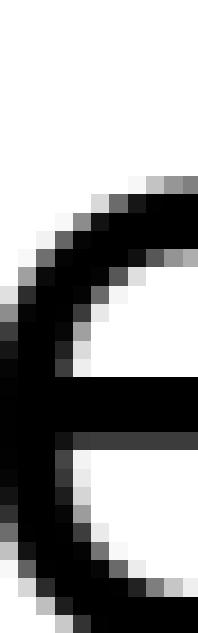
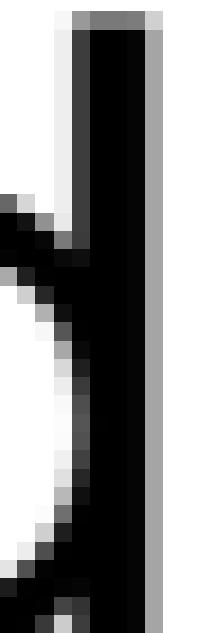
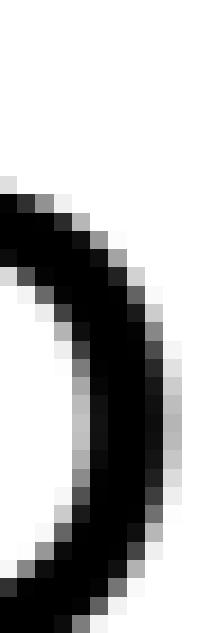
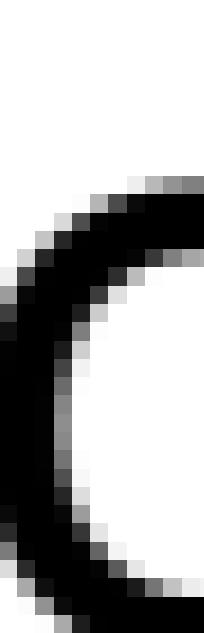
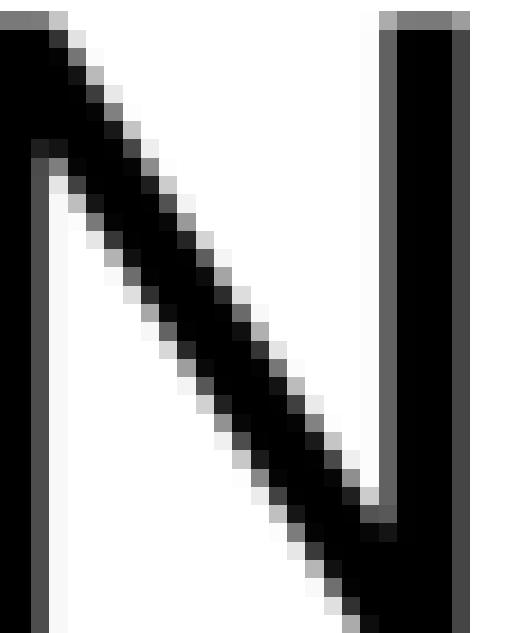
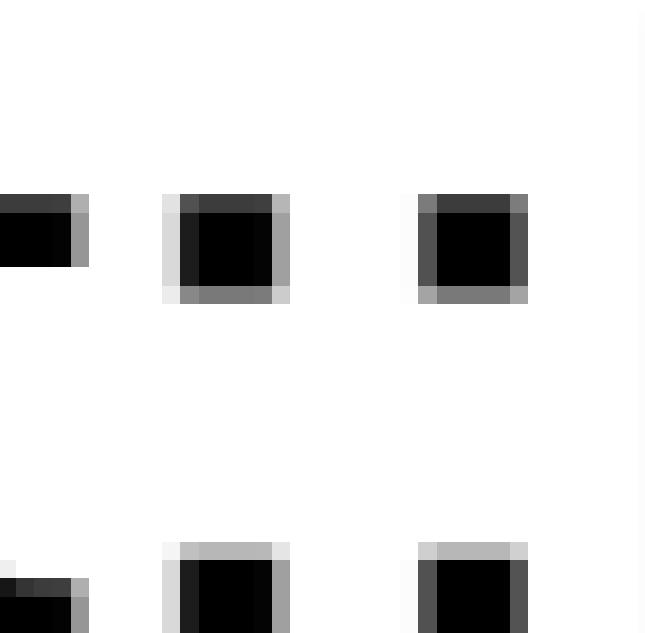
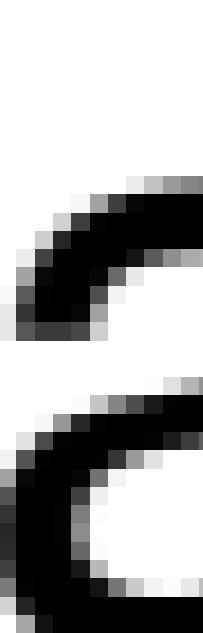


Legend





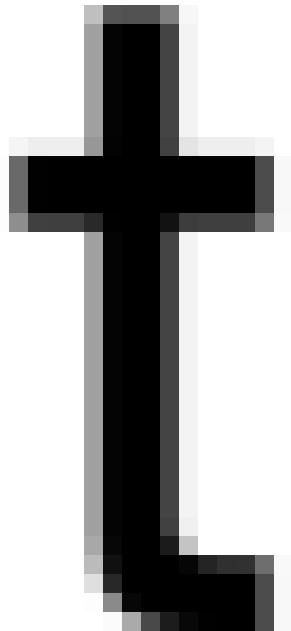
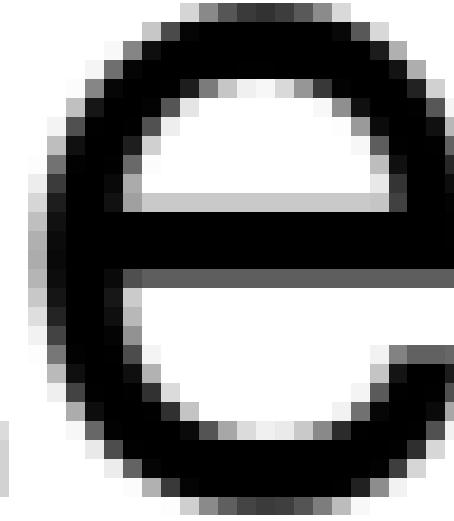
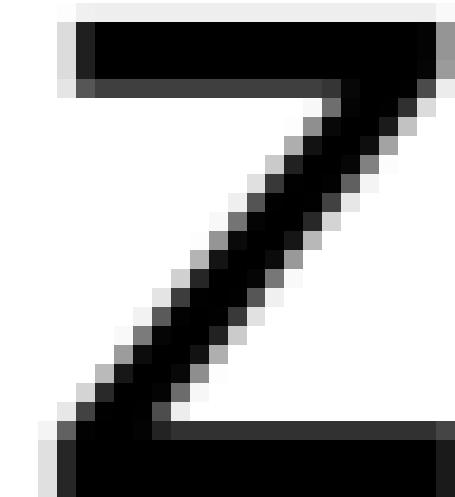
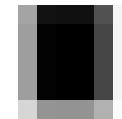
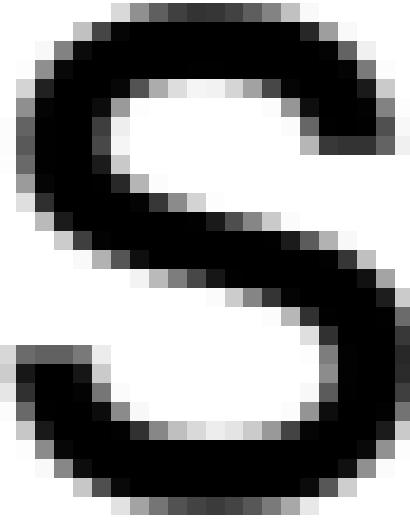




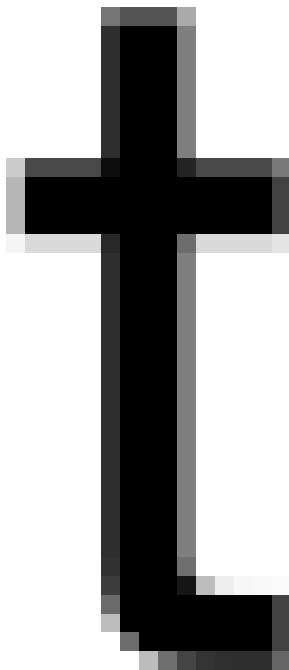


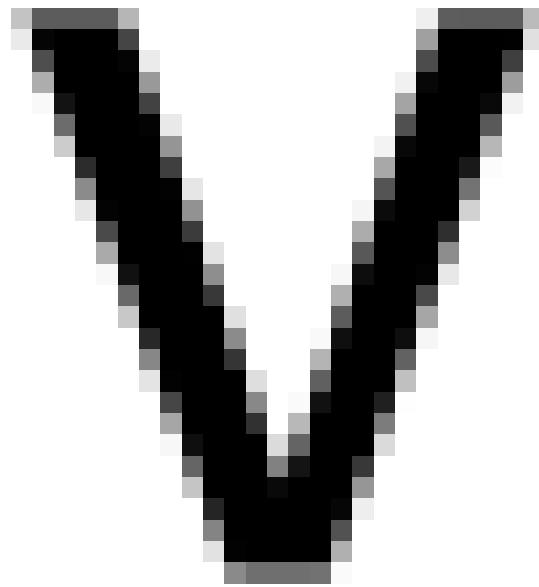
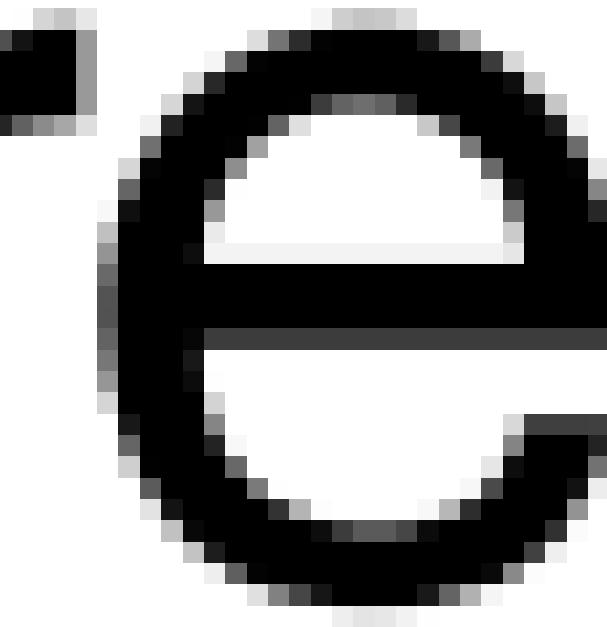
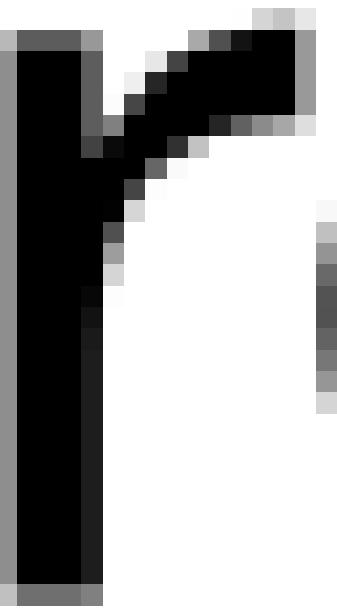
Playist . Songlist

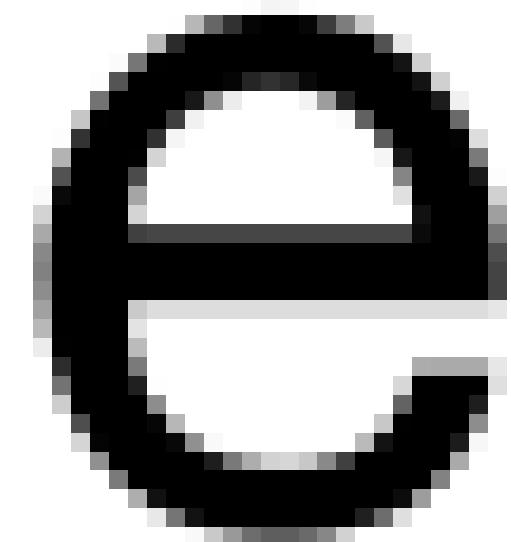
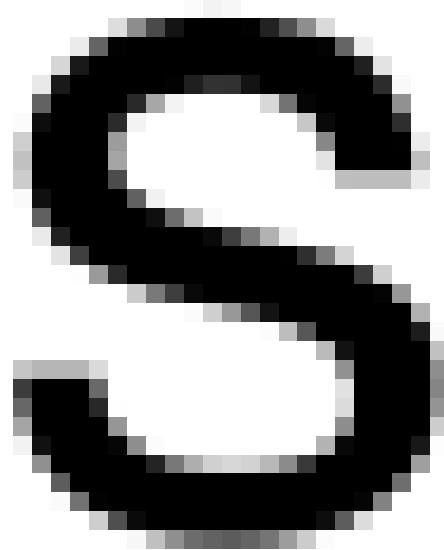












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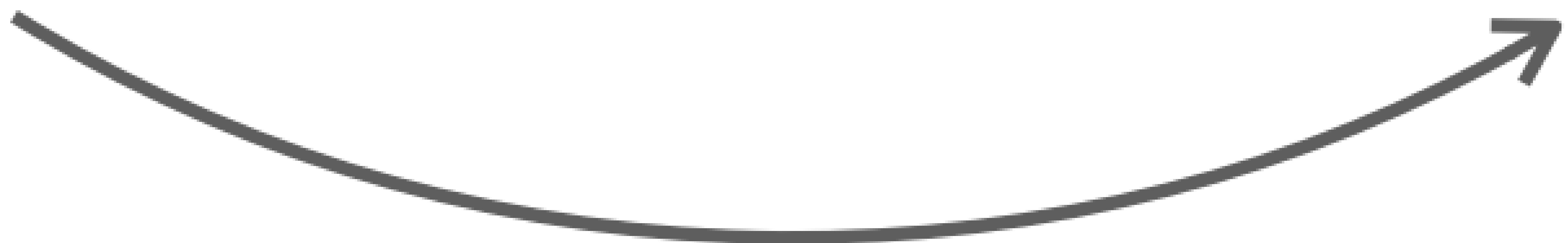




insert_at_cursor() will “new up” (allocate
memory for) a new node which contains the user’s
SongEntry..







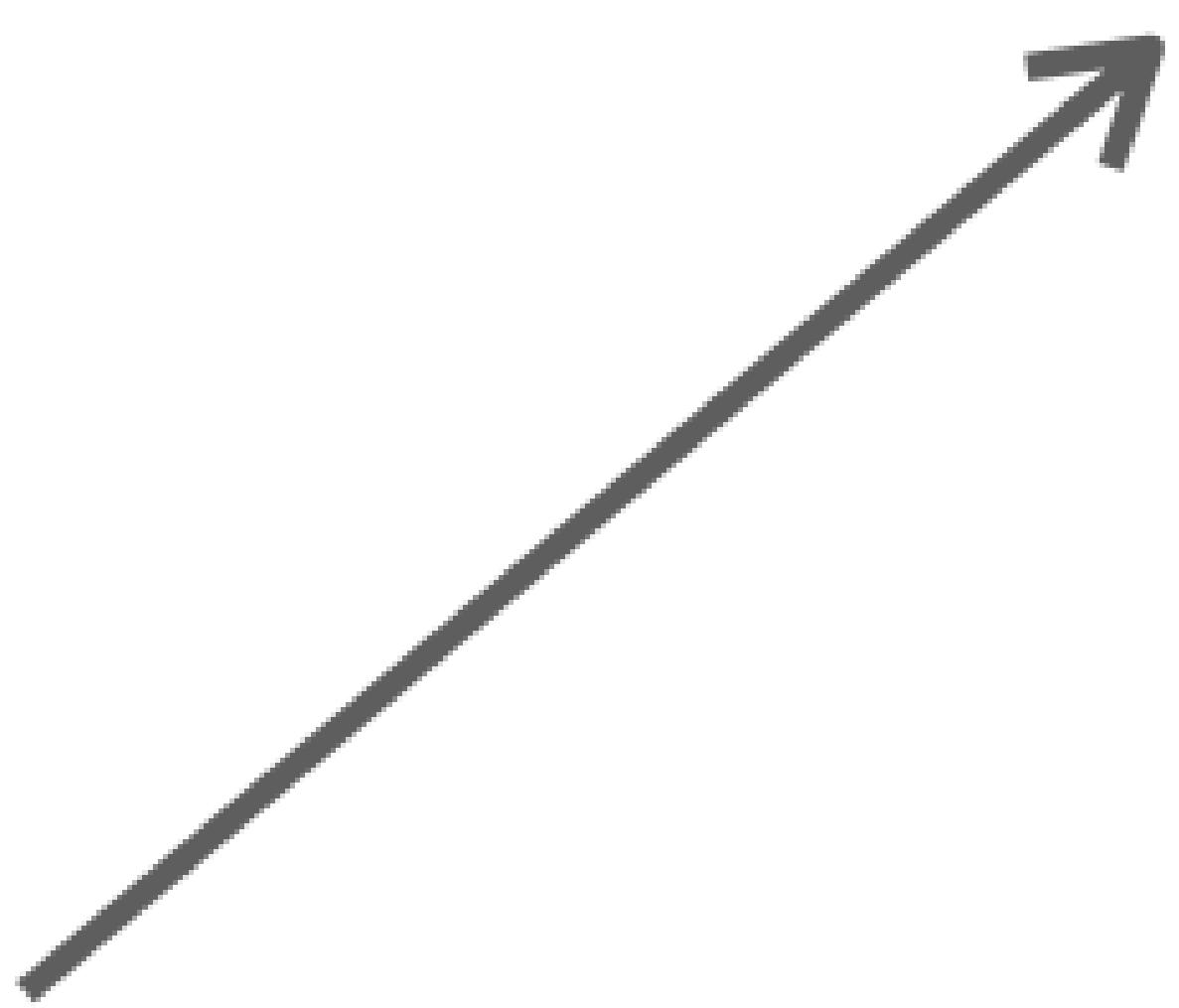
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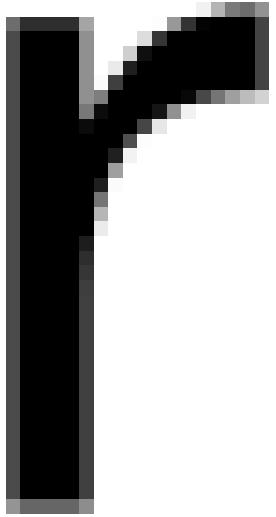
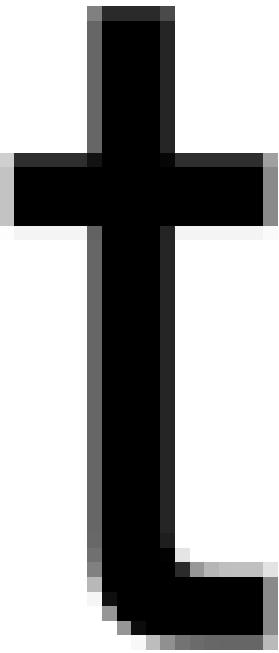
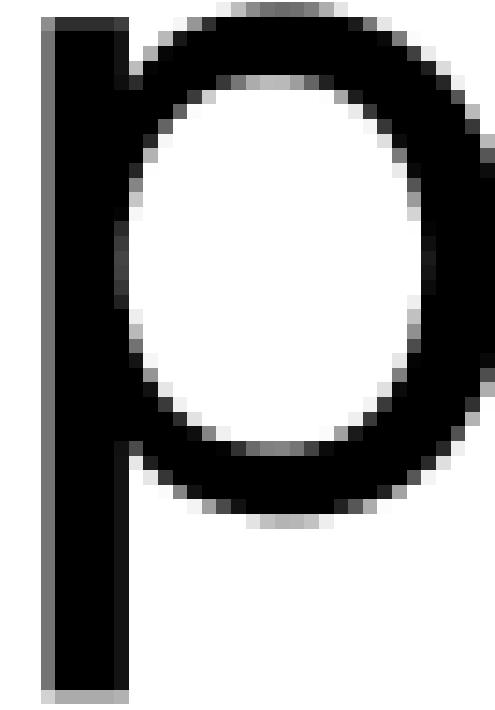
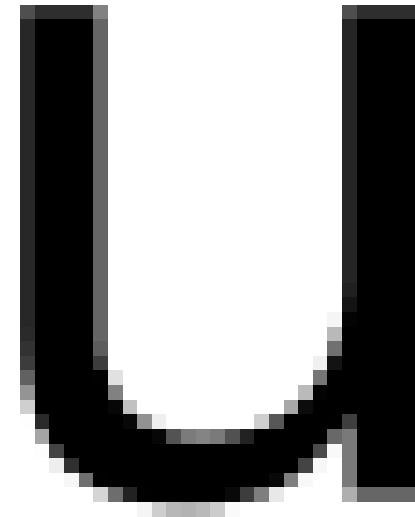
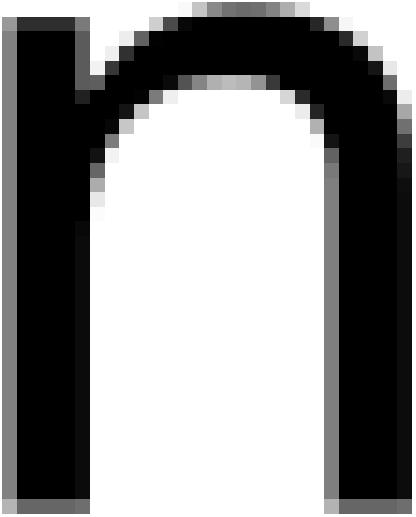
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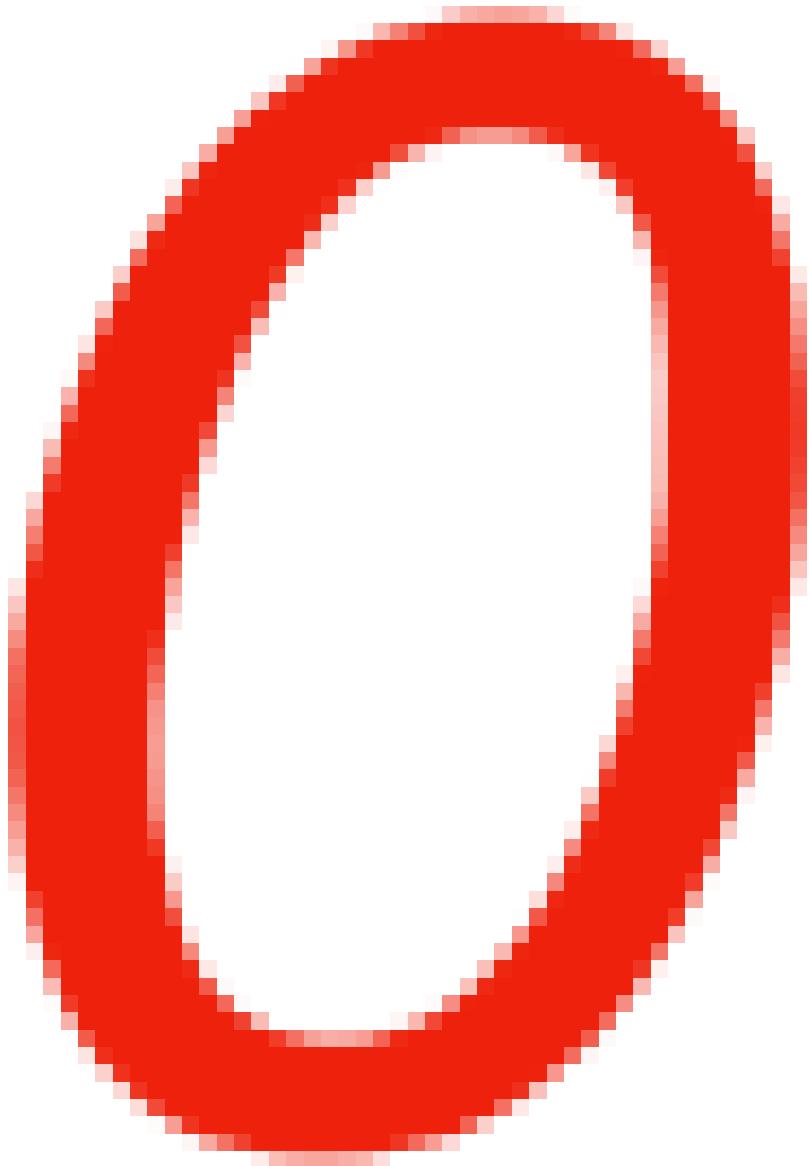
_name

HEAD

_next







_id

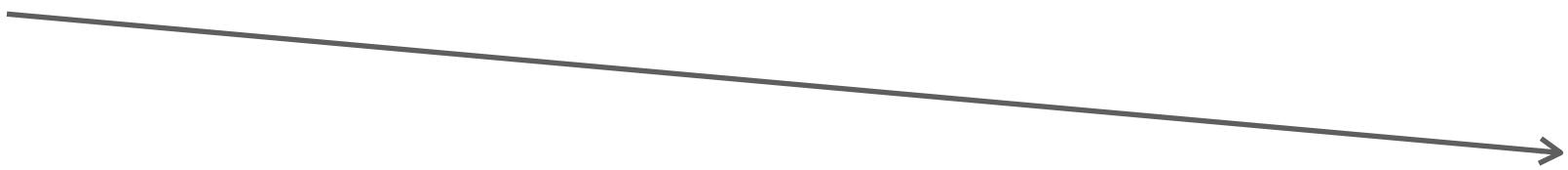
_name

_next

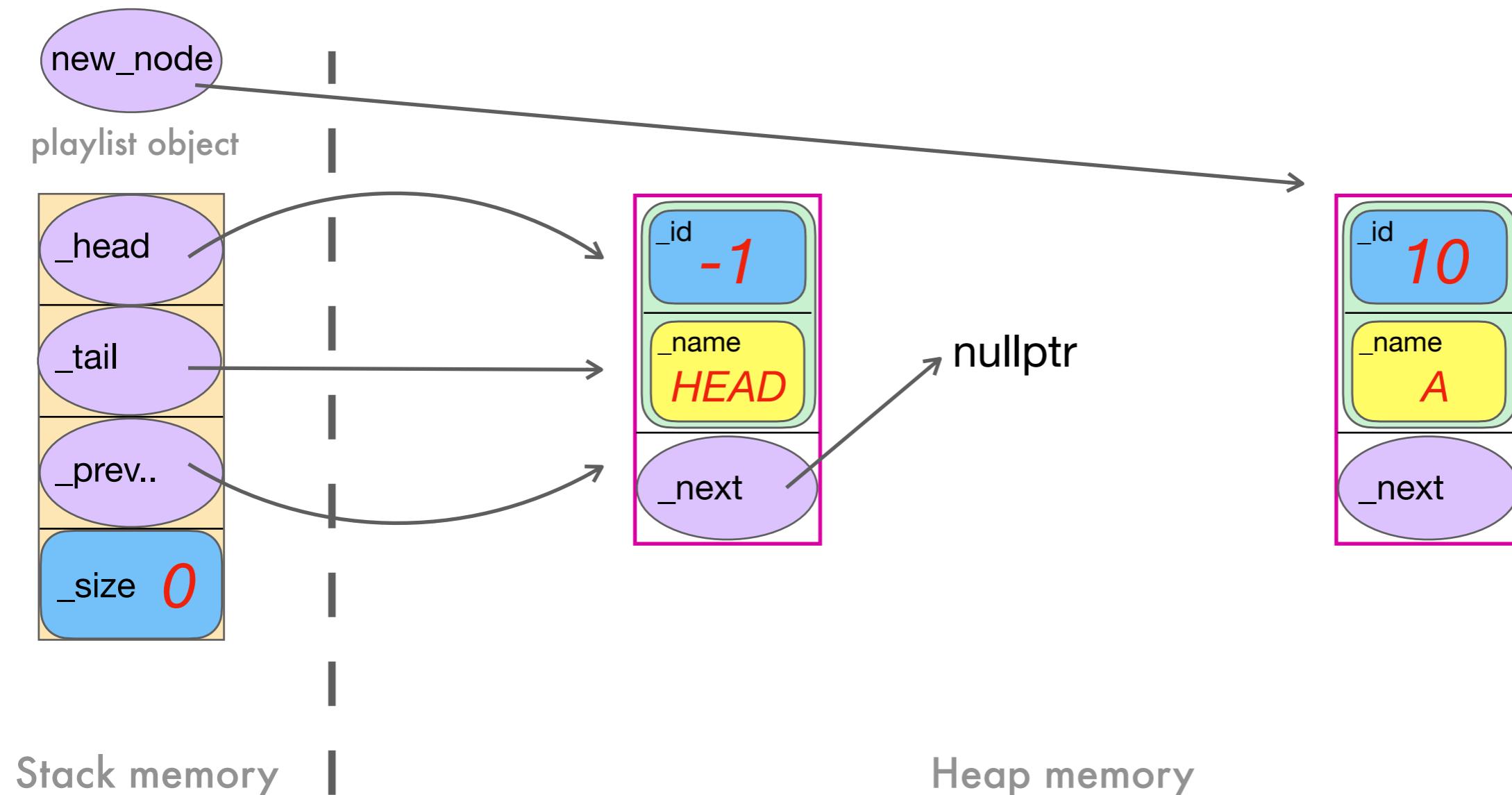
10

A

`new_node`

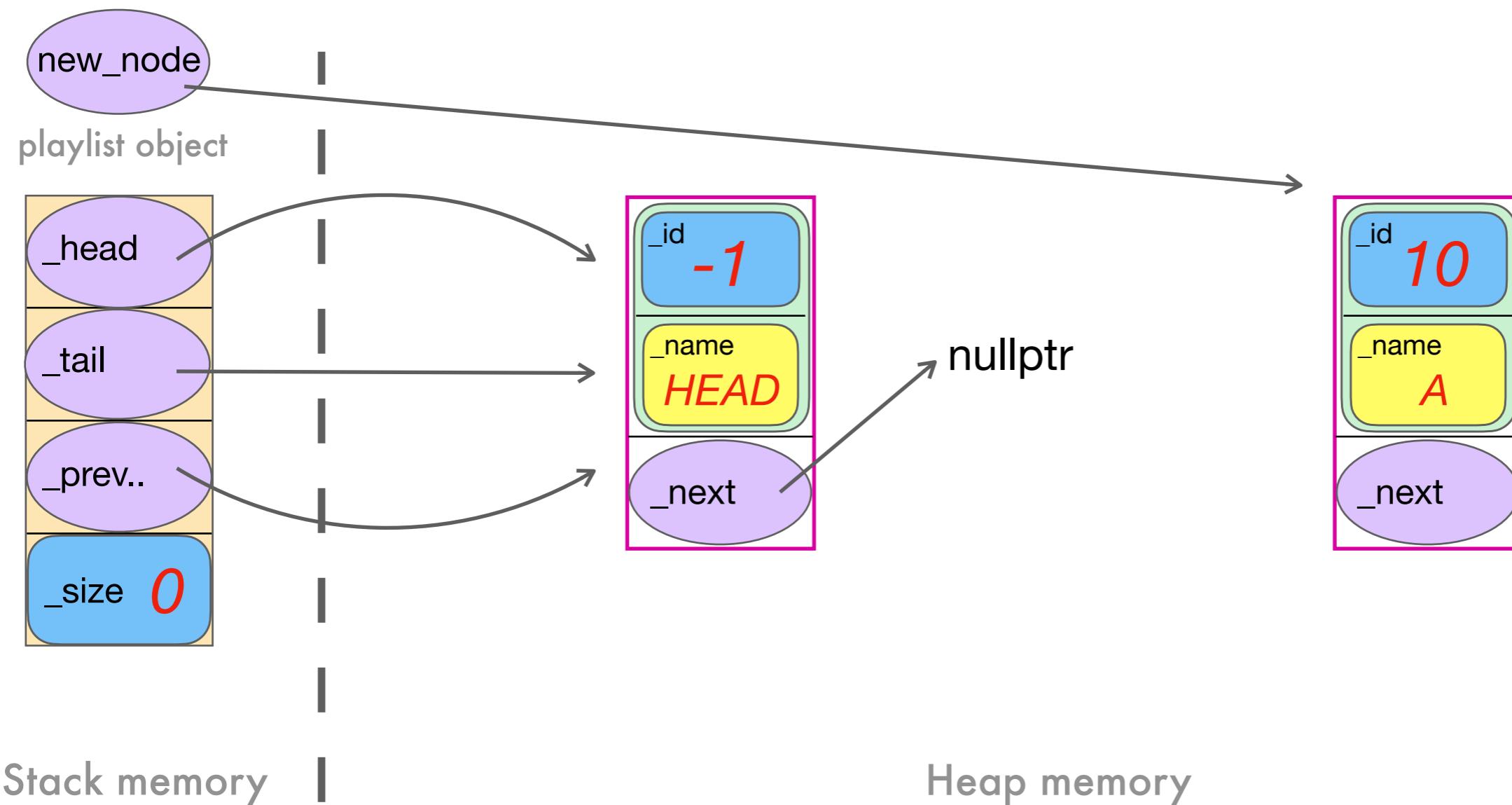


`insert_at_cursor()` will “new up” (allocate memory for) a new node which contains the user’s SongEntry..



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

Legend



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

Legend