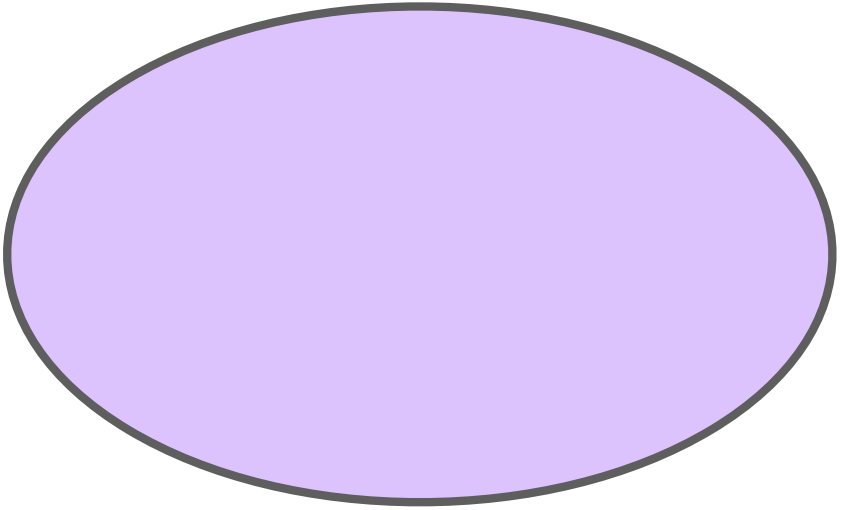
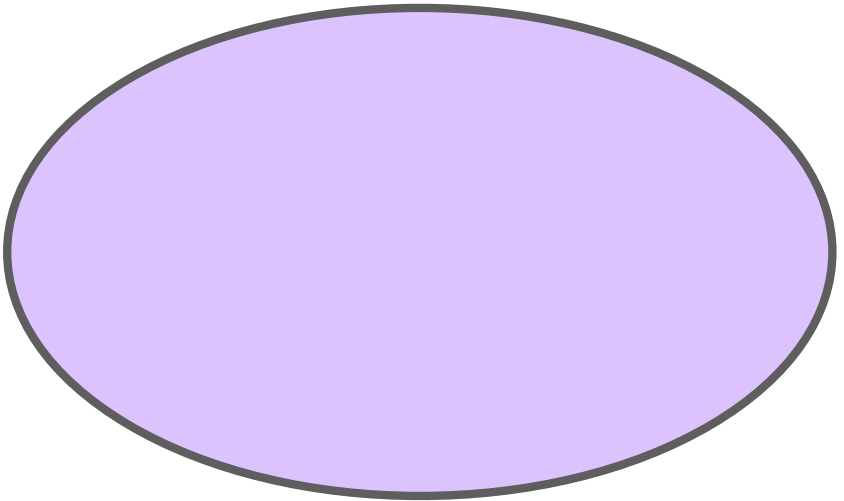
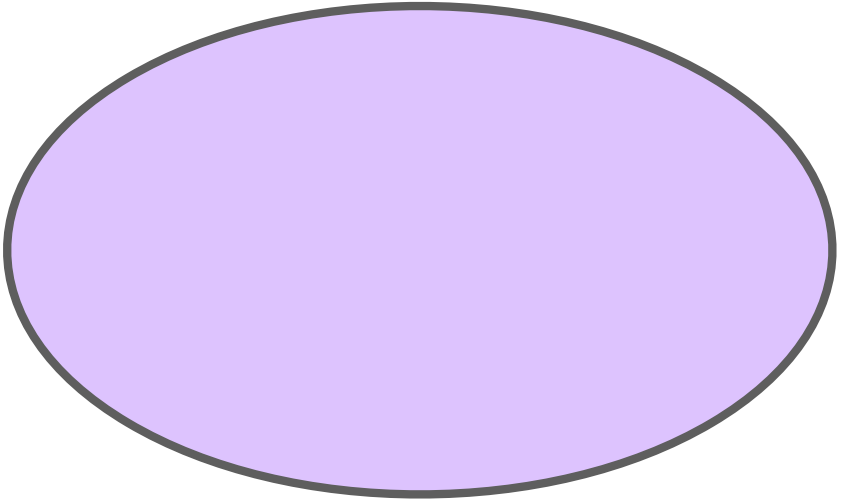
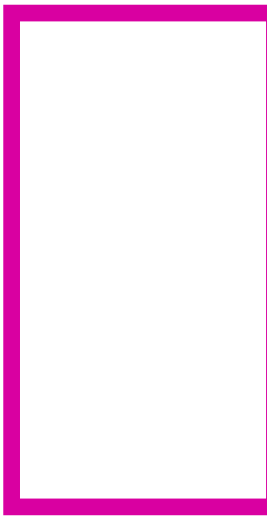




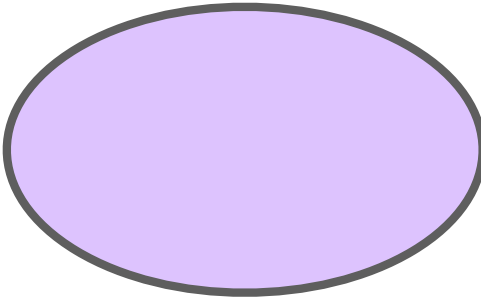


Playlist

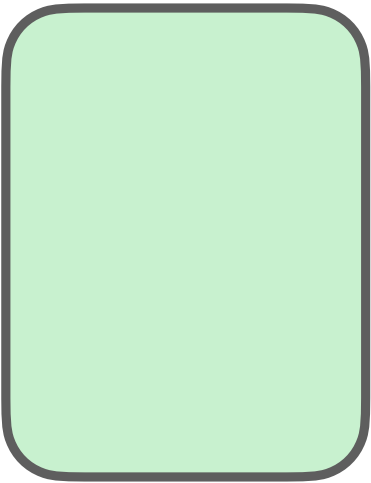
Legend



Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

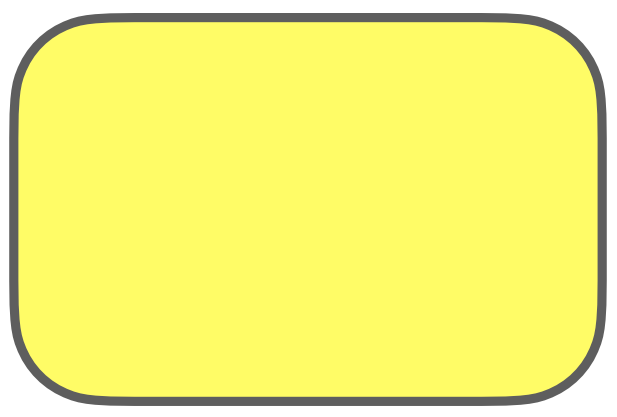
_prev..

_size

Stack memory

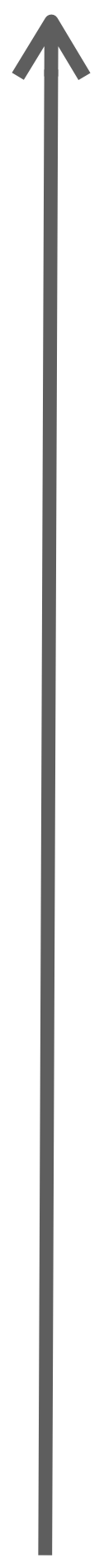
Heap memory

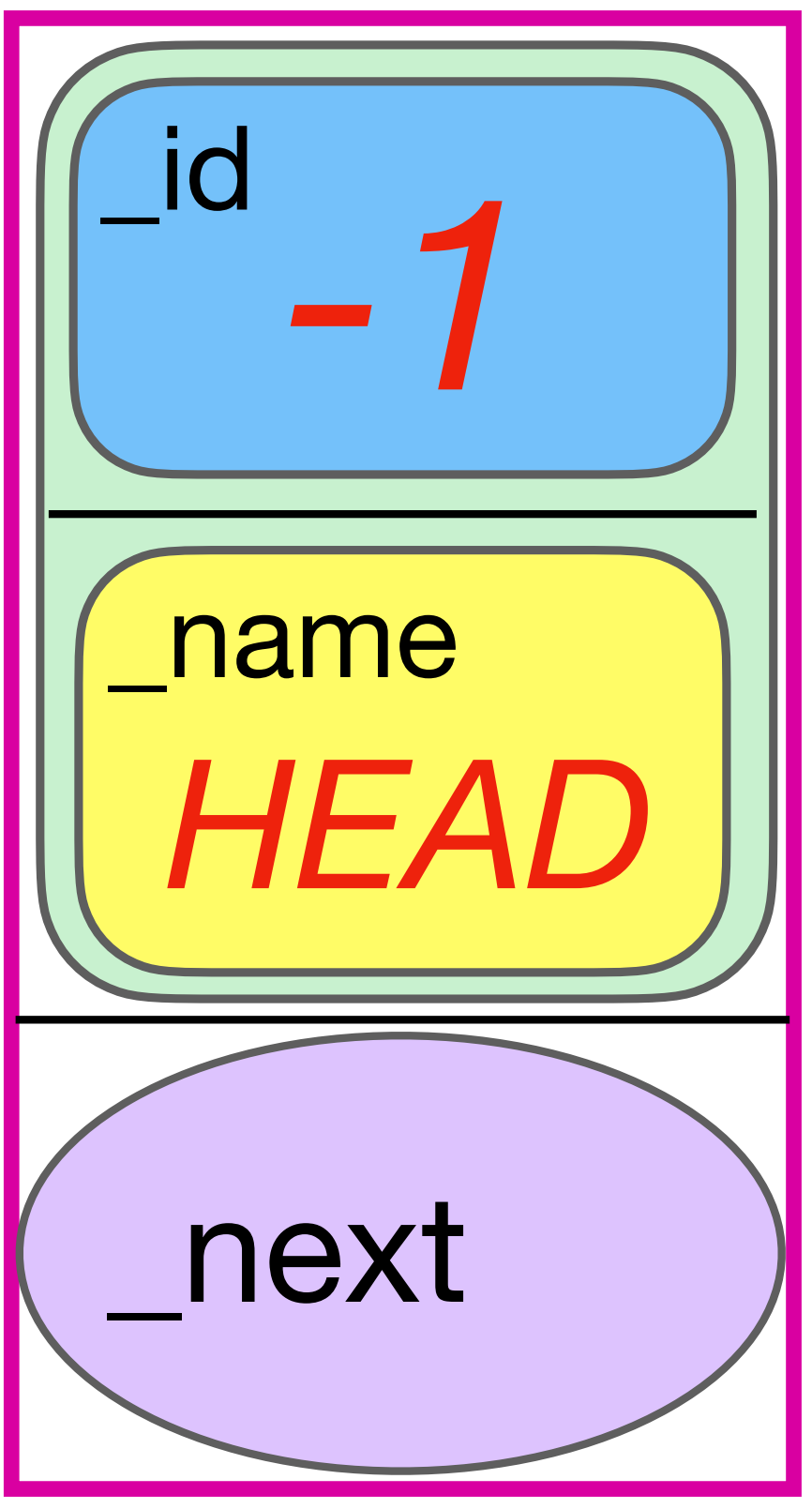
playlist object



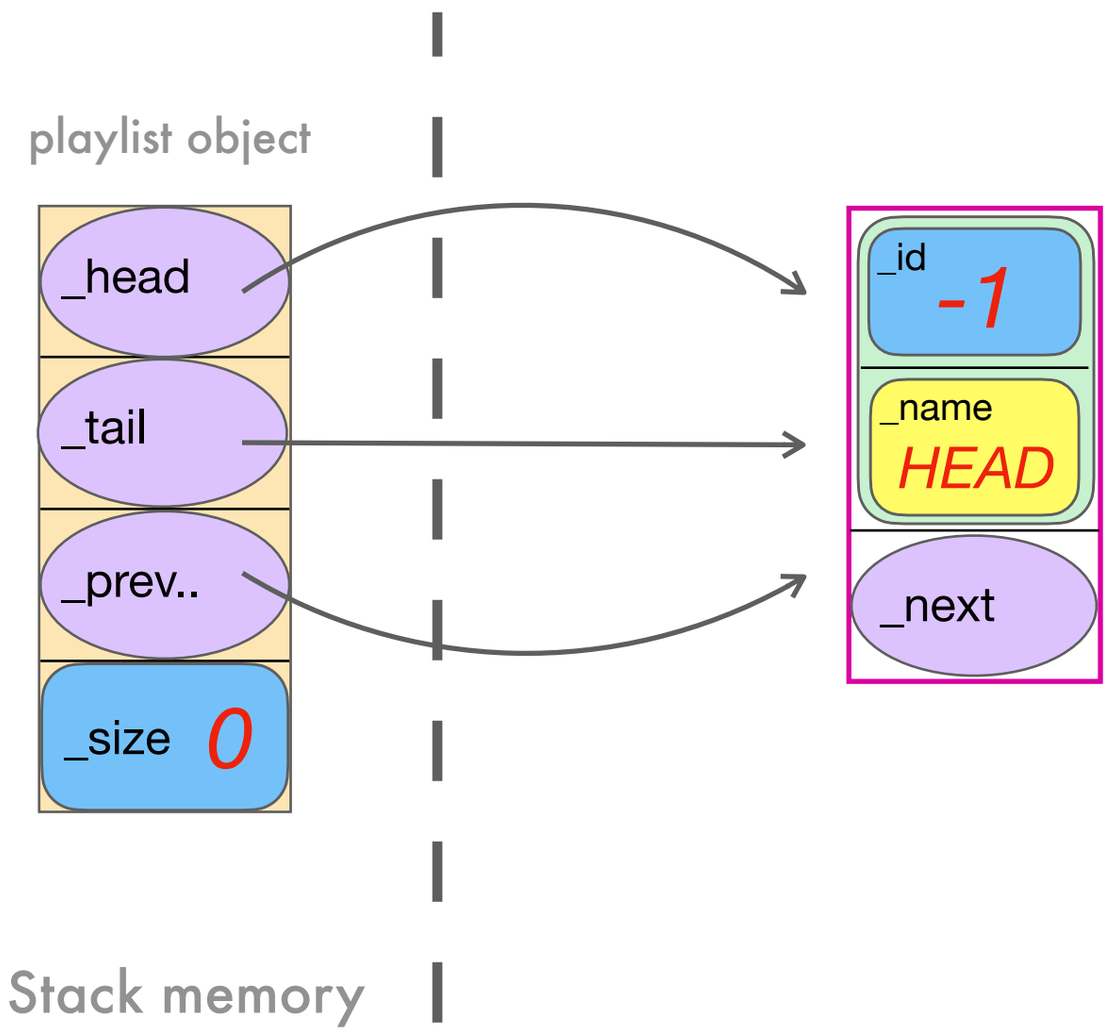
std::string

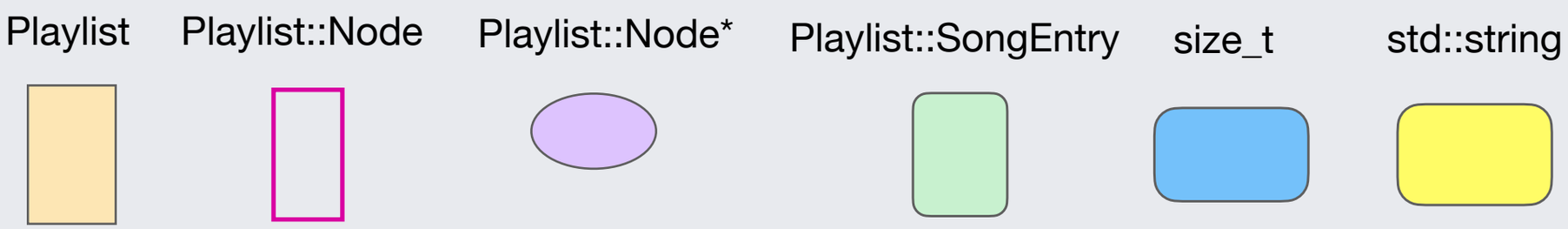
The head sentinel node is an implementation detail and does not represent any user data. Accordingly, _size should initialize to 0.

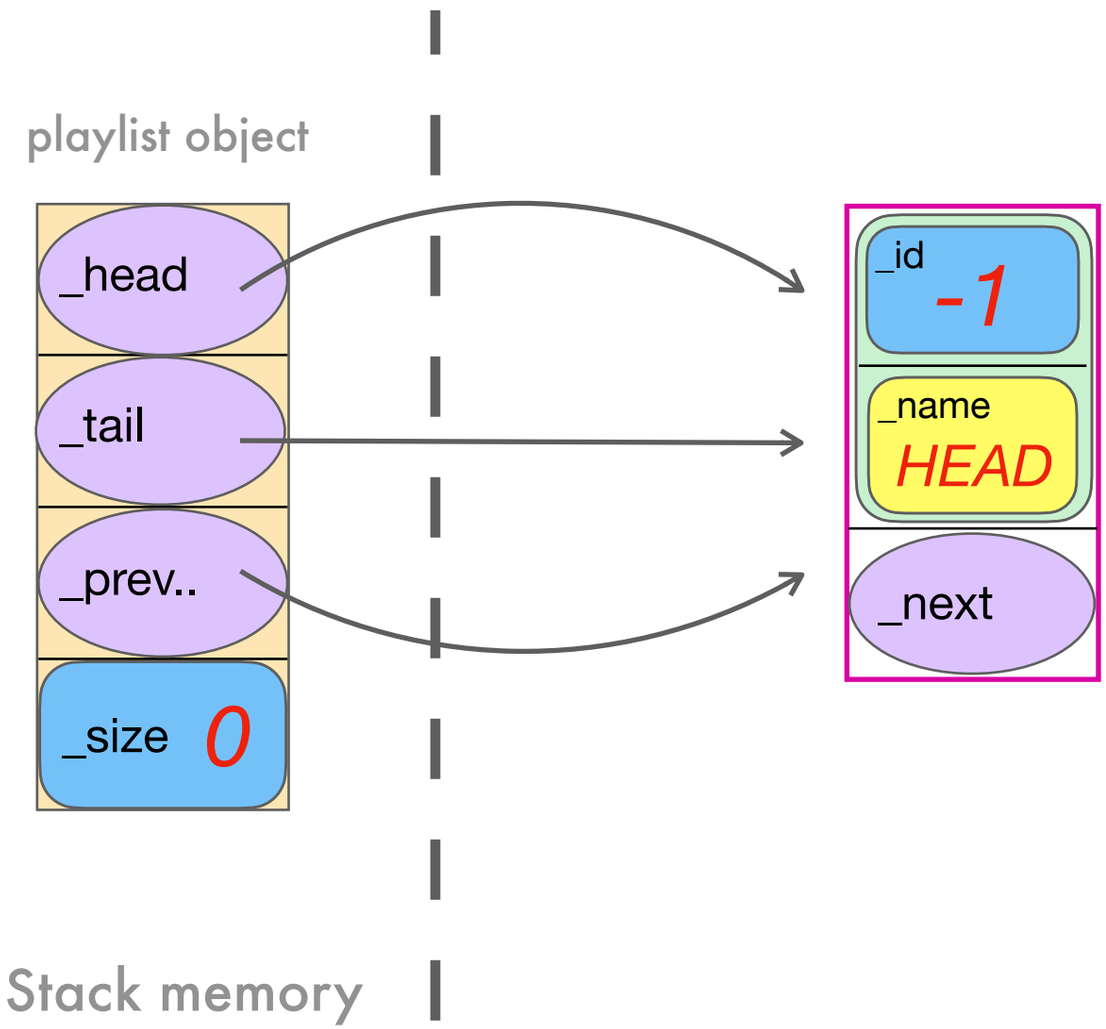


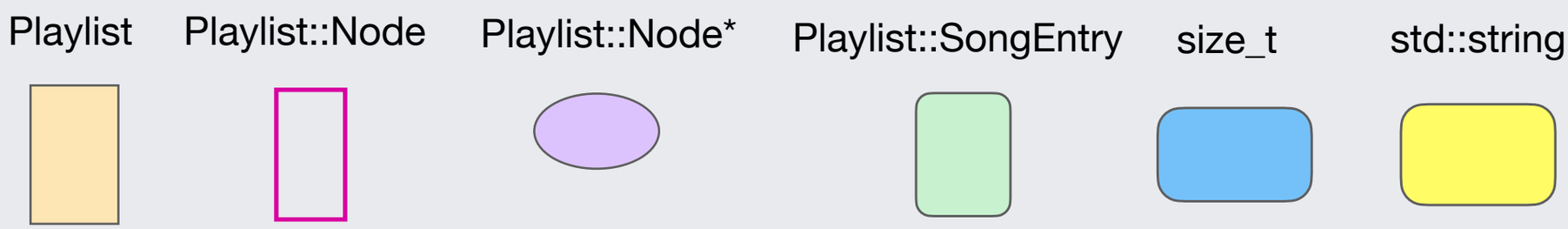

_id
-1
_name
HEAD
_next

The head sentinel node is an implementation detail and does not represent any user data. Accordingly, _size should initialize to 0.






playlist object
_head
_tail
_prev..
_size 0
_id -1
_name HEAD
_next
Stack memory
Heap memory


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