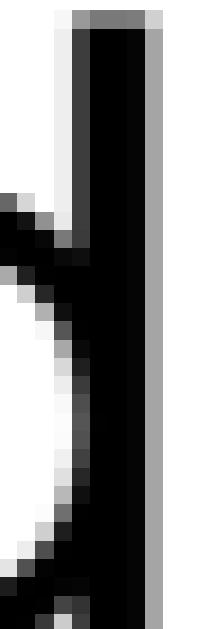
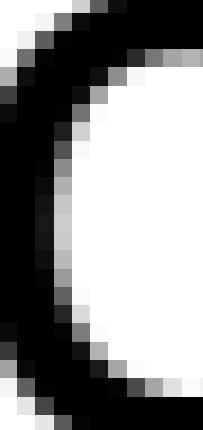
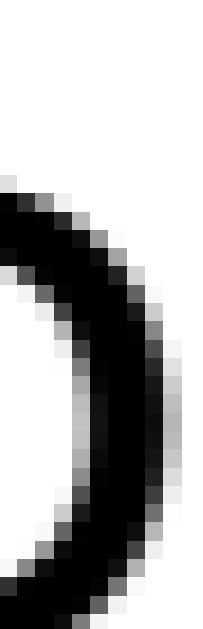
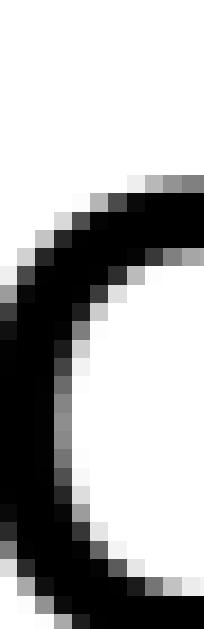
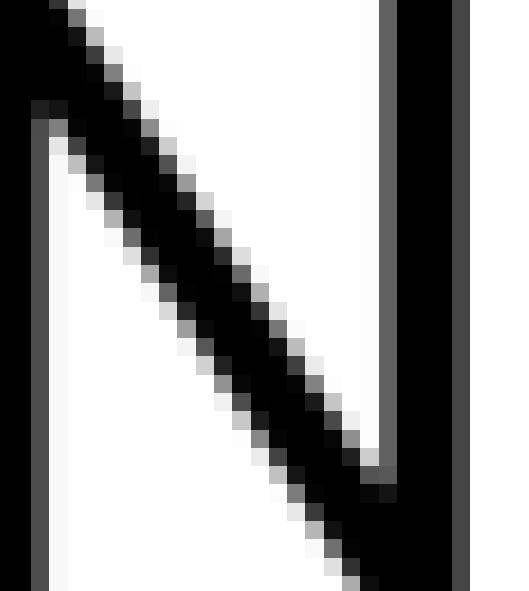
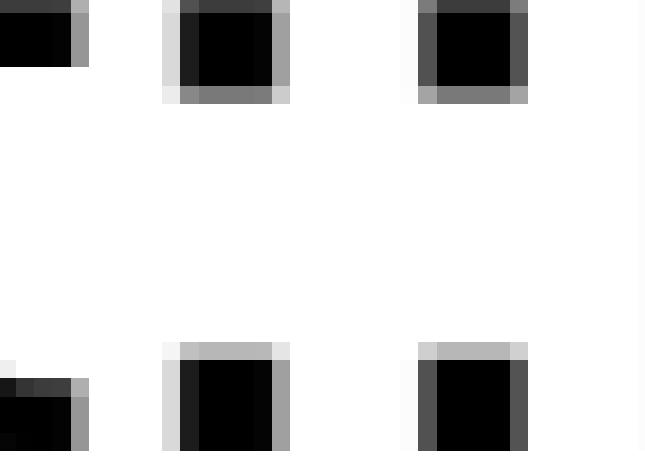
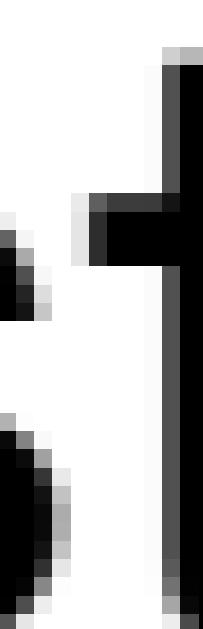
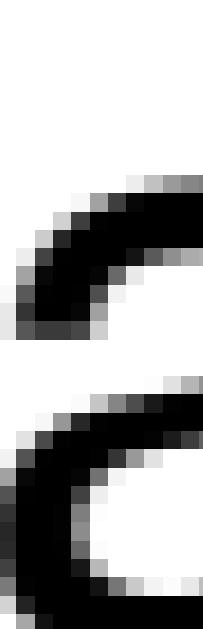


Legend





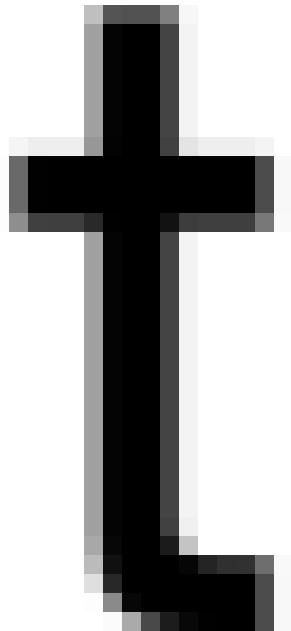
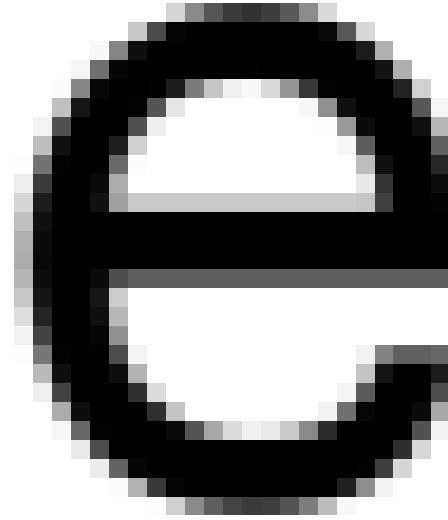
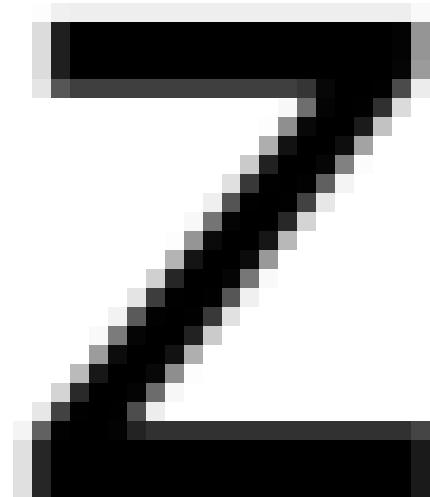
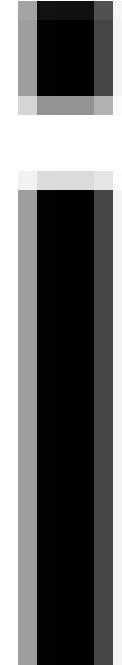
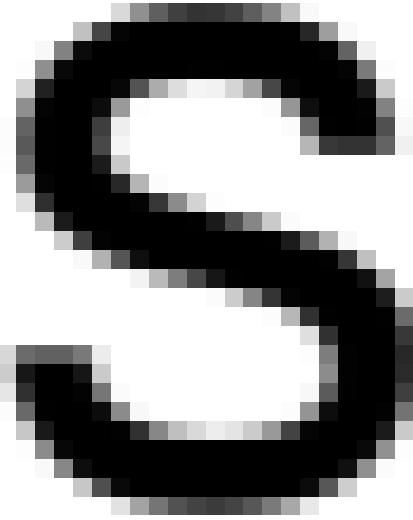






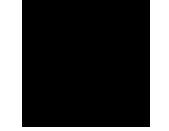
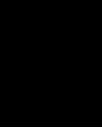
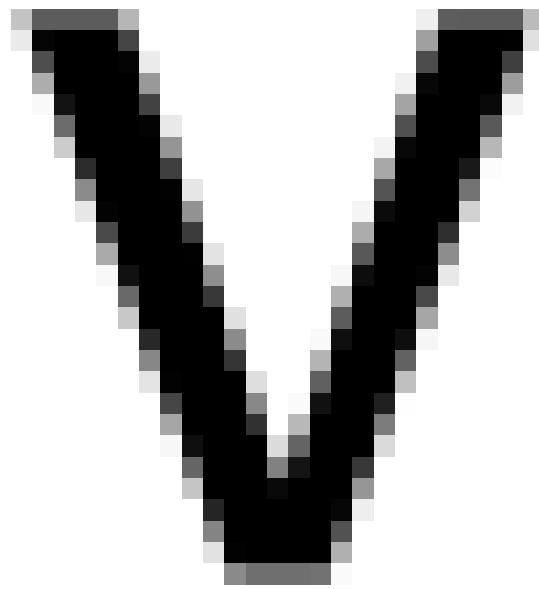
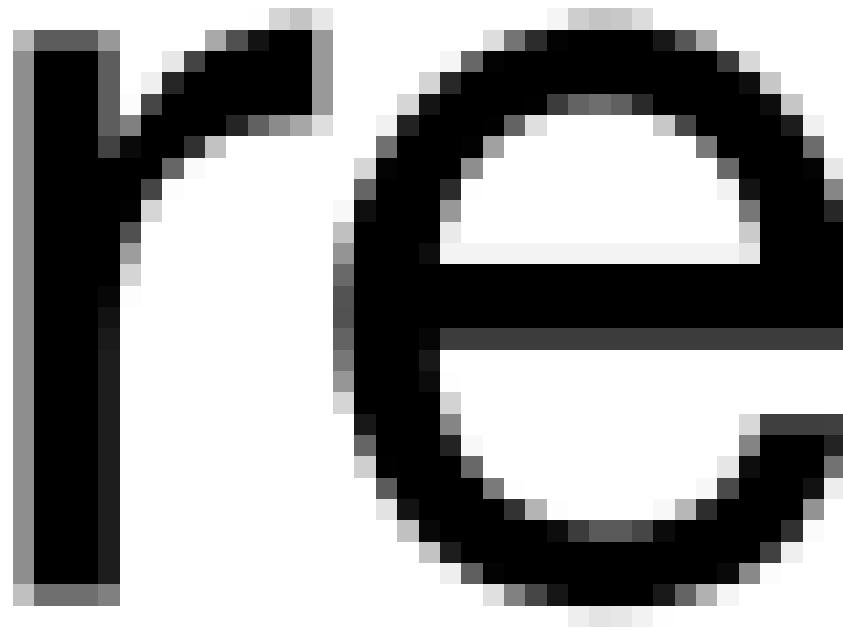
Playist . Songlist

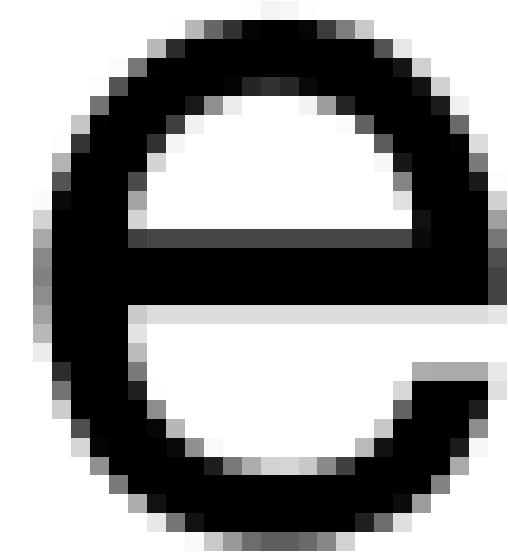
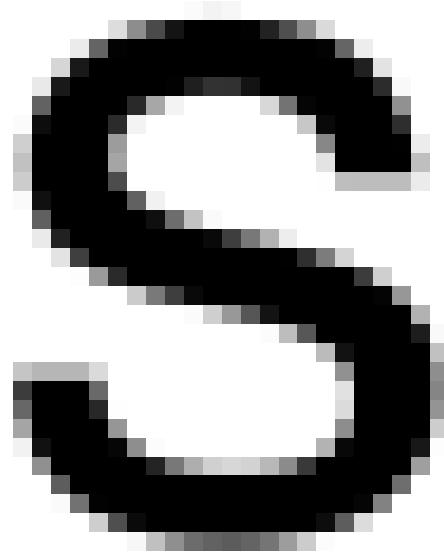












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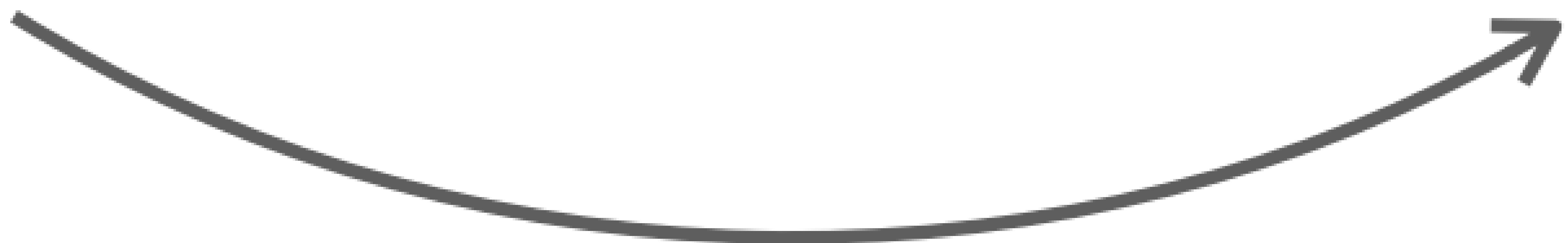




insert_at_cursor() will “new up” (allocate
memory for) a new node which contains the user’s
SongEntry.







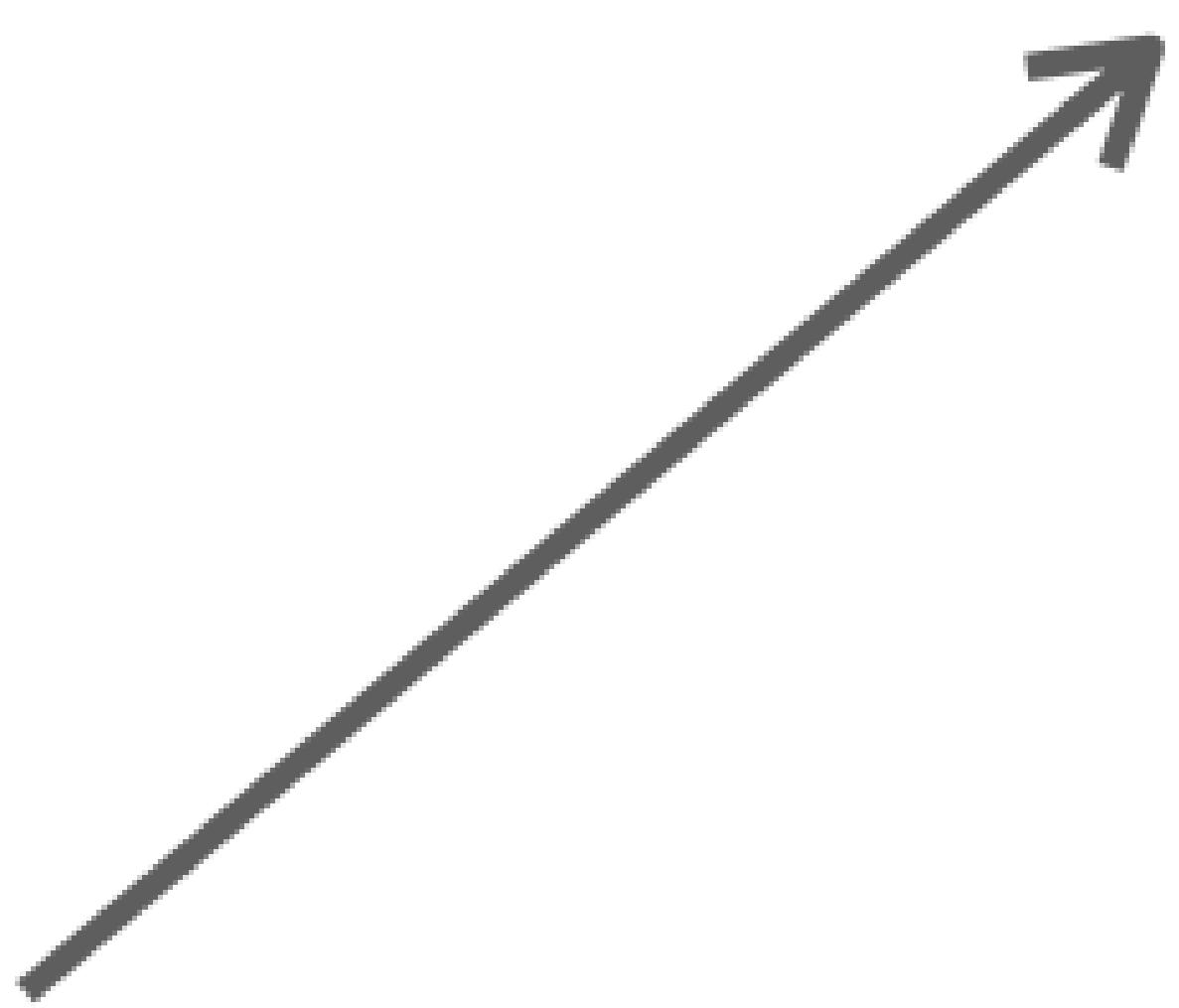
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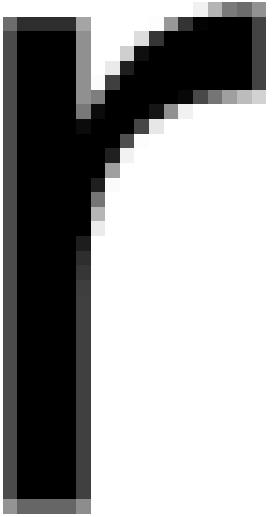
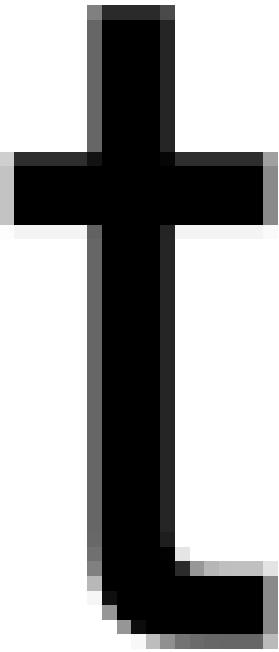
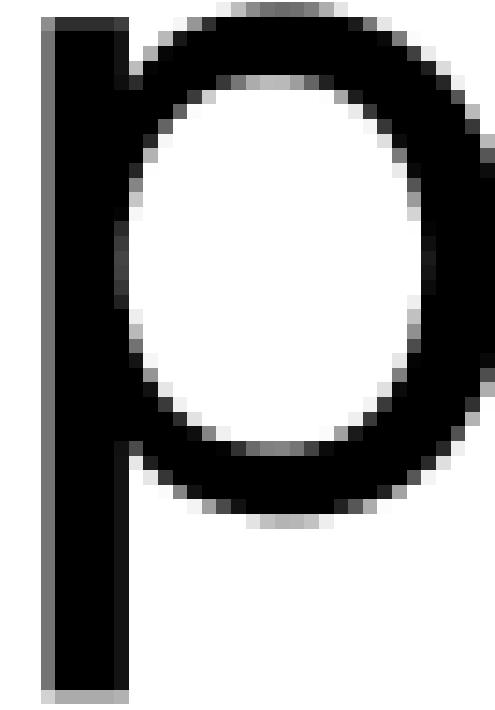
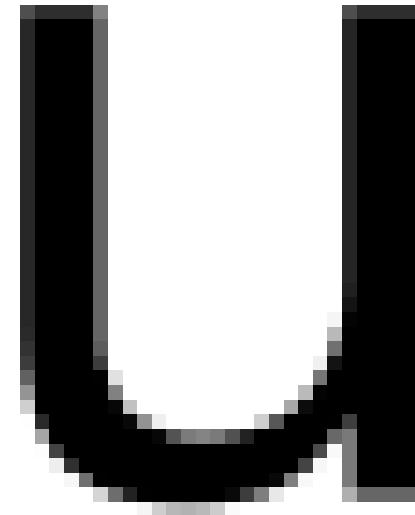
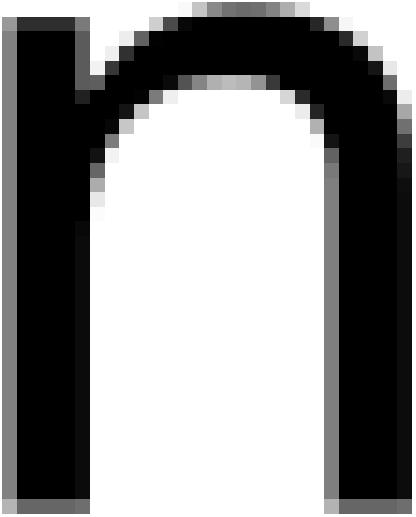
-1

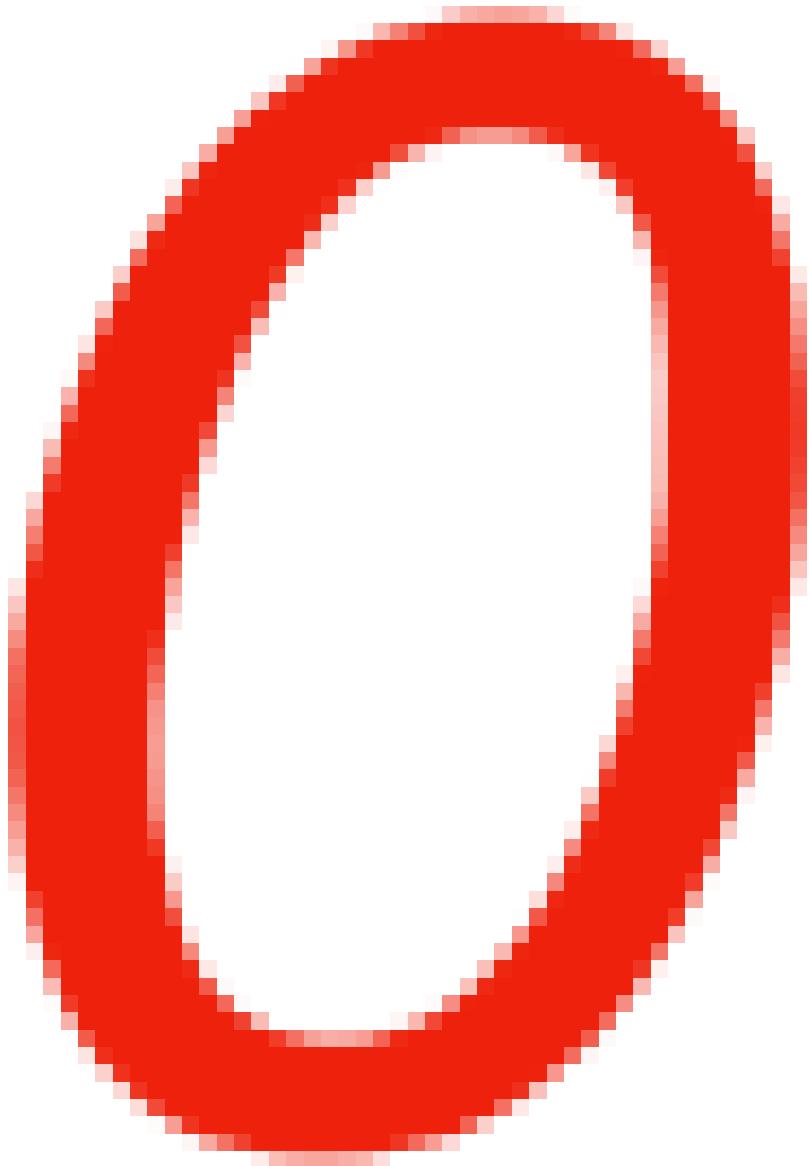
_name

HEAD

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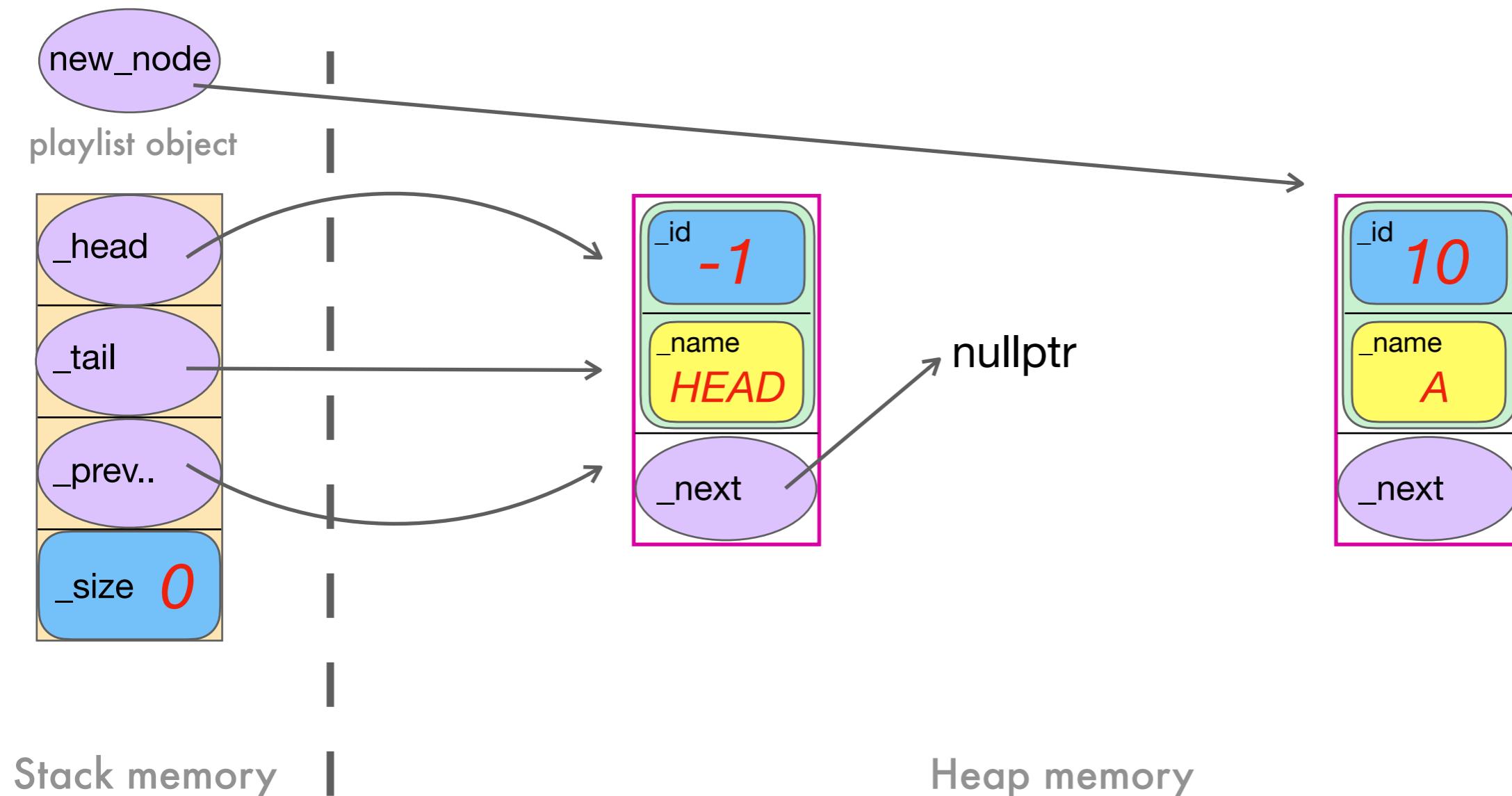
10

A

`new_node`

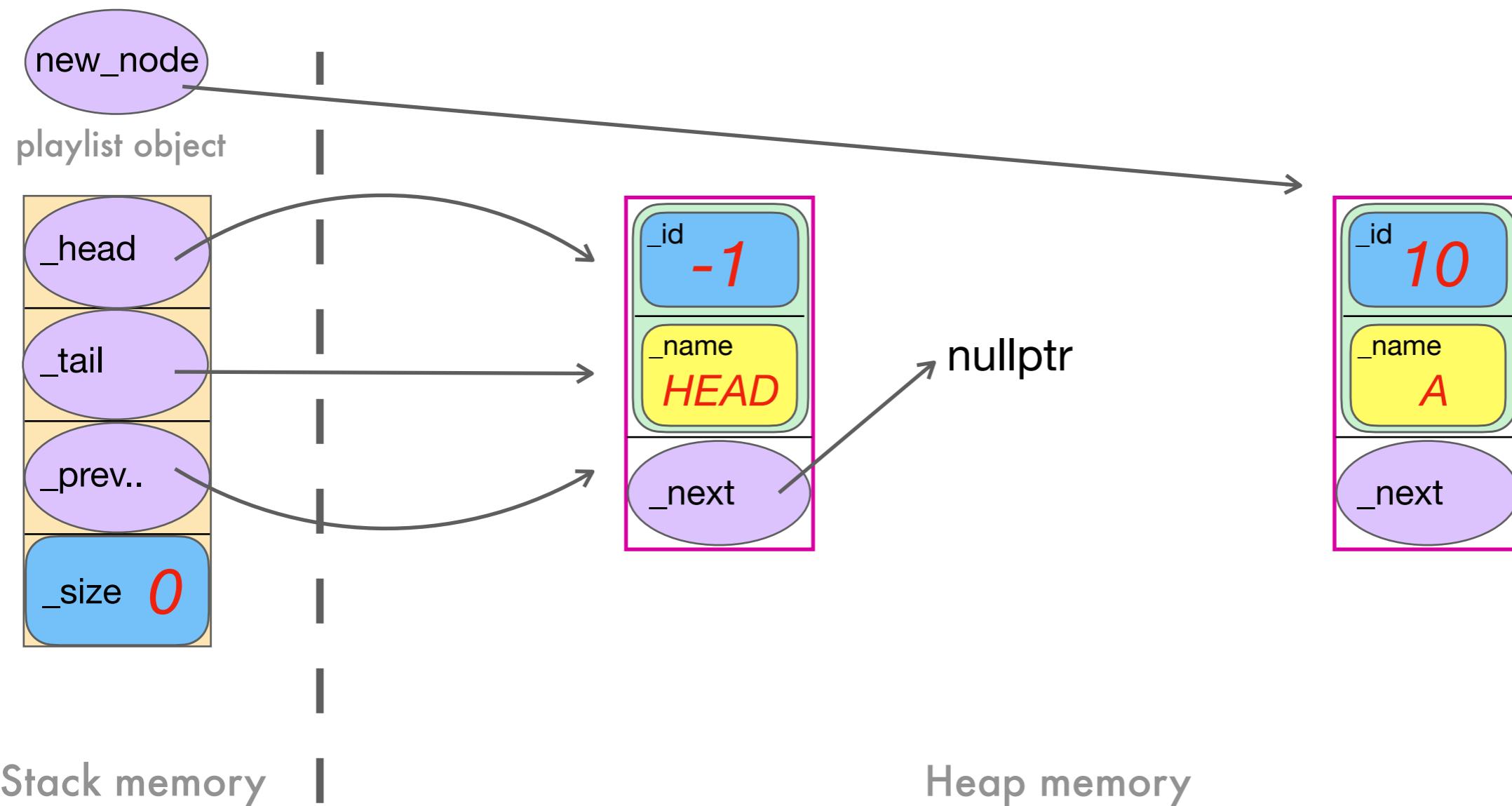


`insert_at_cursor()` will “new up” (allocate memory for) a new node which contains the user’s `SongEntry`..



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

Legend



Playlist

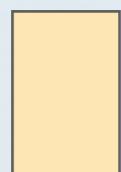
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend