





Plavist

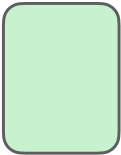
Legend



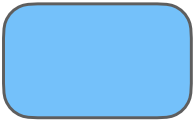
Privacyist: No



Payvist: Noode*



Playvist: Song Entry



size_

stack memory

Heap memory



std::string













































































































































































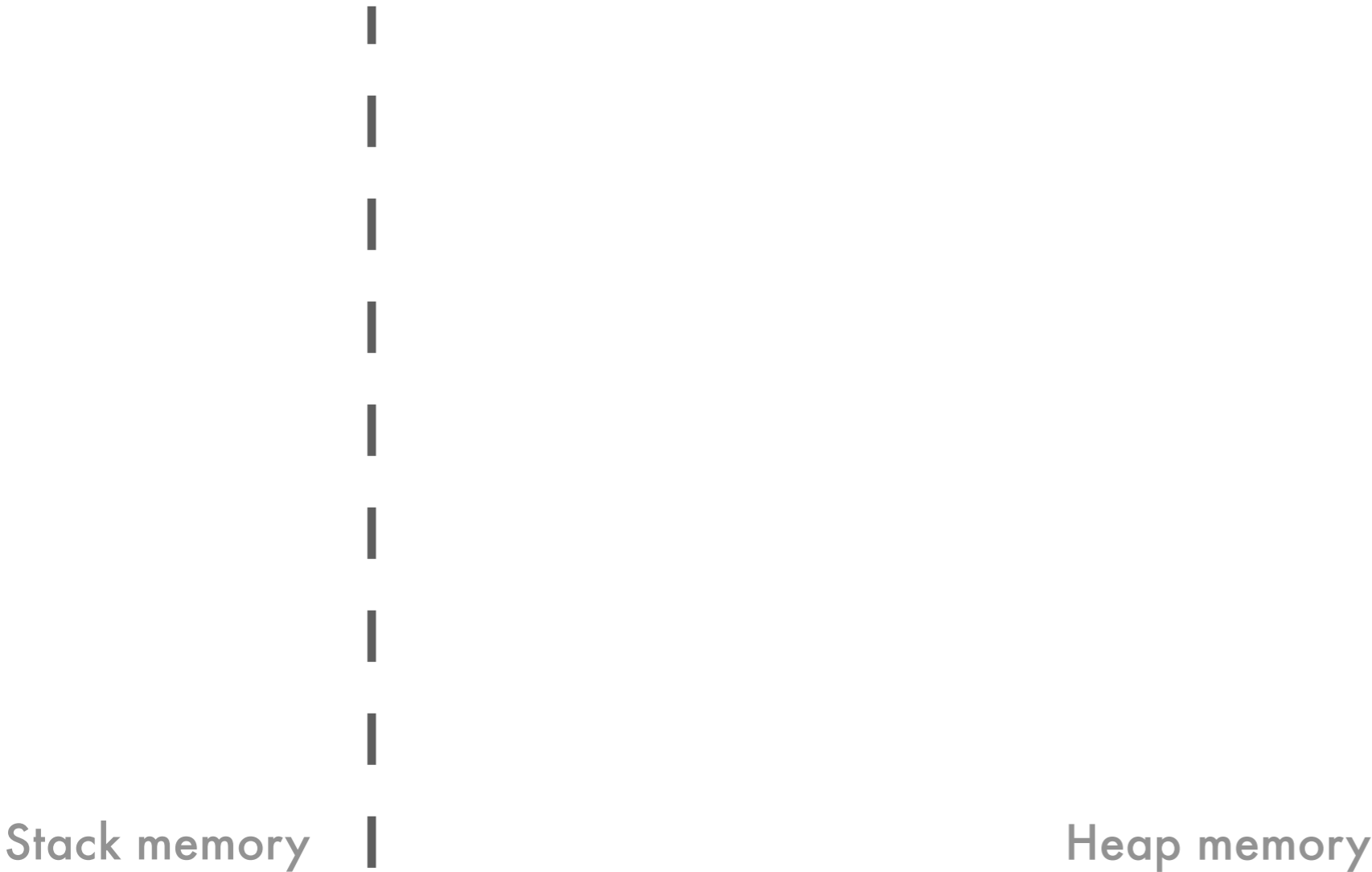






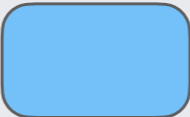





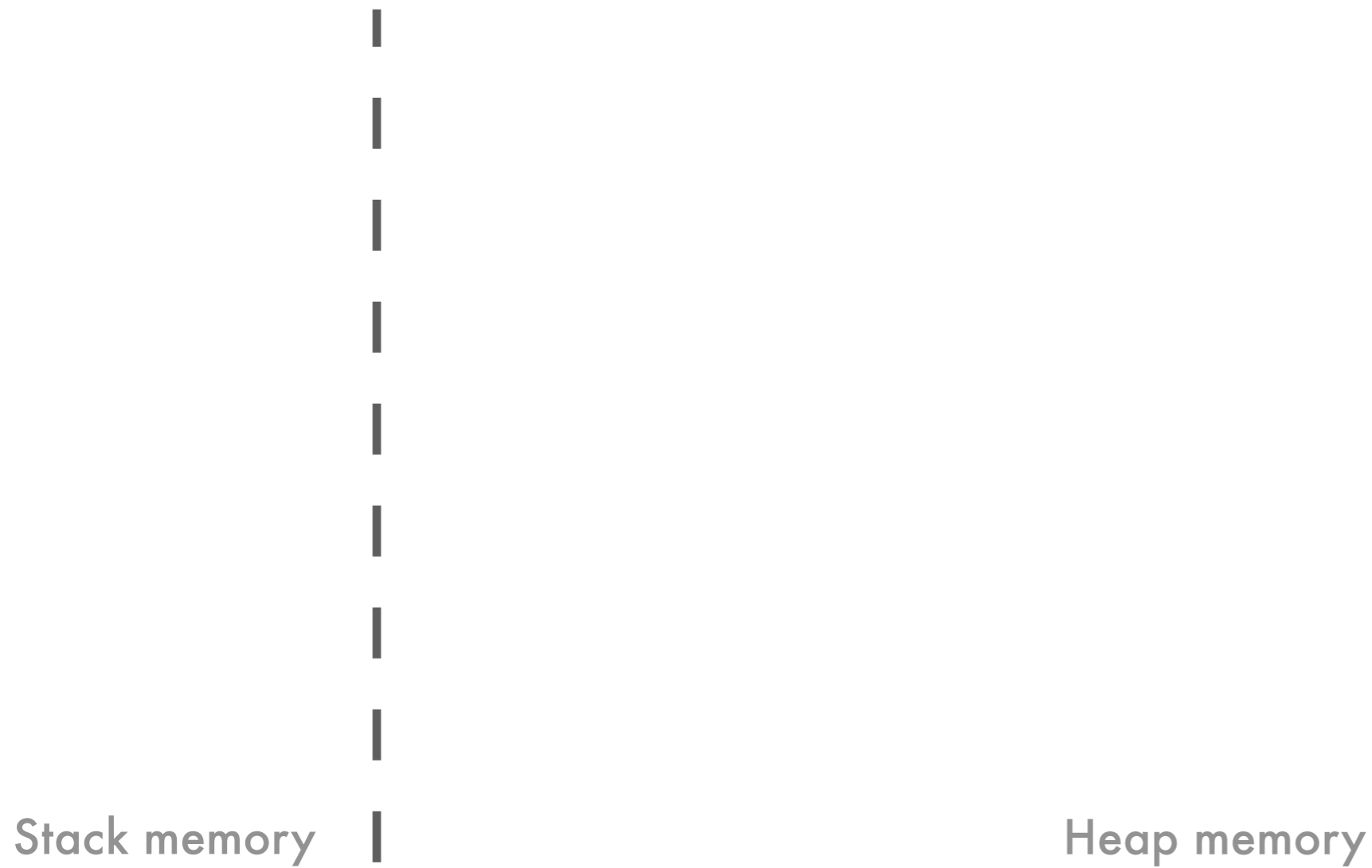
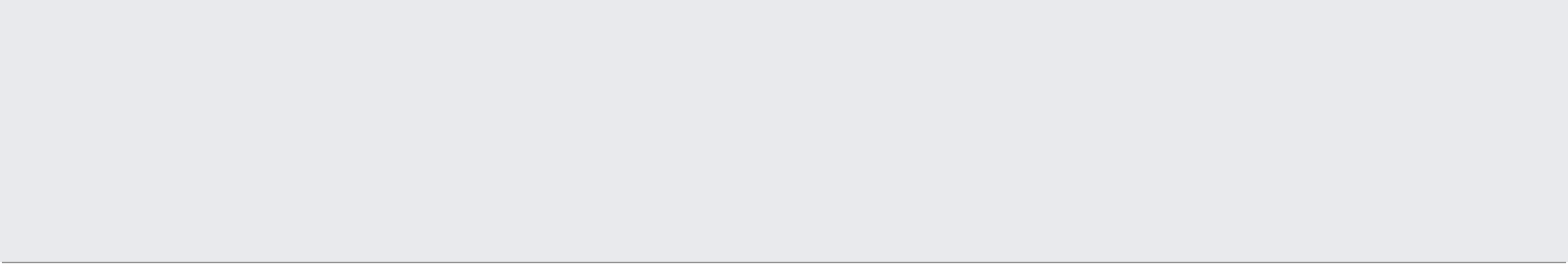


Let's visualize our Playlist linked list and explore some of the fundamental operations we will be implementing.



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

Legend



Playlist

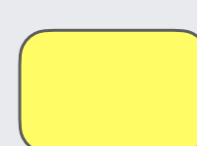
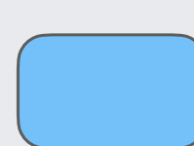
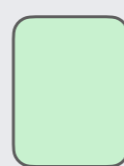
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend