







Plavist

Legend



Privacyist: No



Privacyist: Noode*



Playvist: Song Entry



size_

head

tsini

OROV.



size

stack memory

Heap memory

playivist • obiect



std::string

W





































































W























W













































































































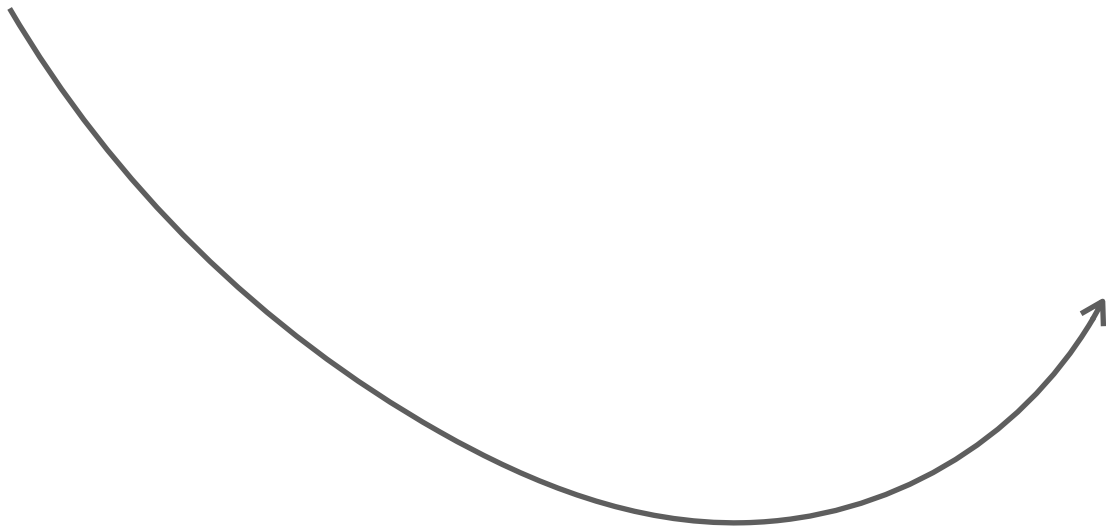














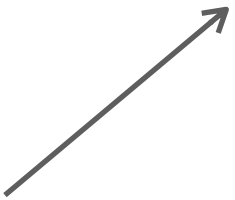
_id

-1

_name

HEAD

_next



n u i p t r



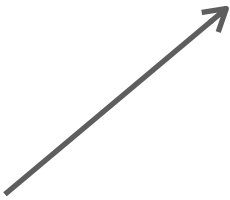
_id

10

_name

A

_next



_id

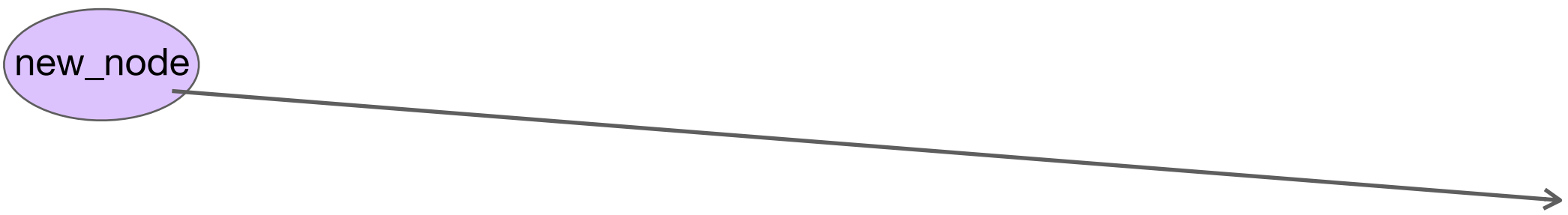
20

_name

B

_next

new_node



A diagram illustrating a pointer. On the left, a light purple oval contains the text 'new_node'. A dark gray arrow originates from the right side of this oval and points horizontally to the right, ending in a small arrowhead. The arrow is slightly angled downwards. The background is a light gray gradient.



We're inserting after prev_toc_curent which

right now print out the sent in 1 node. So we

needed to carefully re-assign next pointers.

