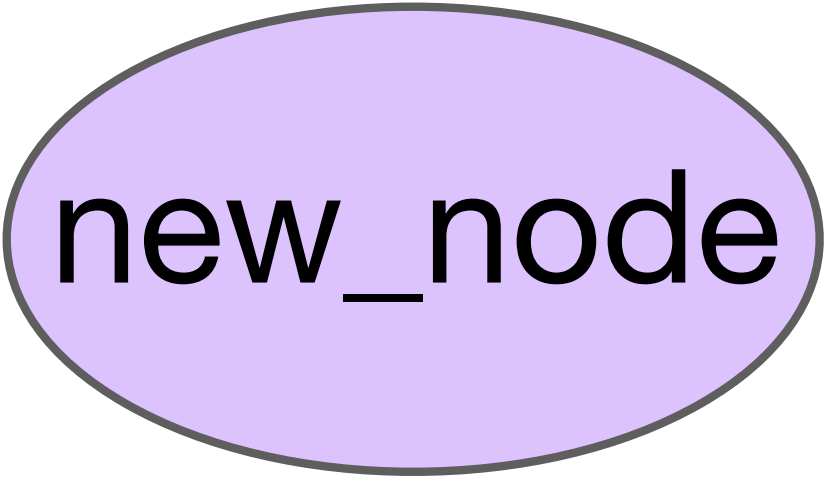


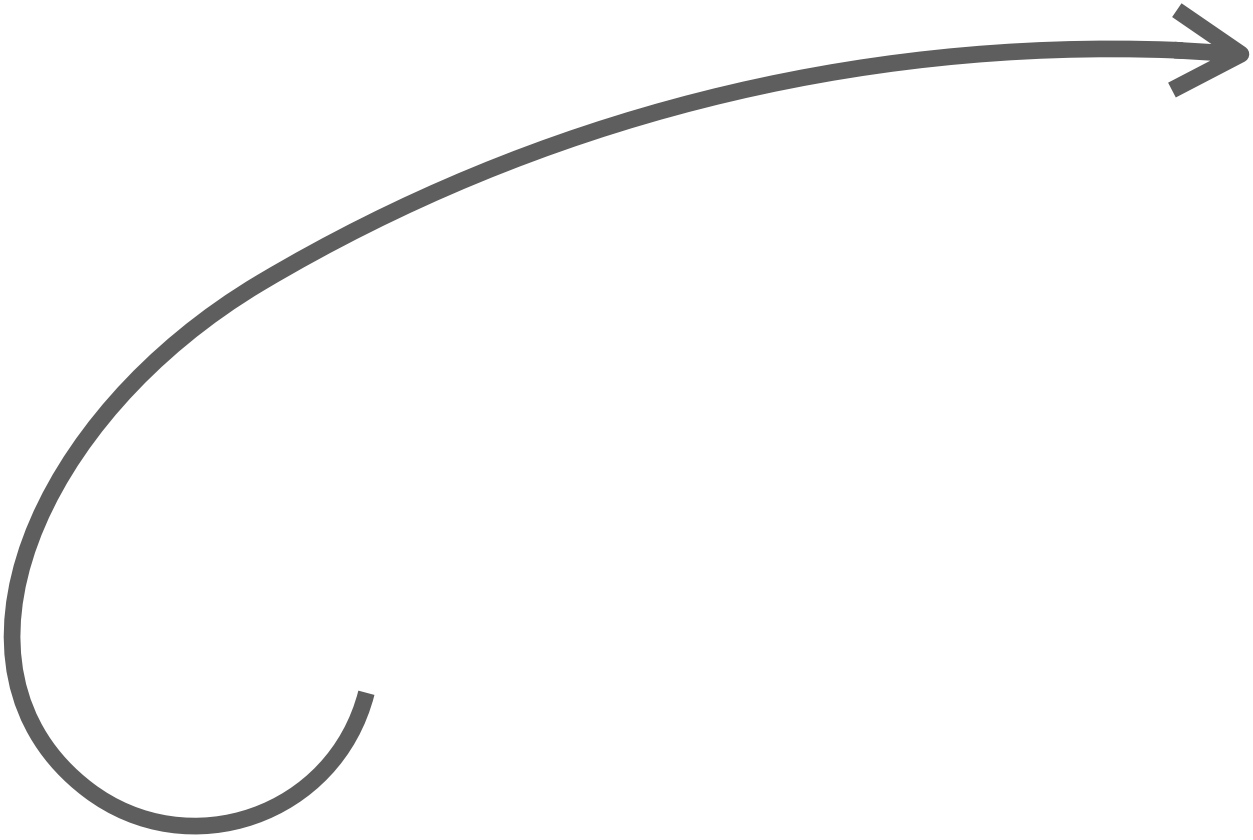

_id
20
_name
B
_next

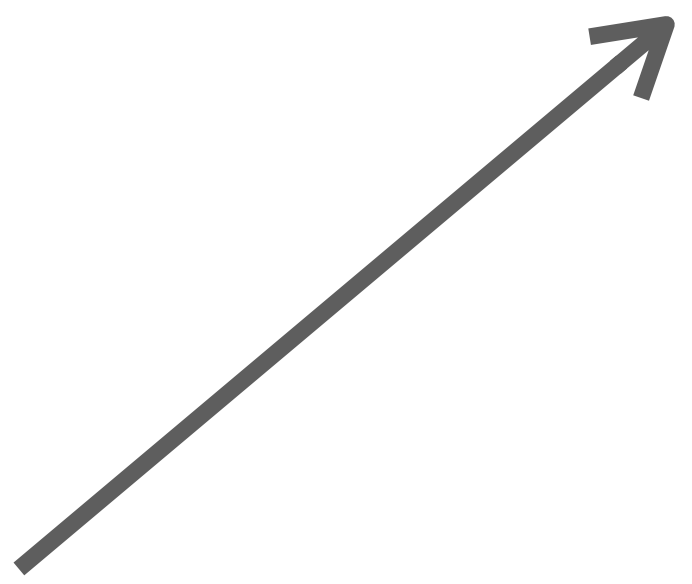


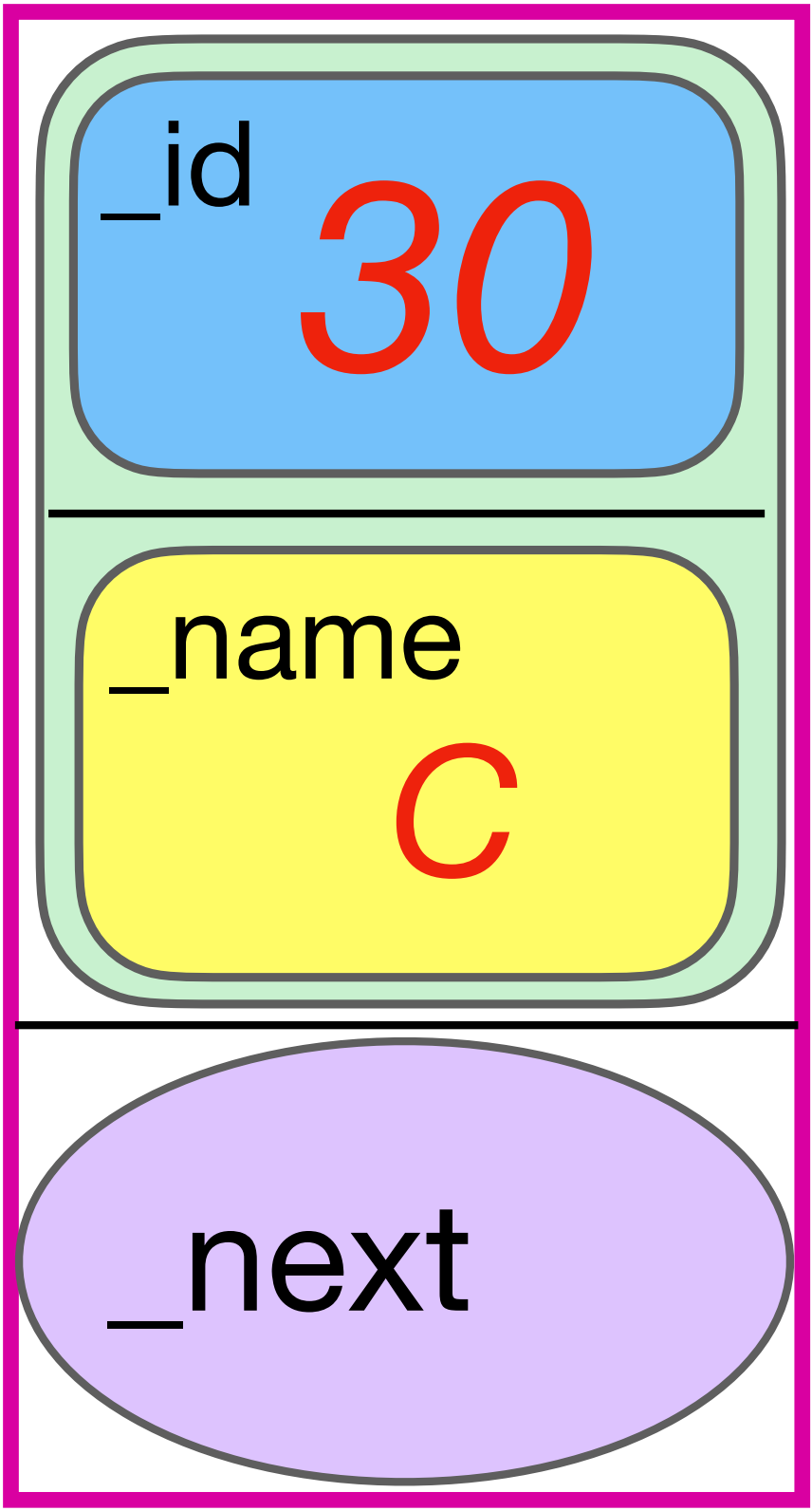



_id
30
_name
C
_next


new_node






_id
30
_name
C
_next