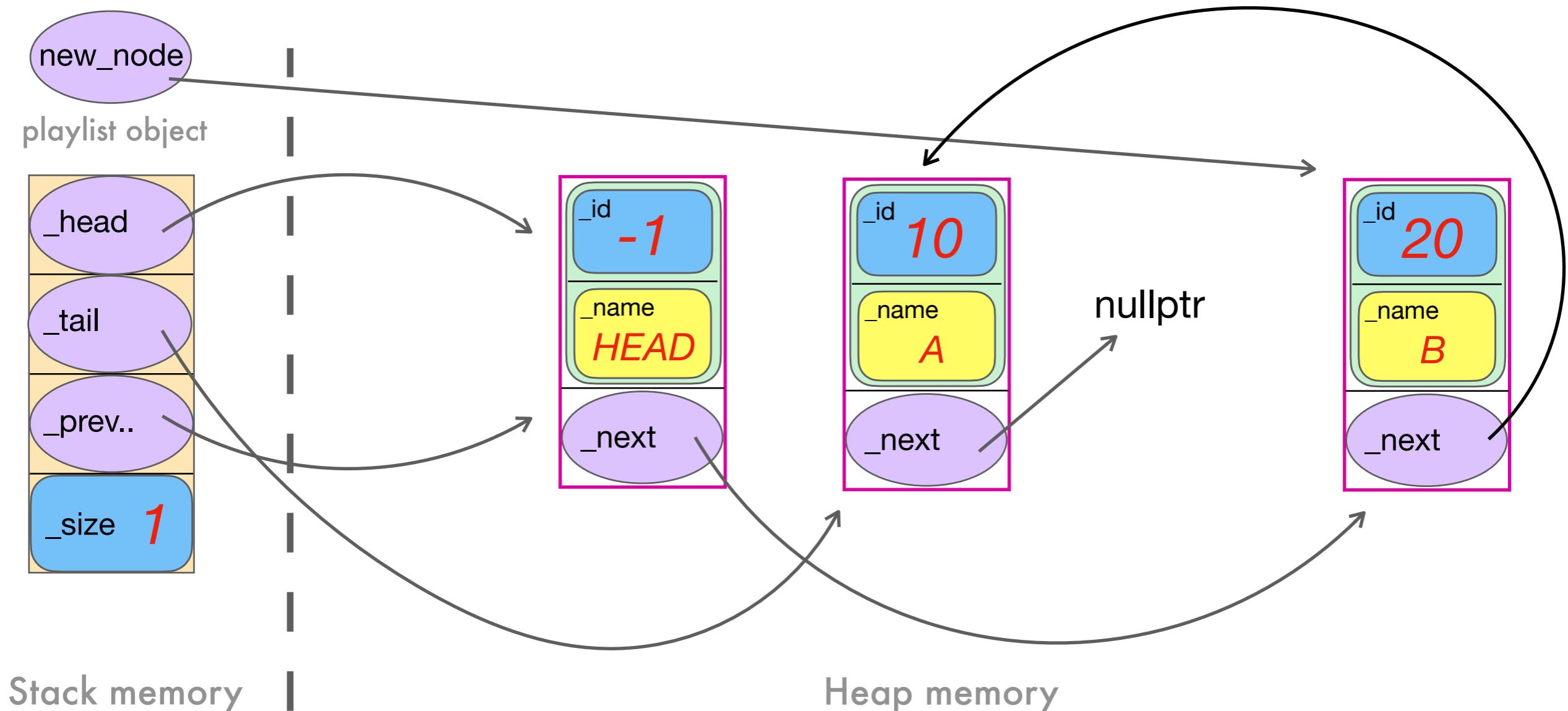
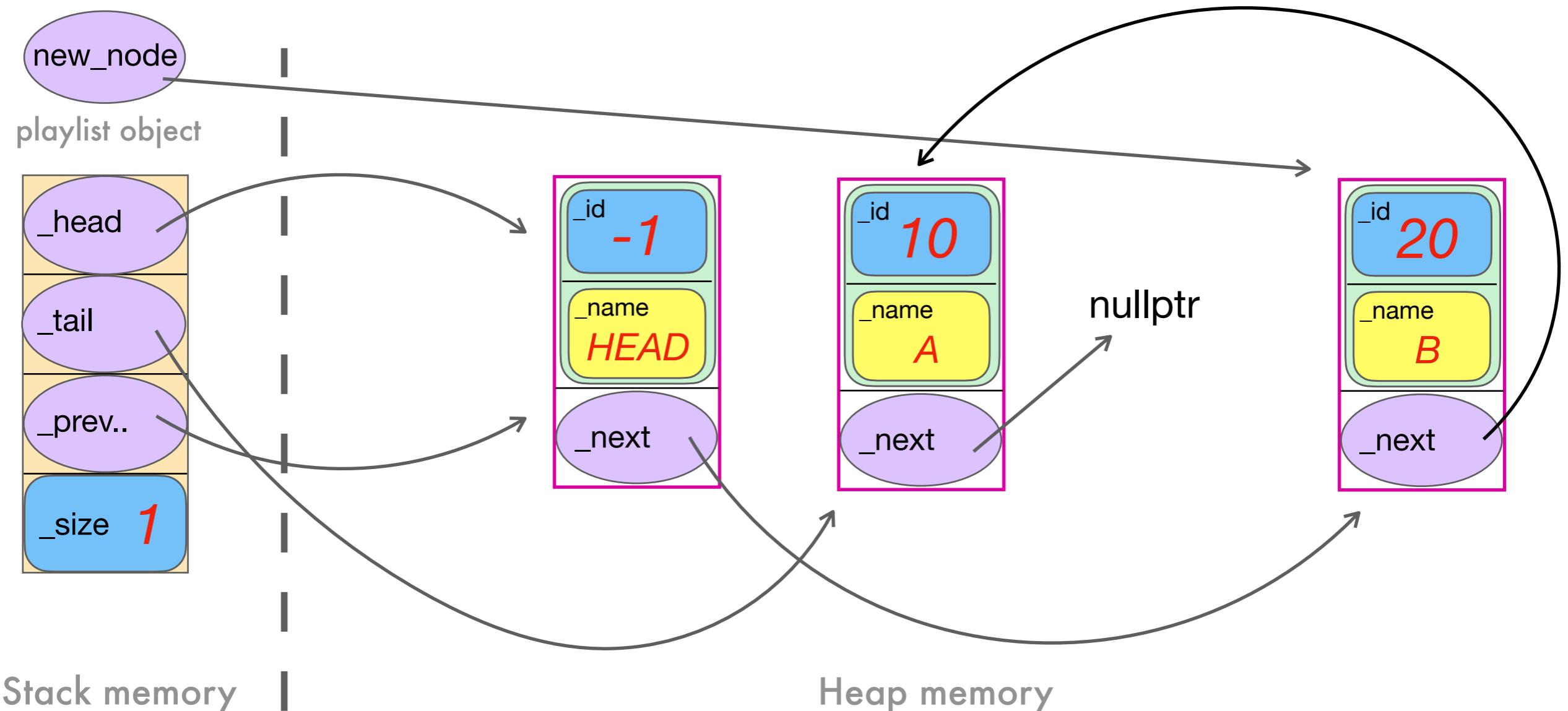


We're inserting after `_prev_to_current` which right now points to the sentinel node. So we need to carefully re-assign `_next` pointers..



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

Legend



Playlist

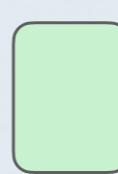
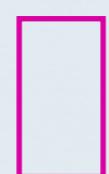
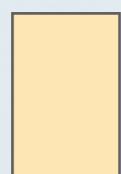
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend