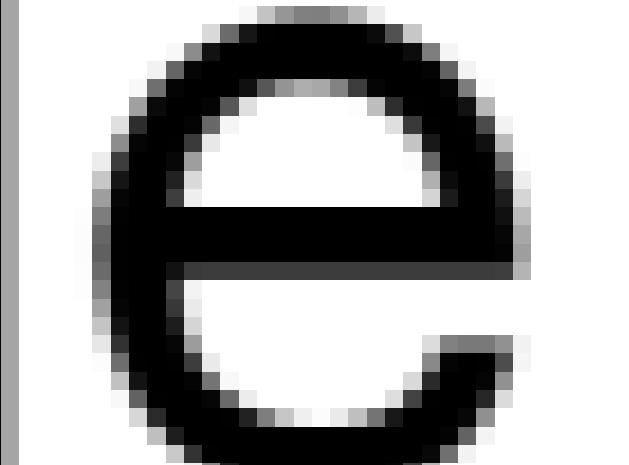
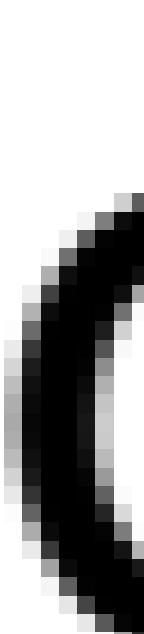
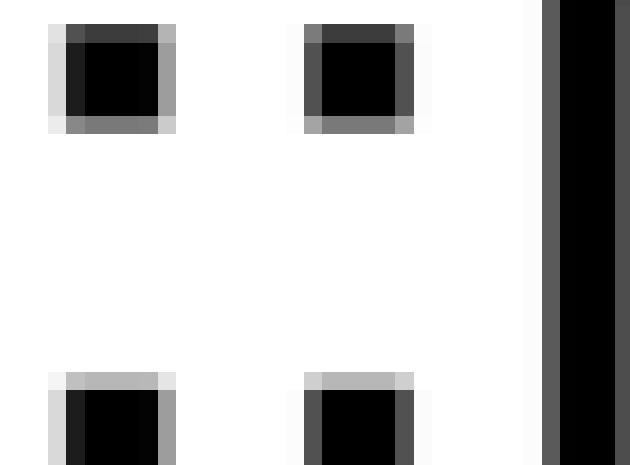
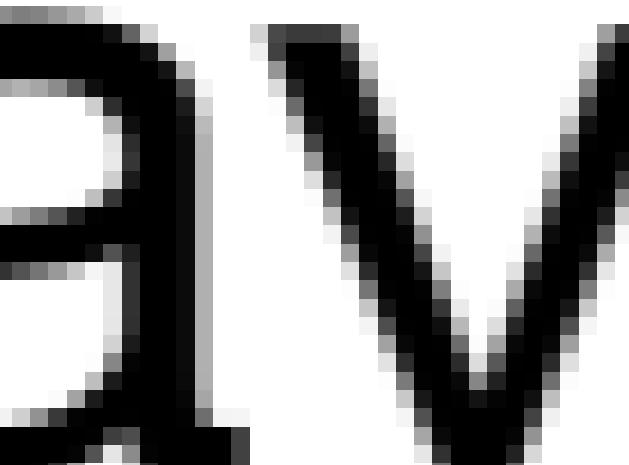
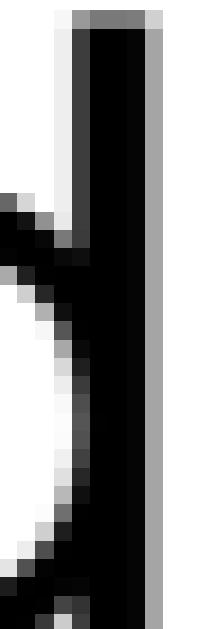
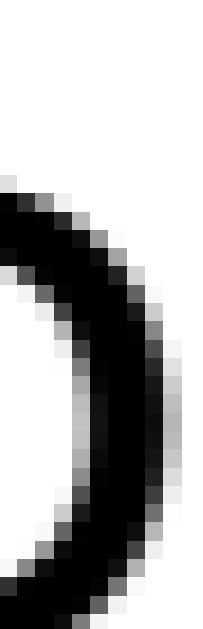
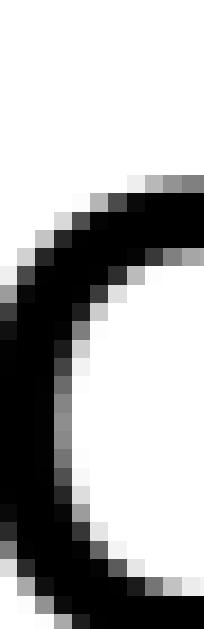
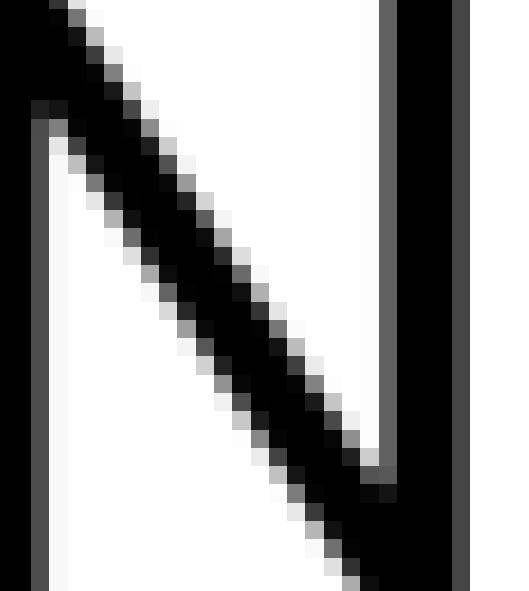
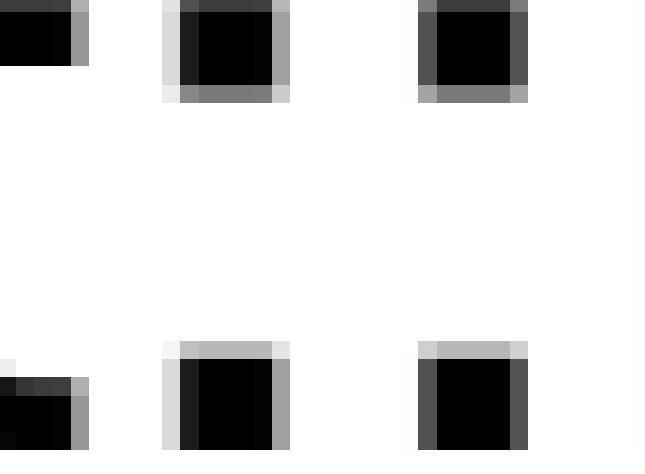
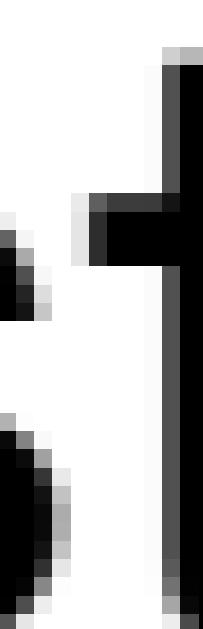
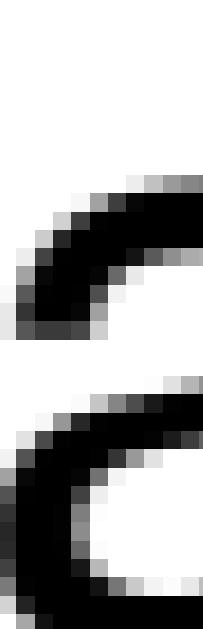


Legend





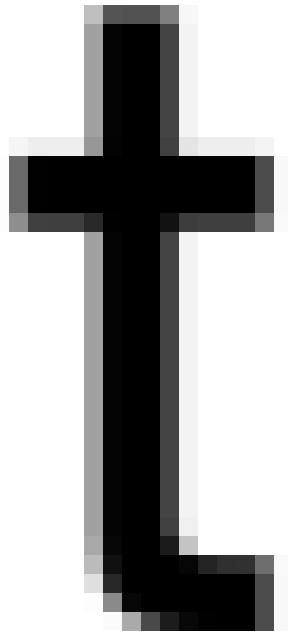






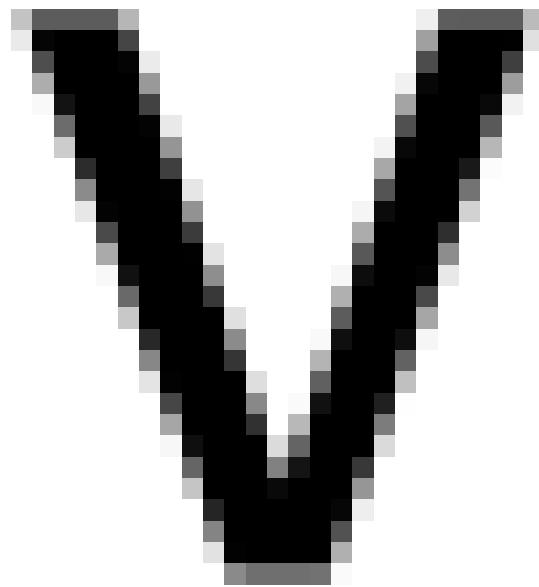
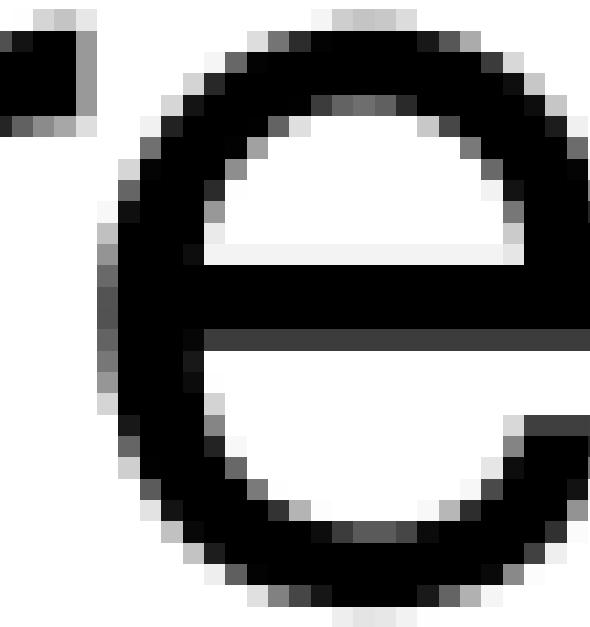
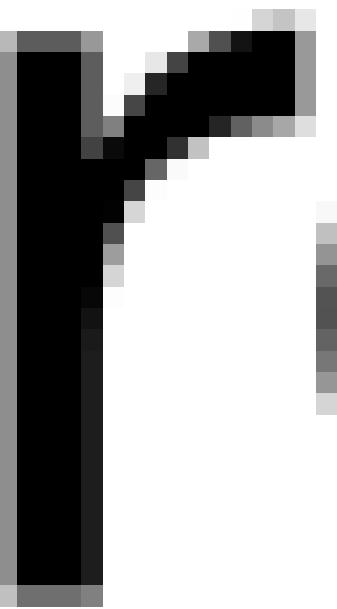
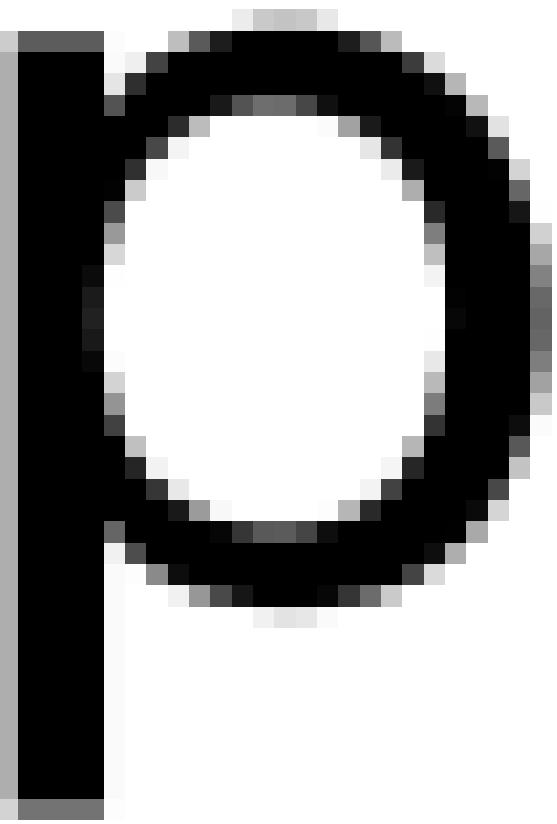
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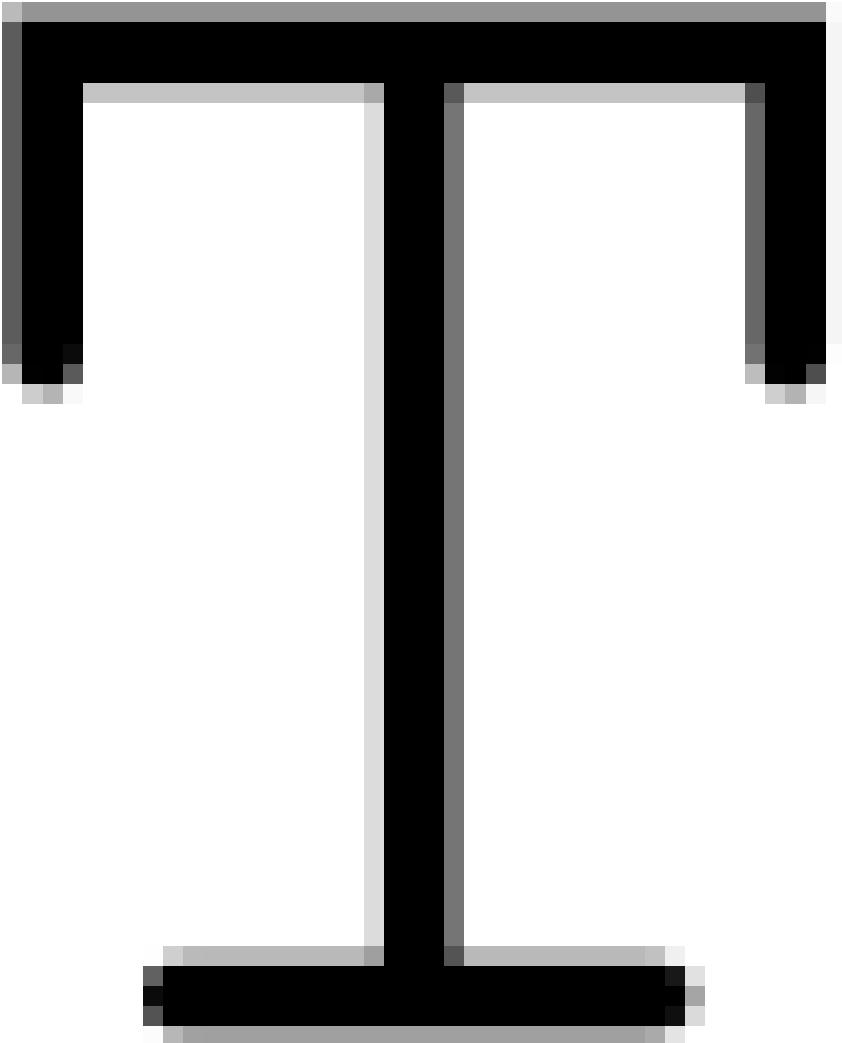
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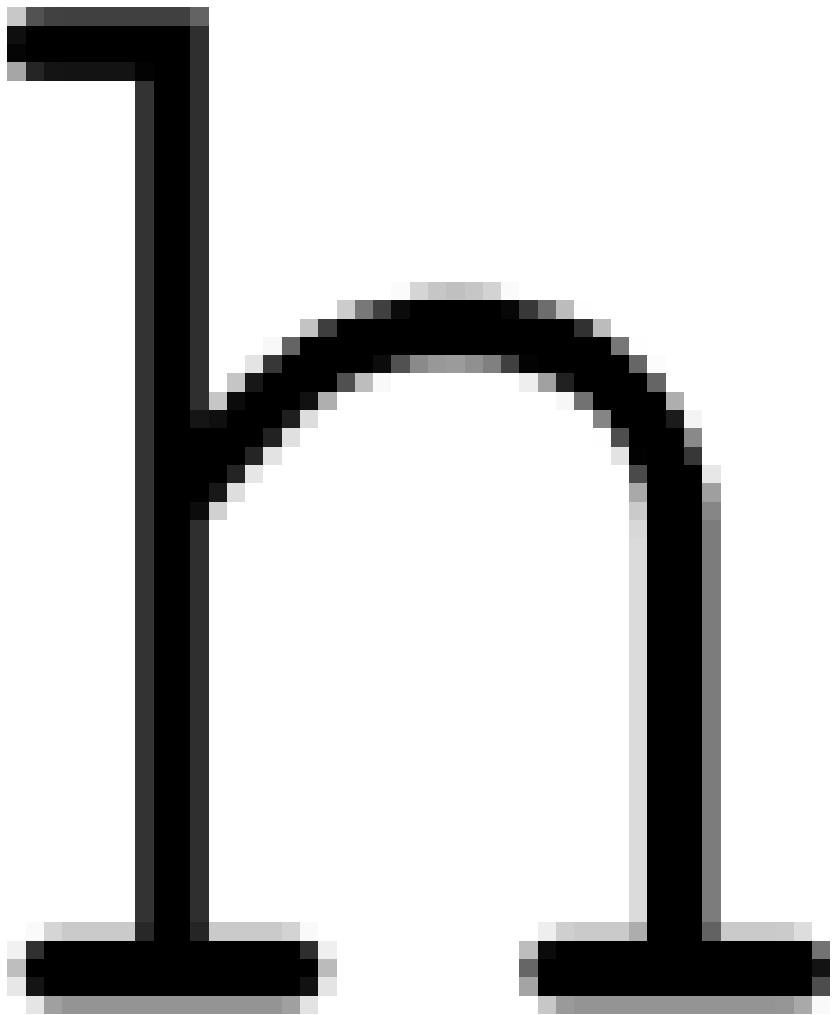
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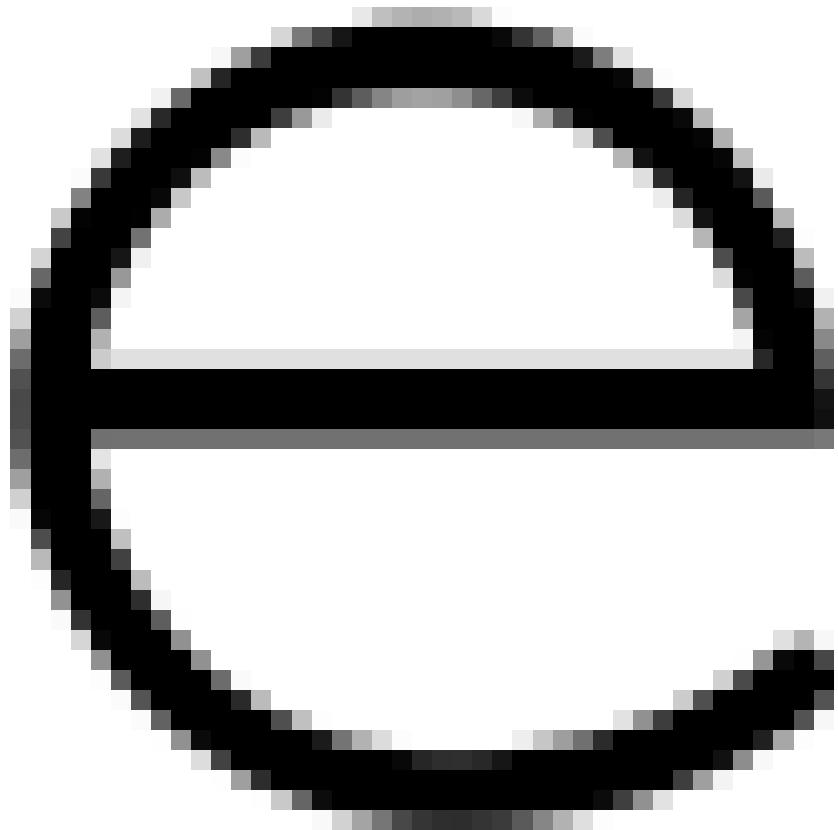
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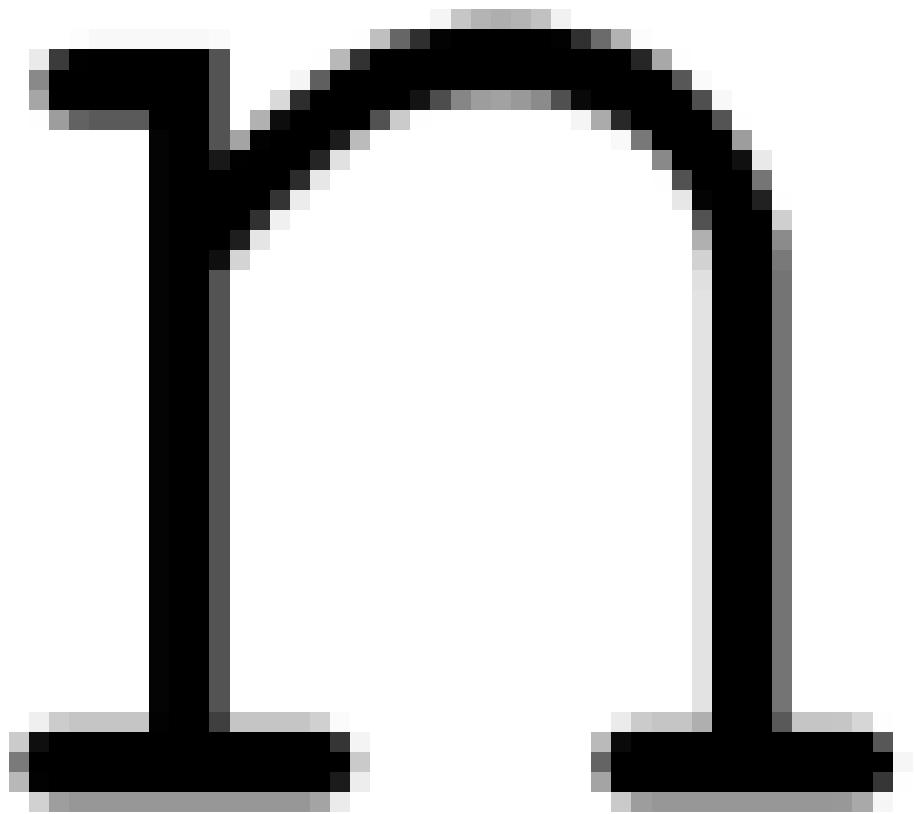


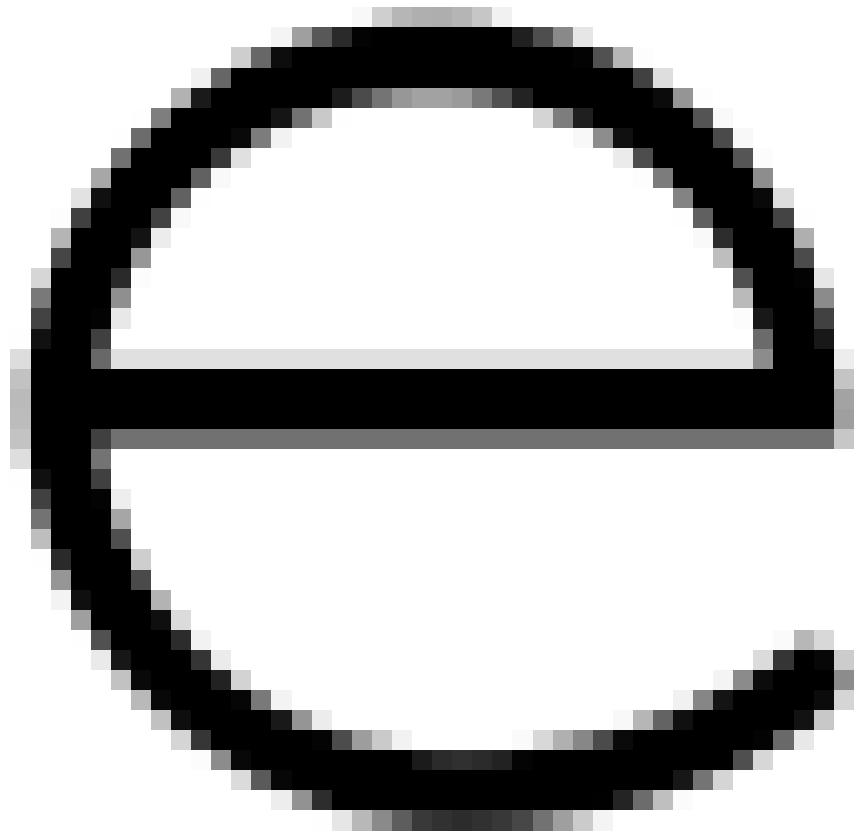


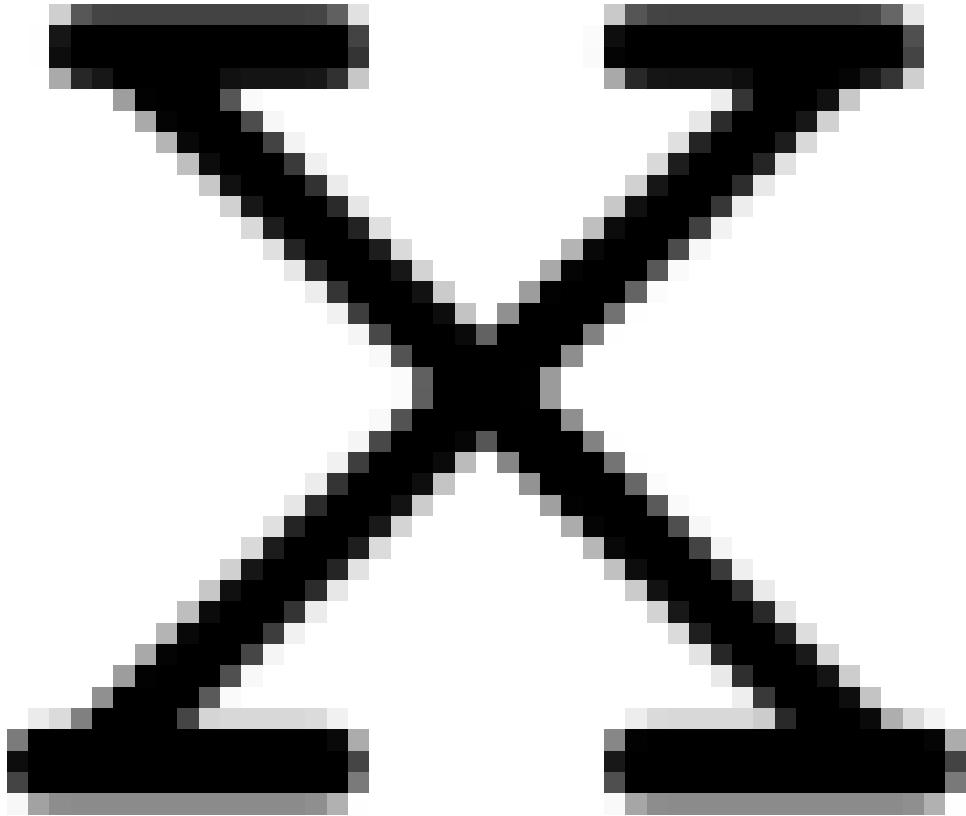


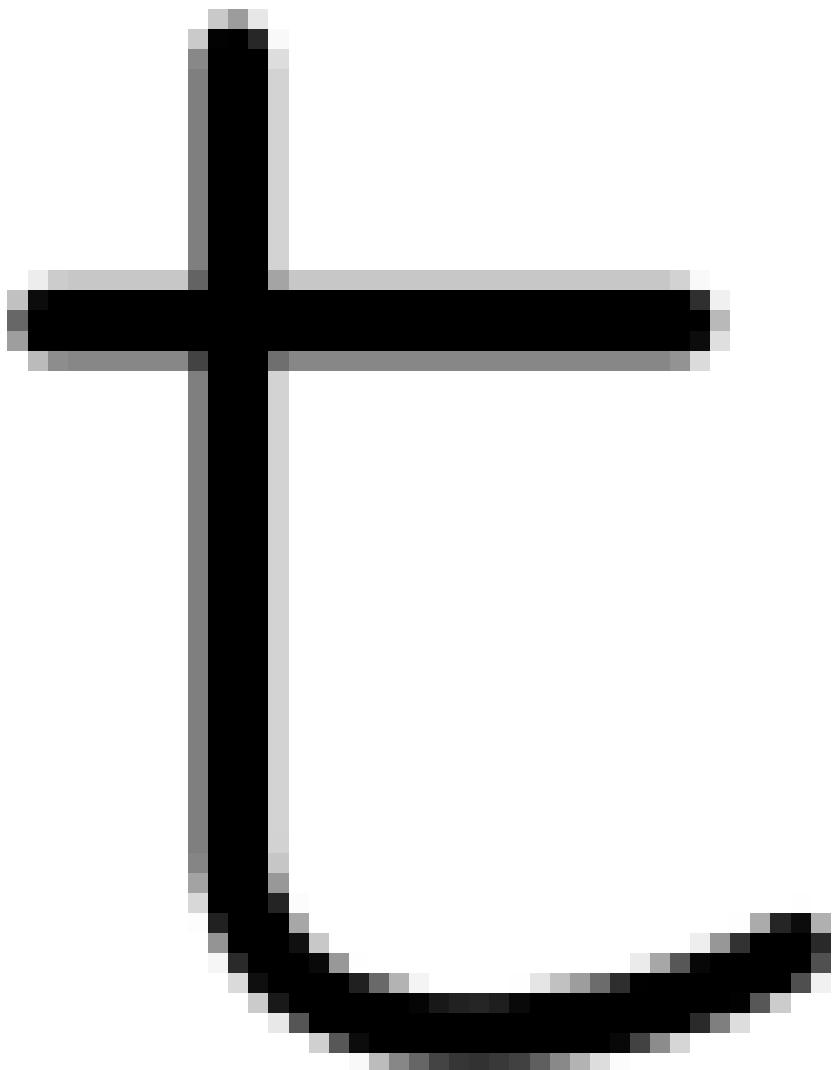




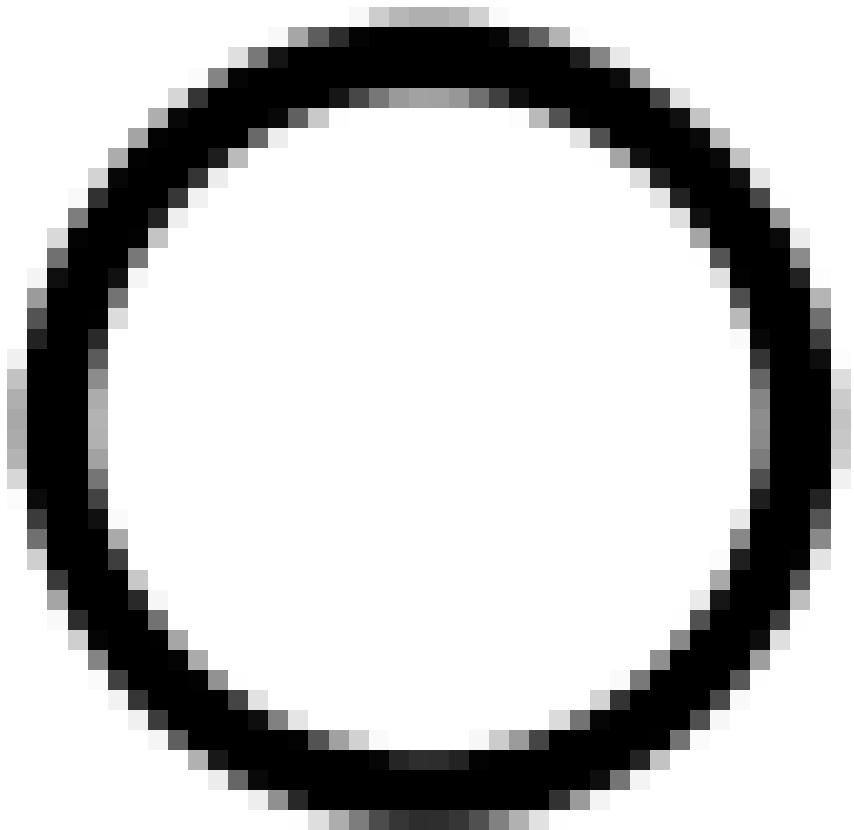




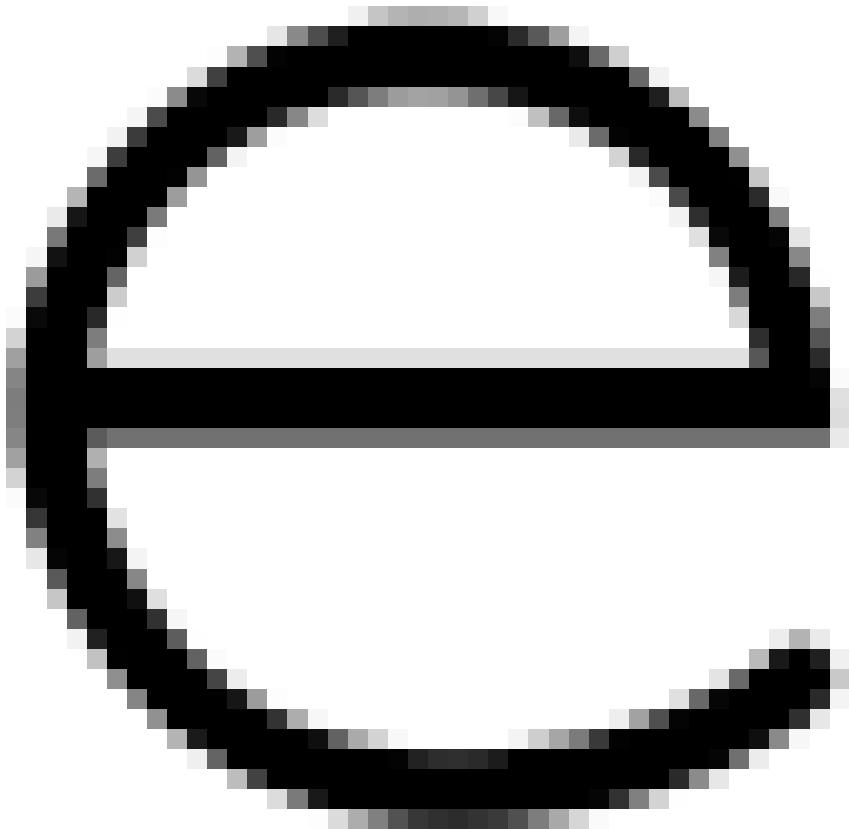


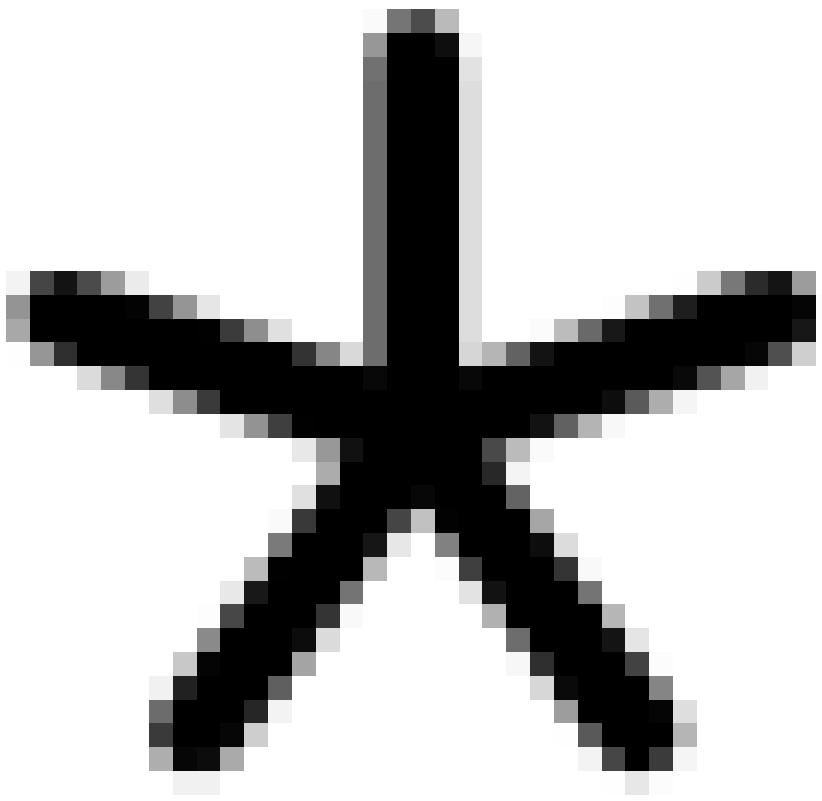






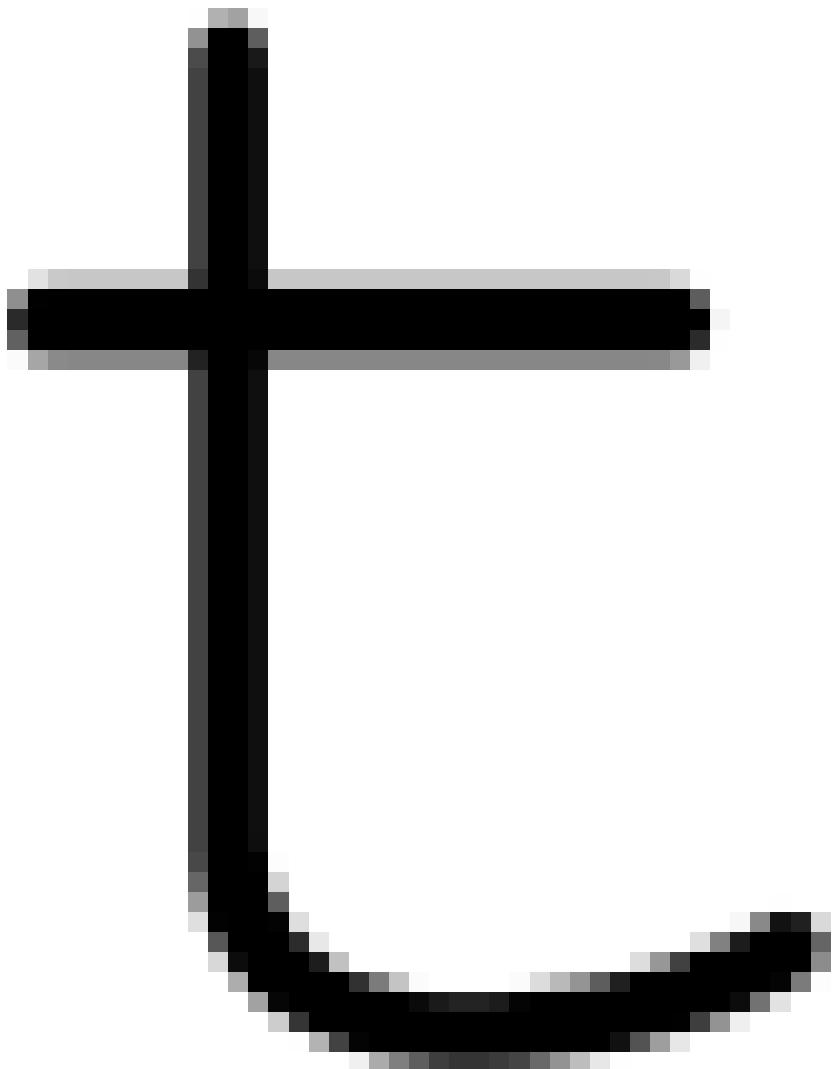




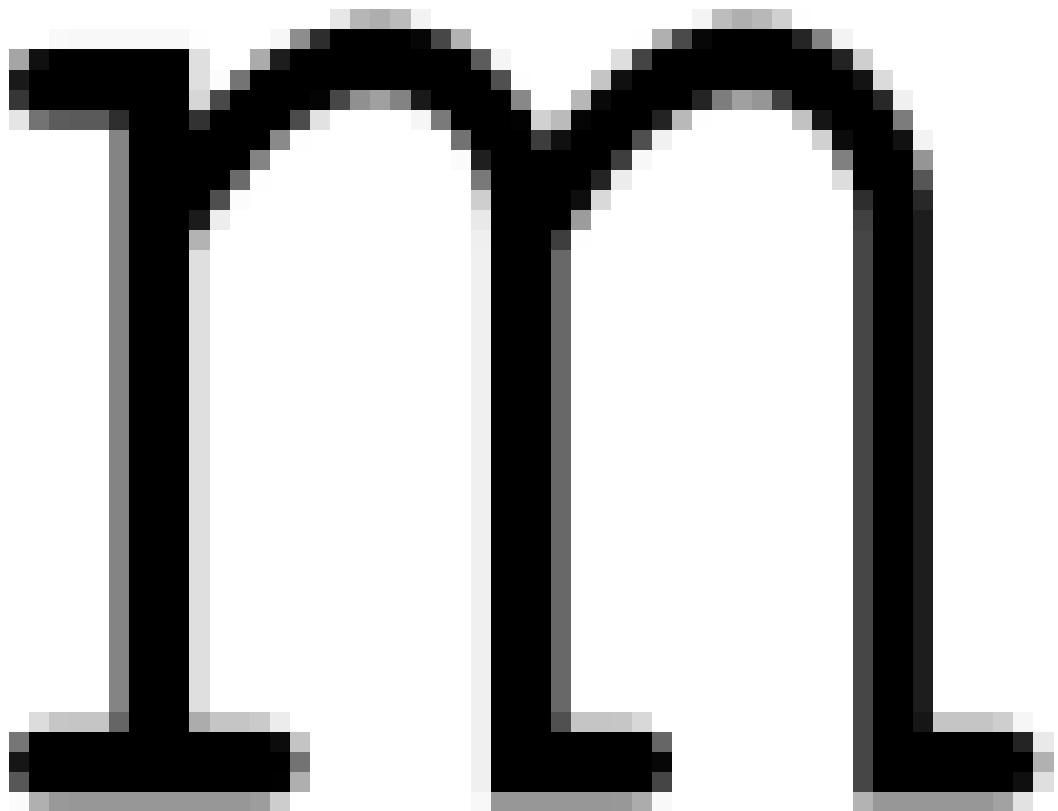


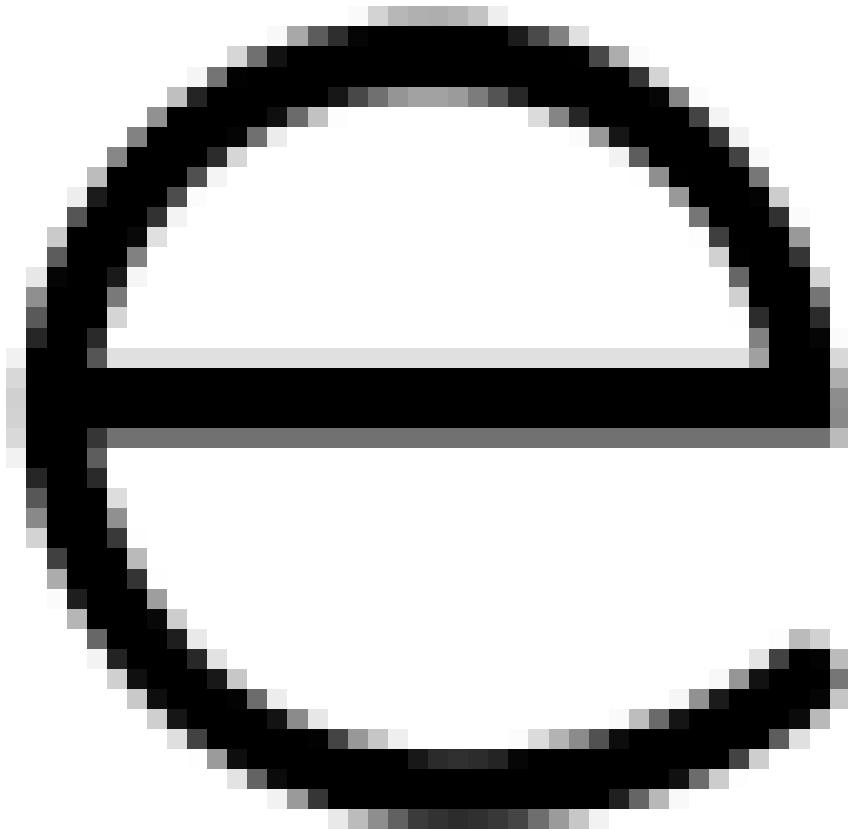


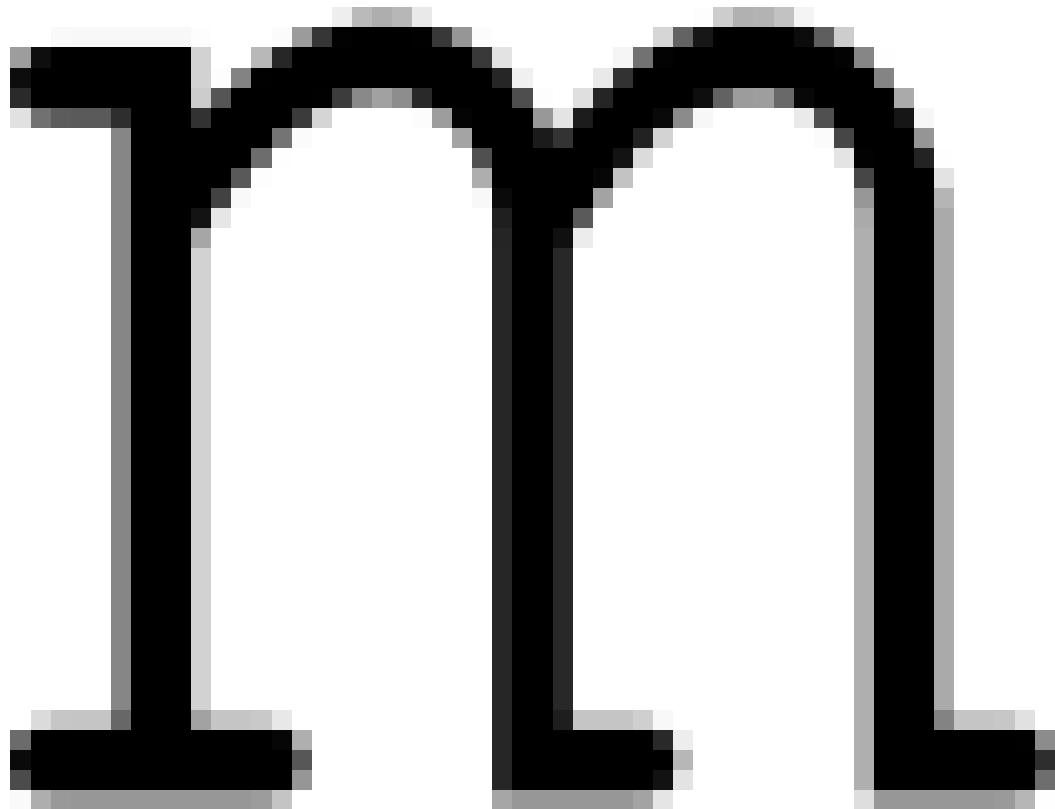




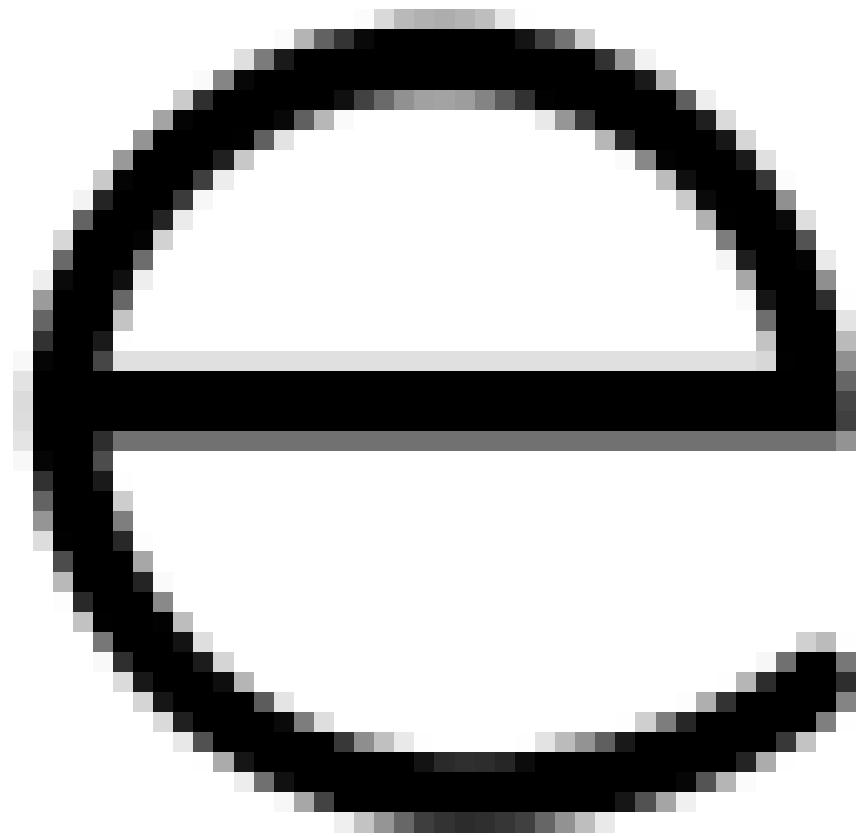


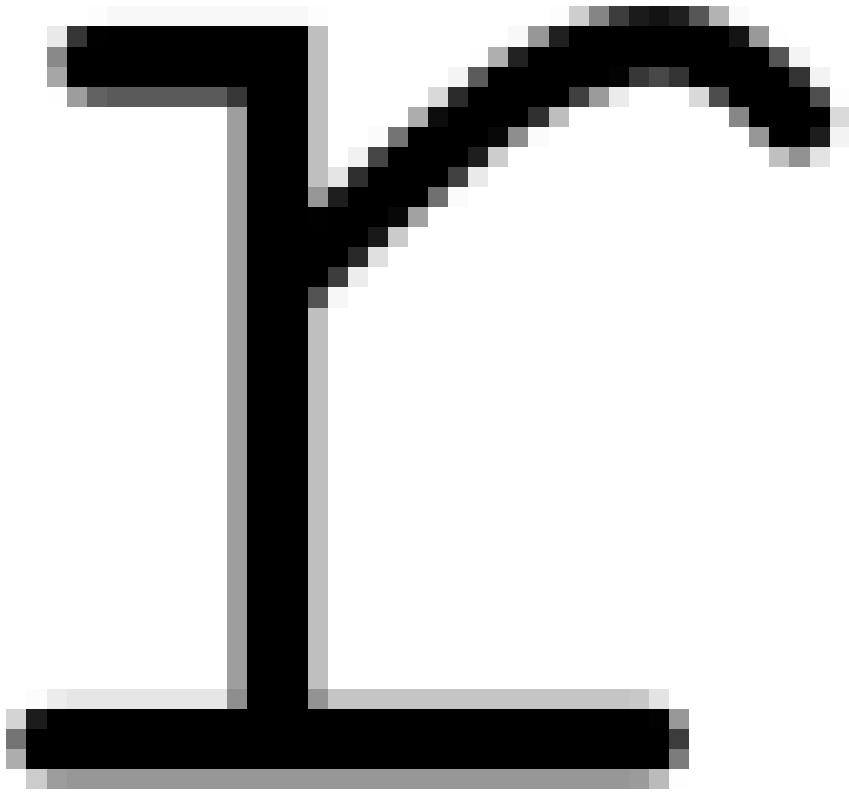


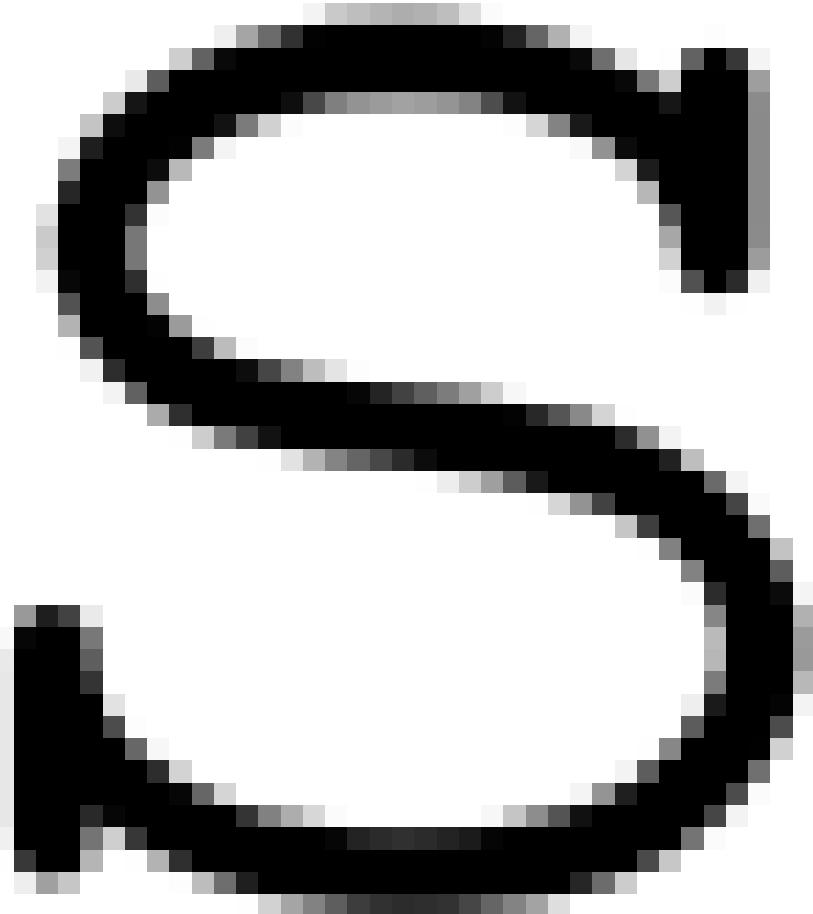


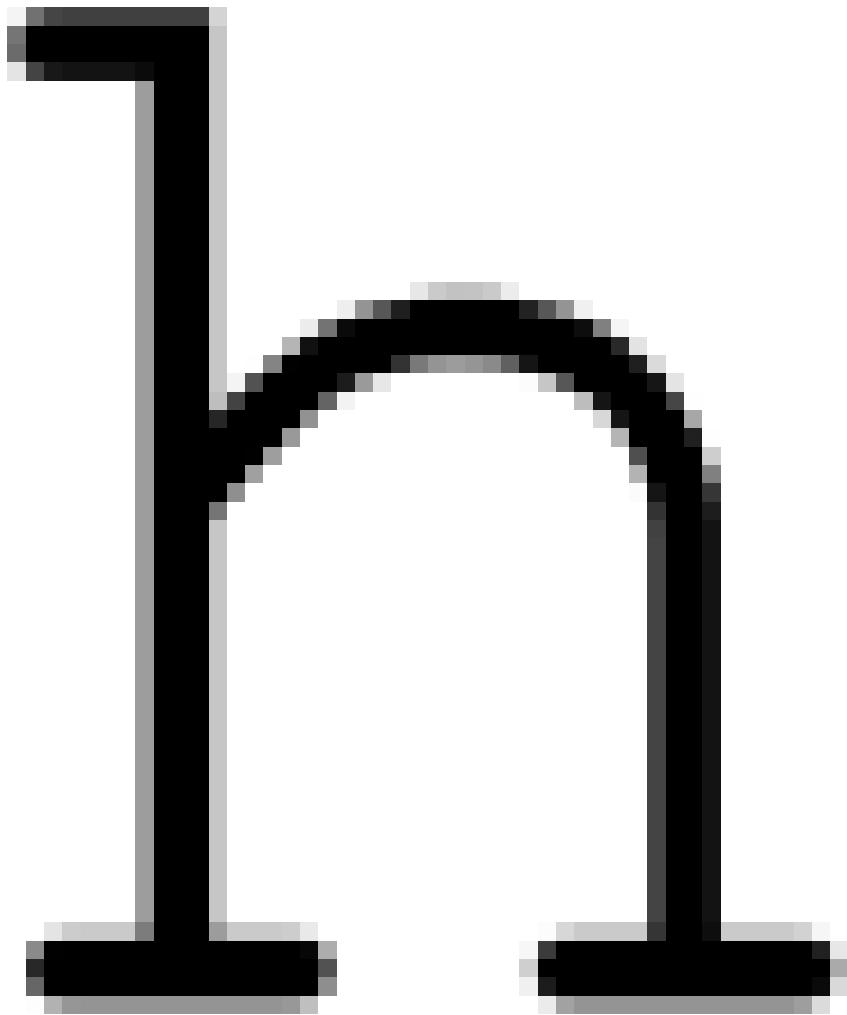


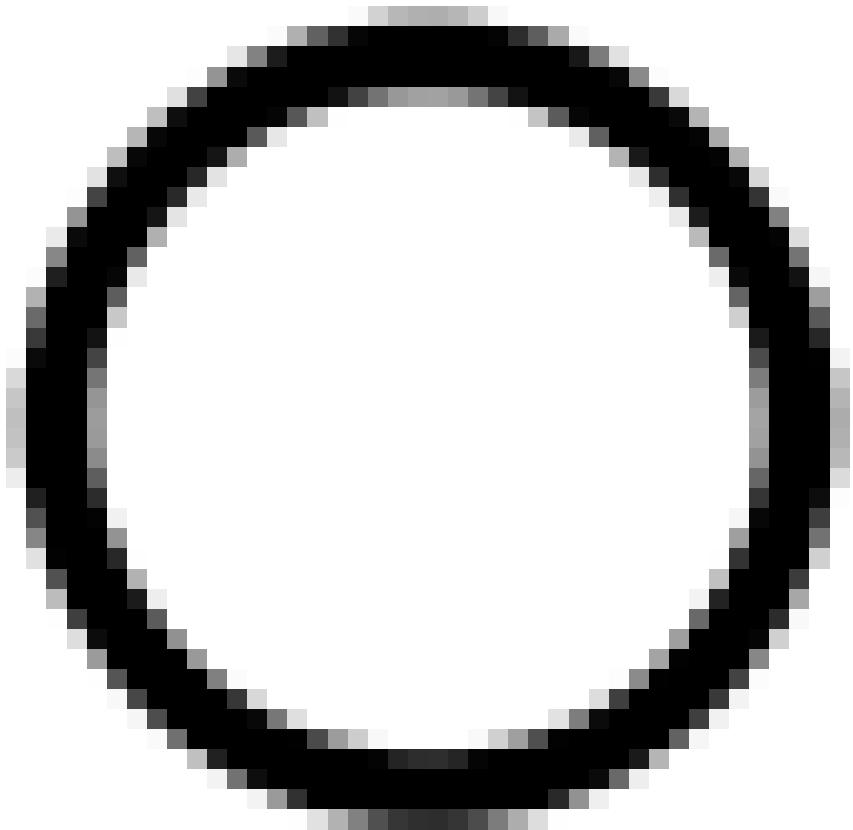


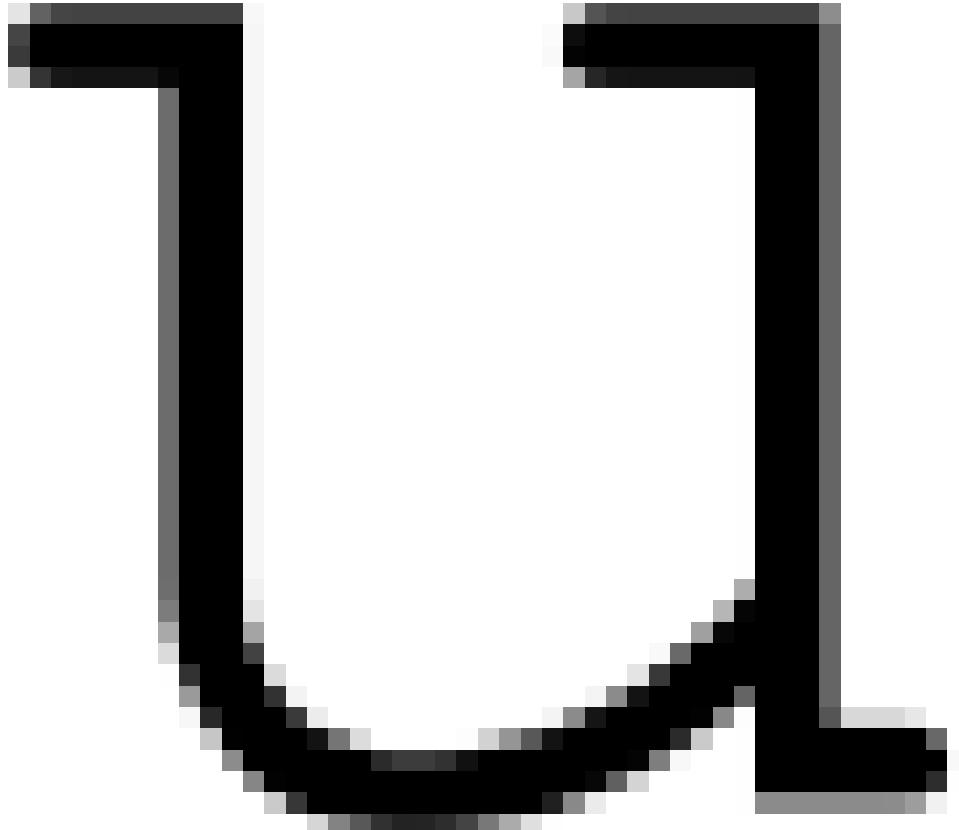


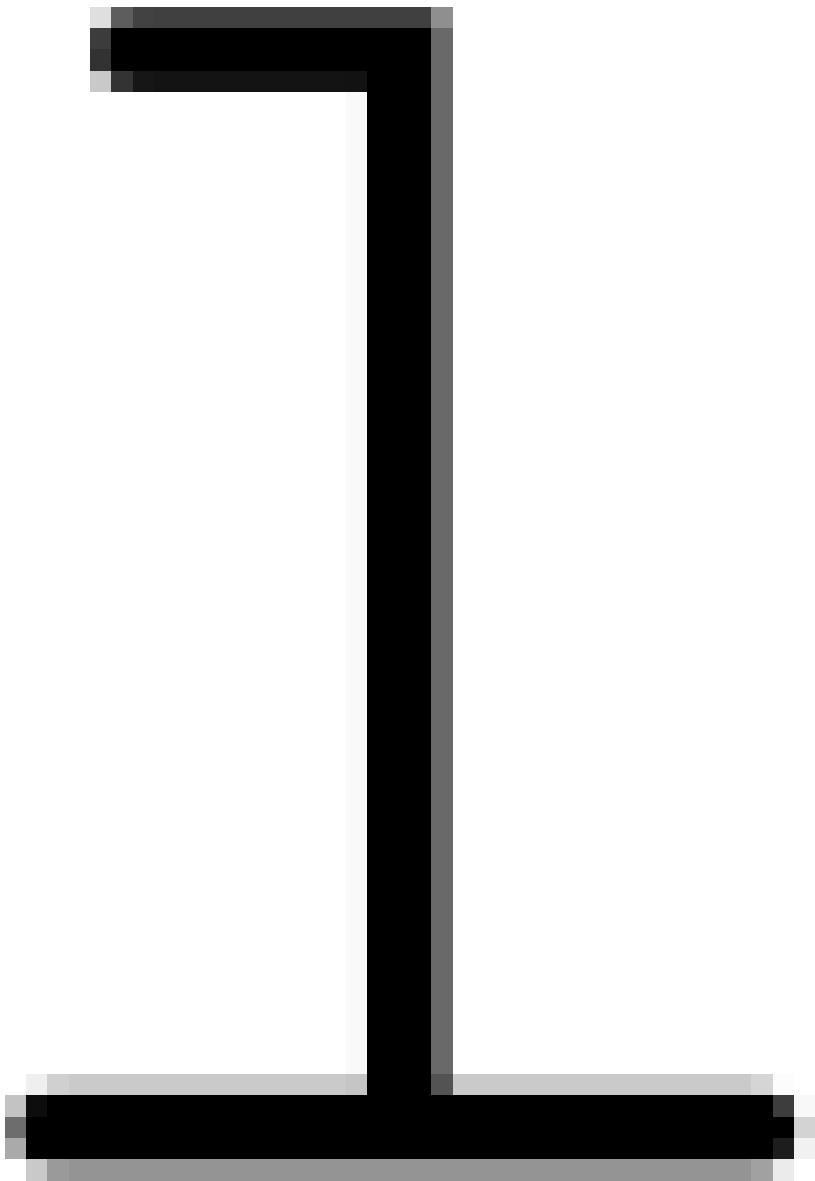






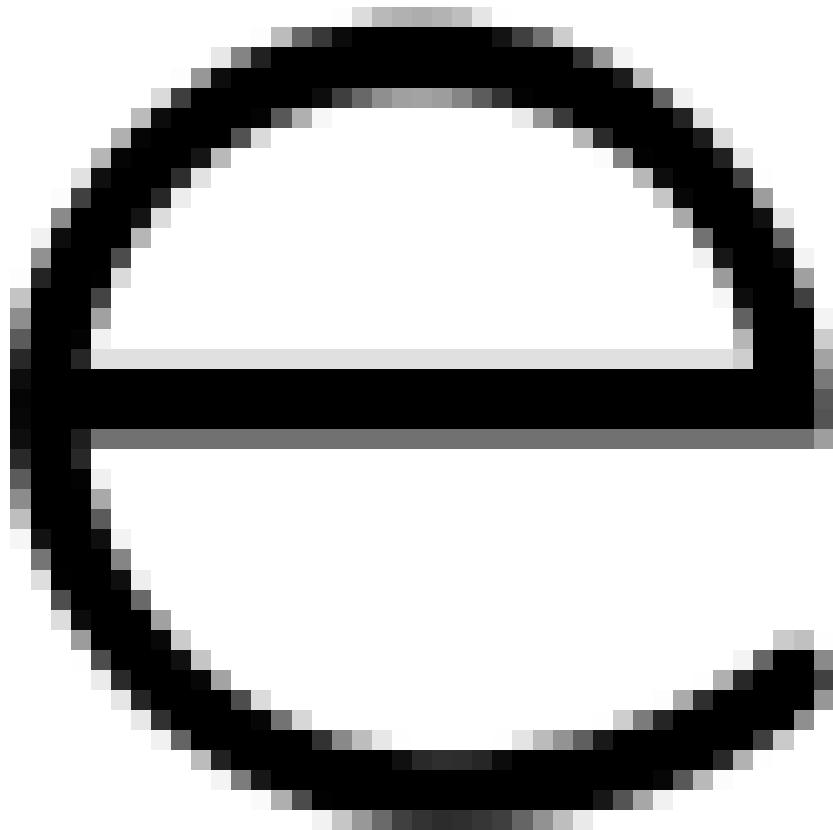


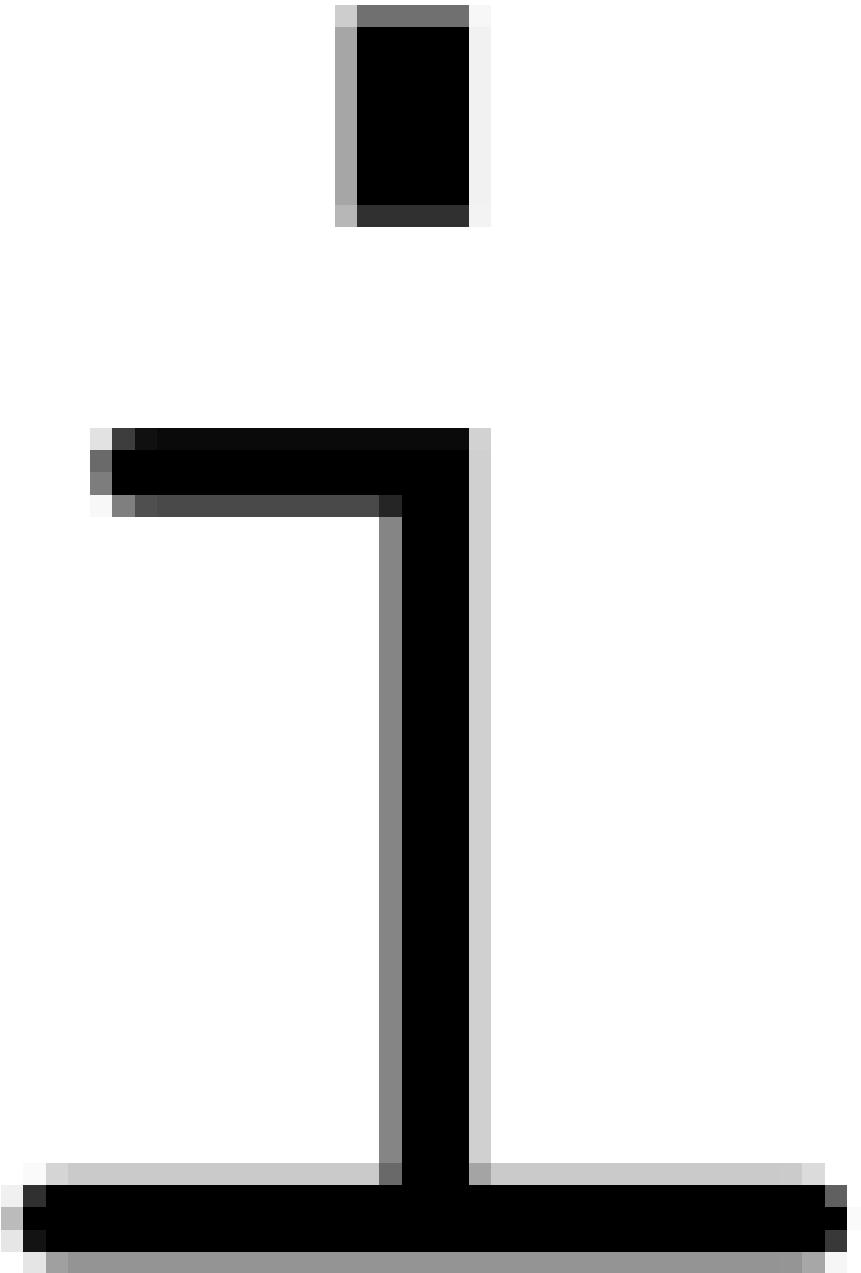


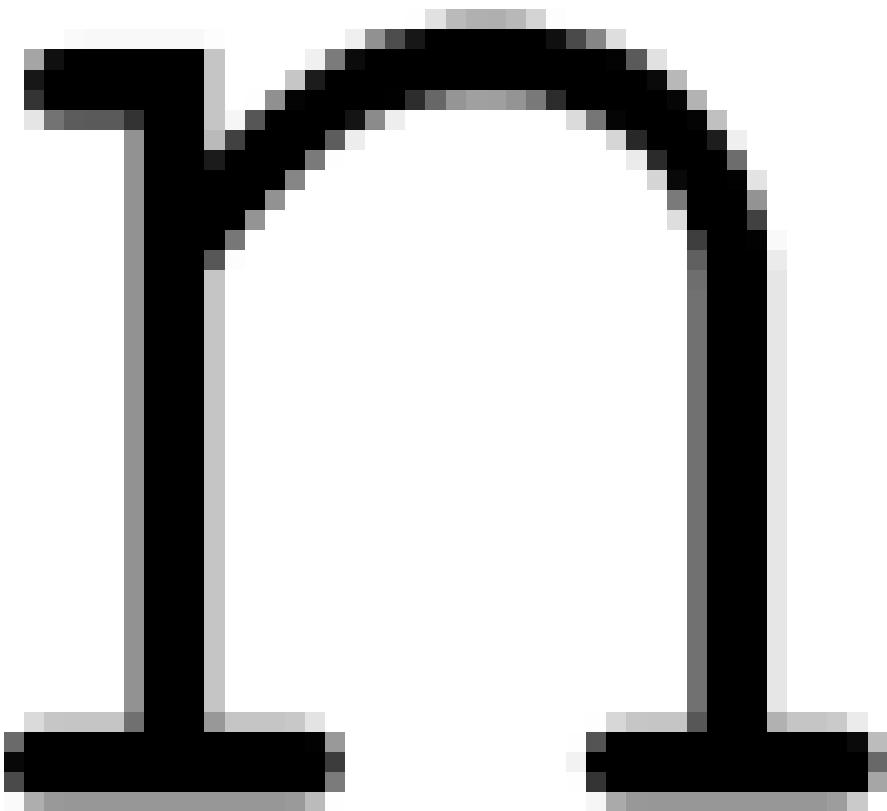


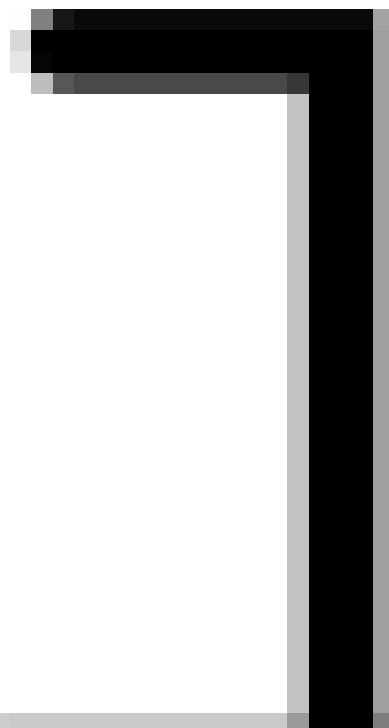
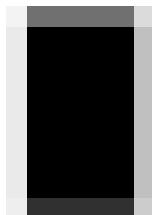


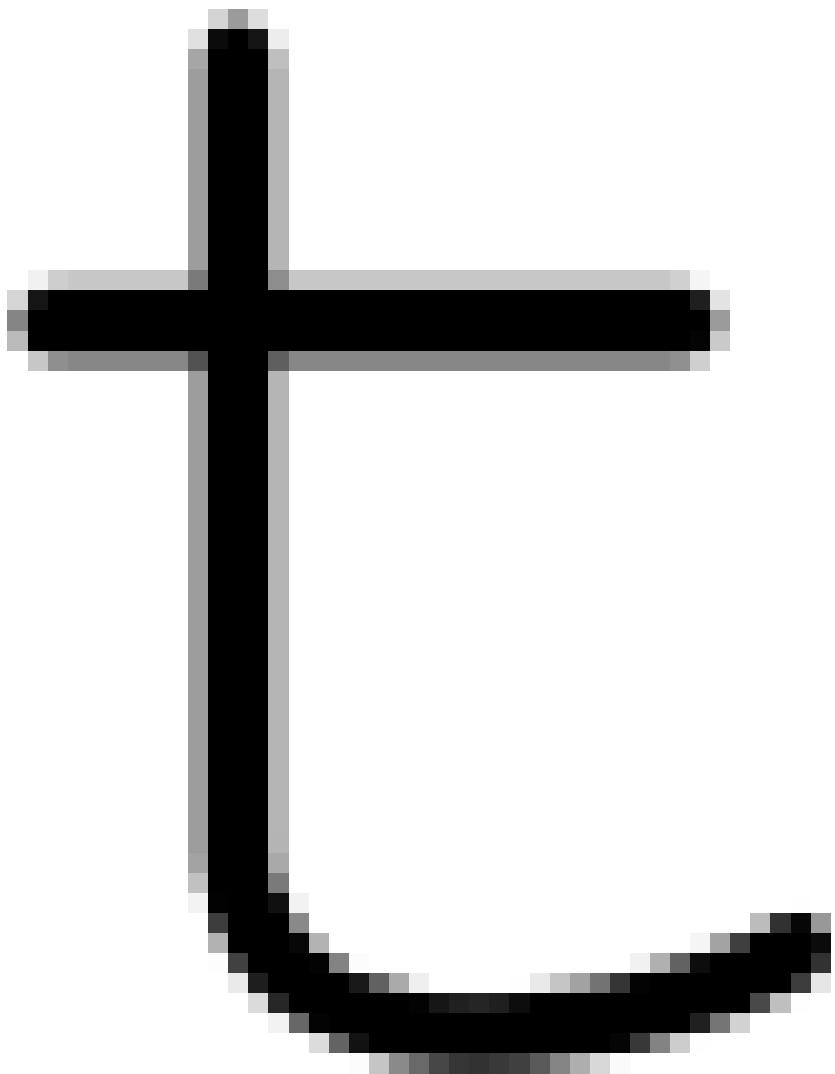


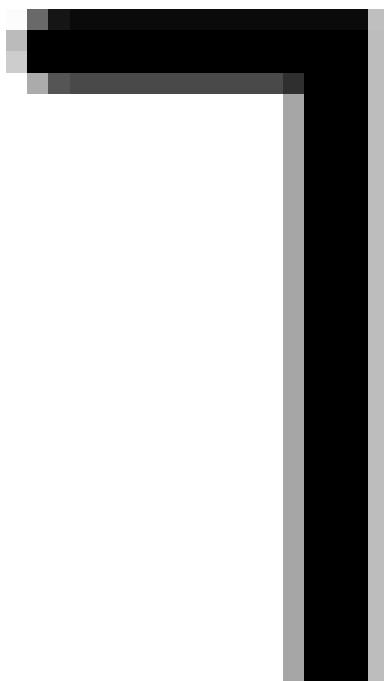
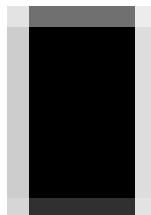


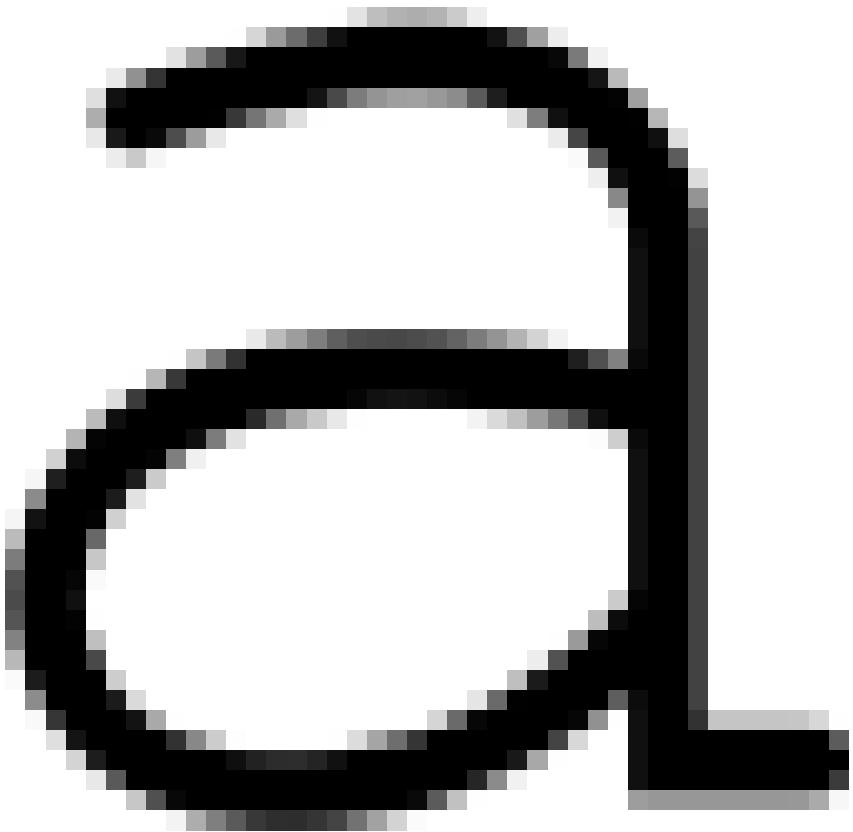


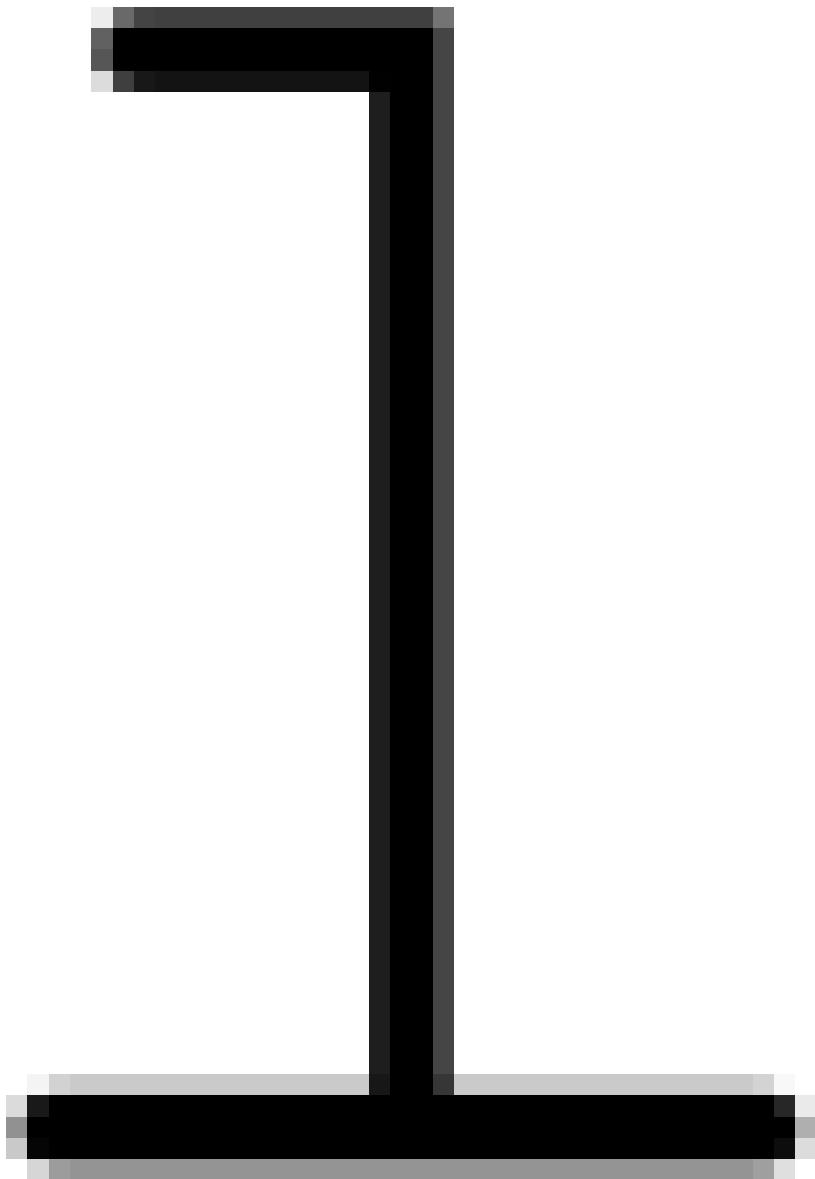


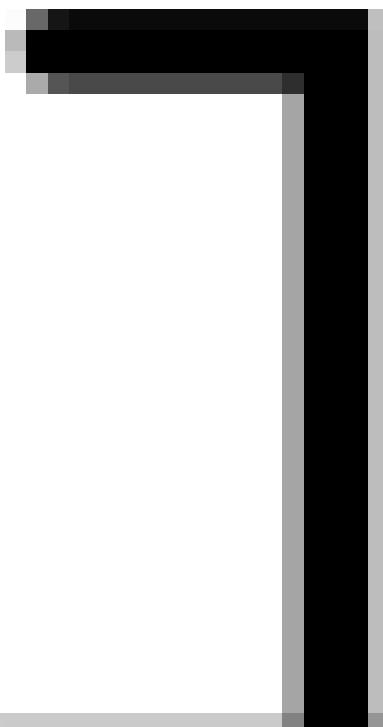
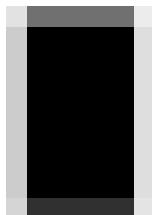


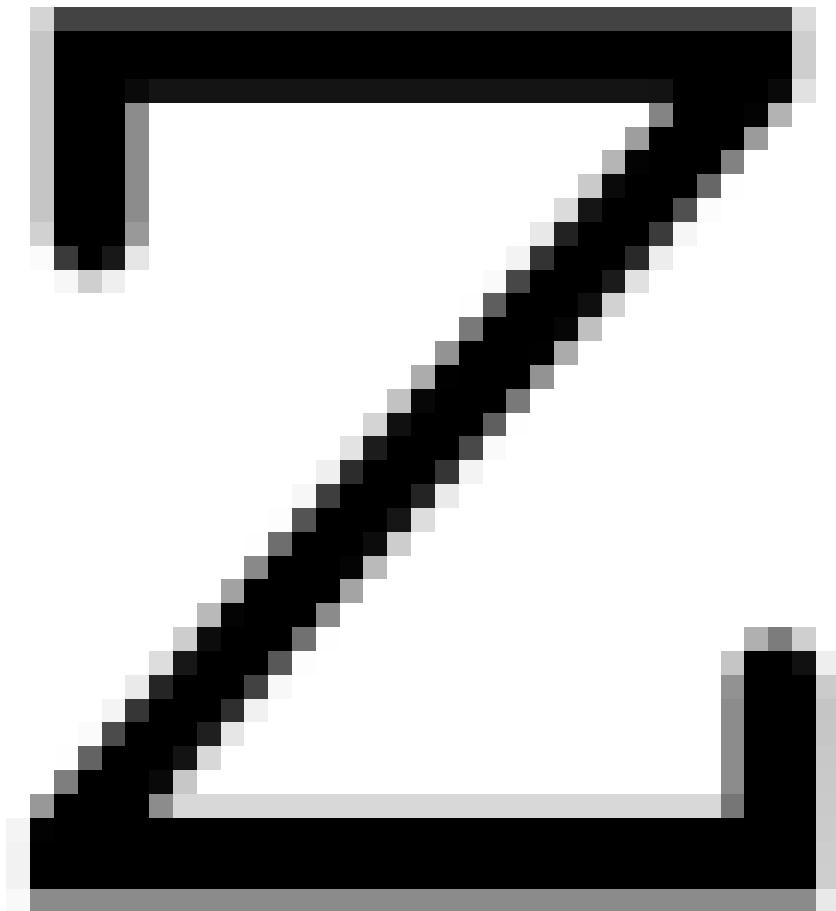


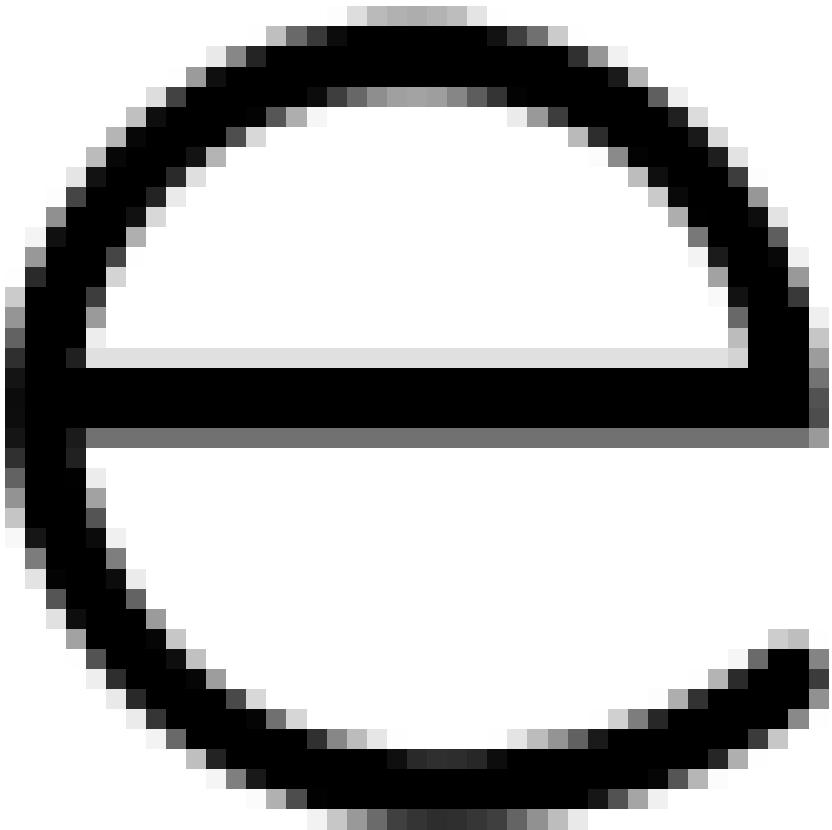




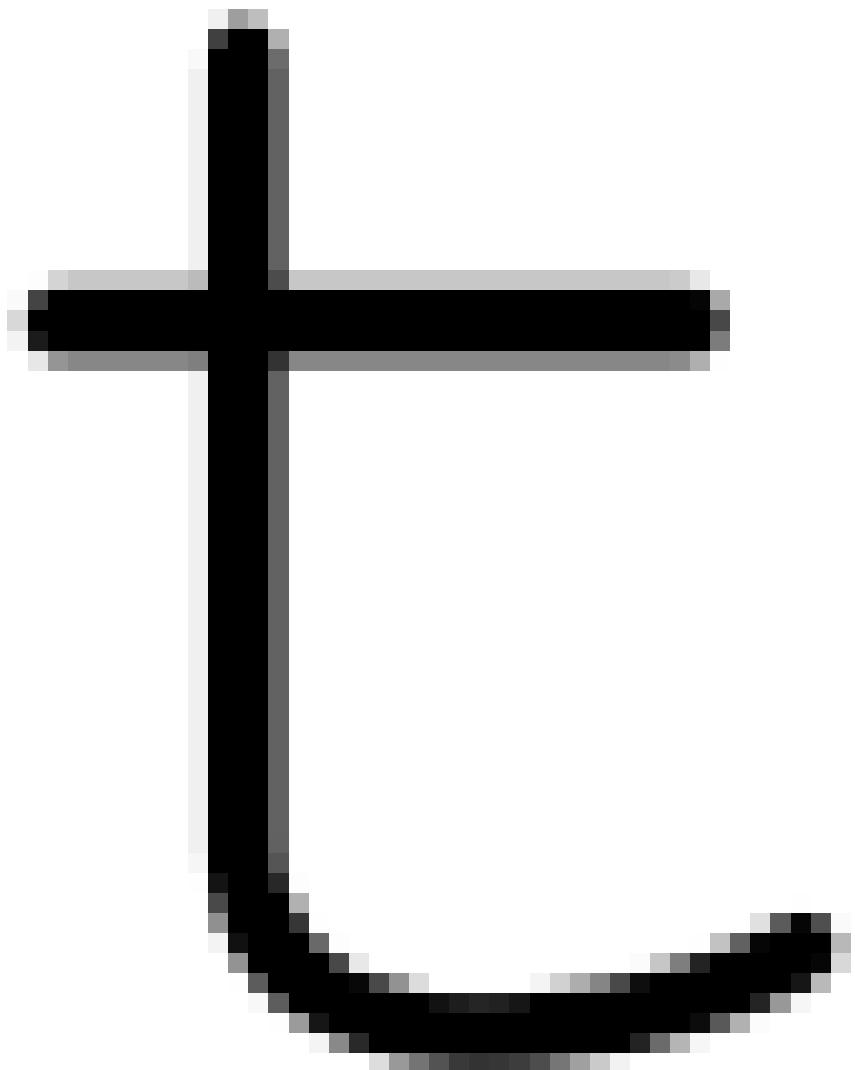


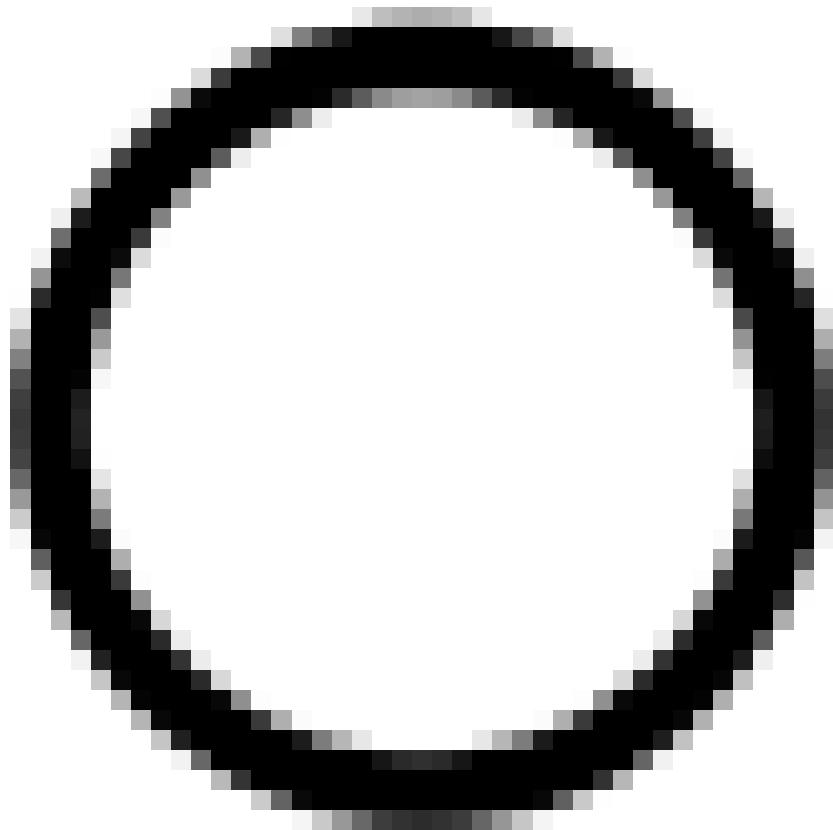


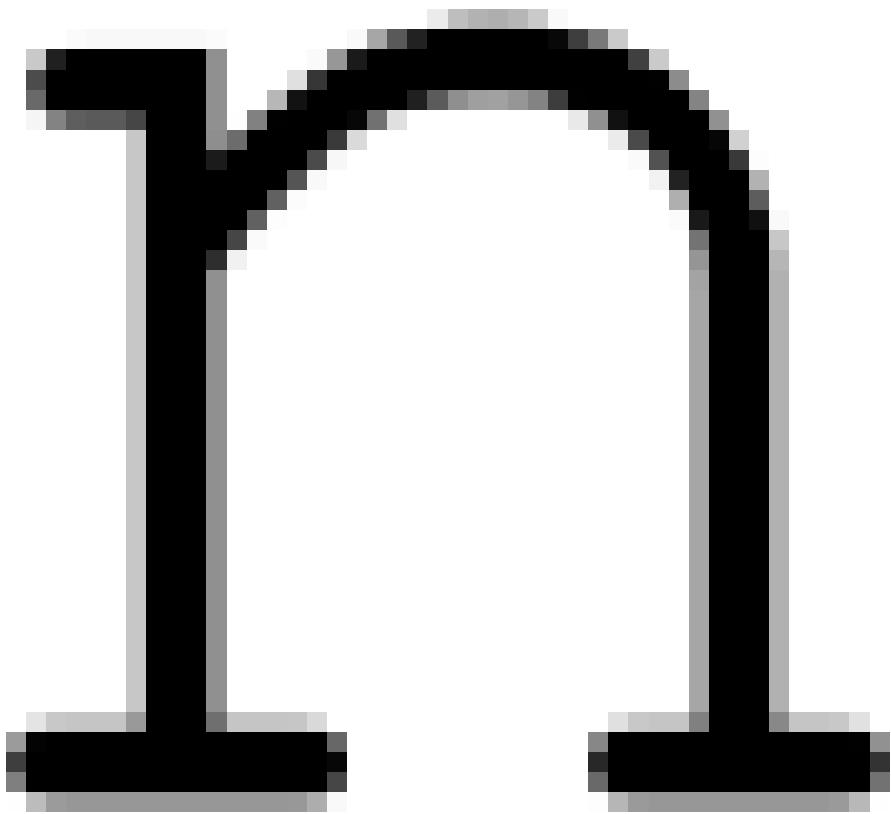


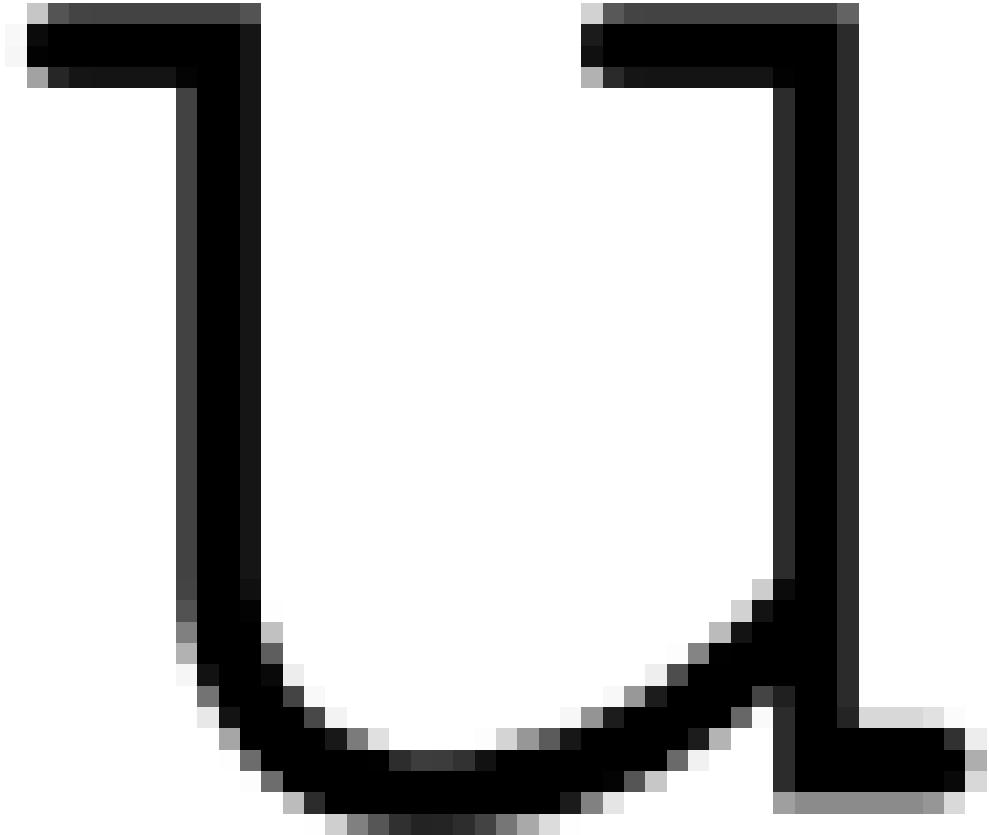


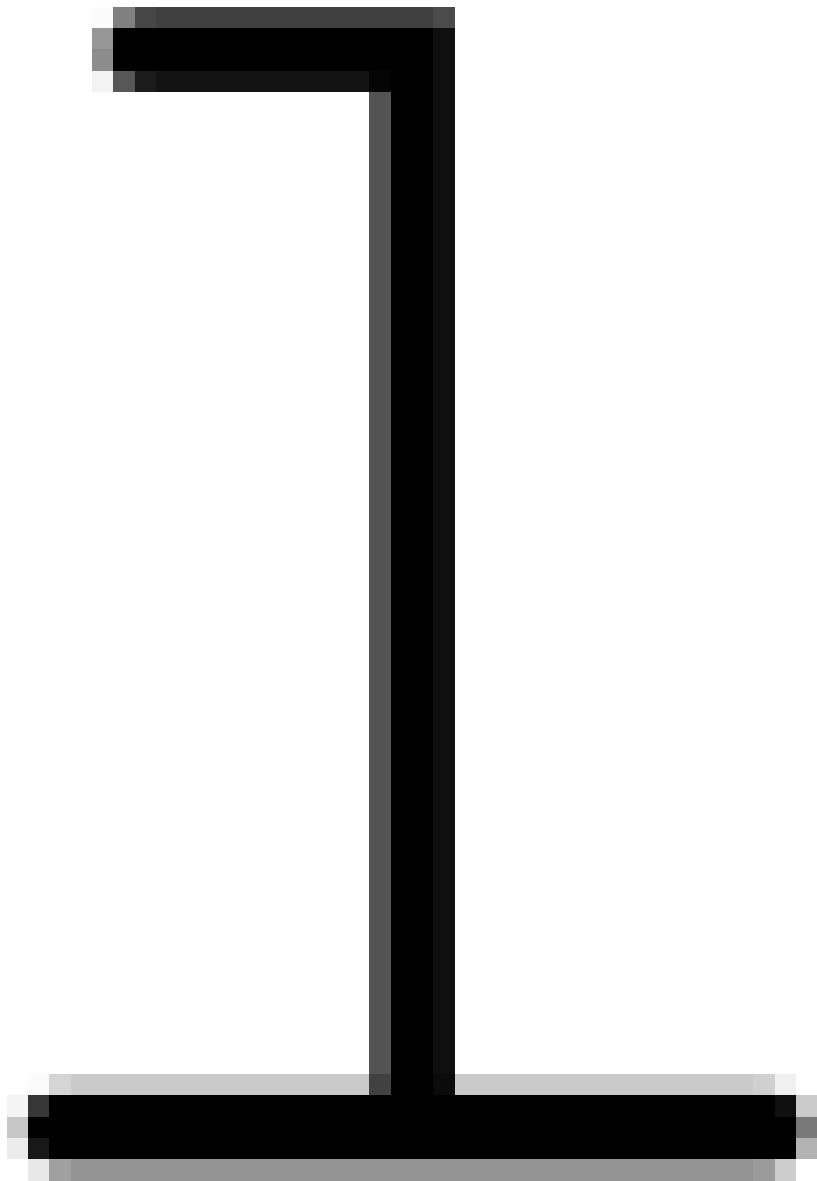






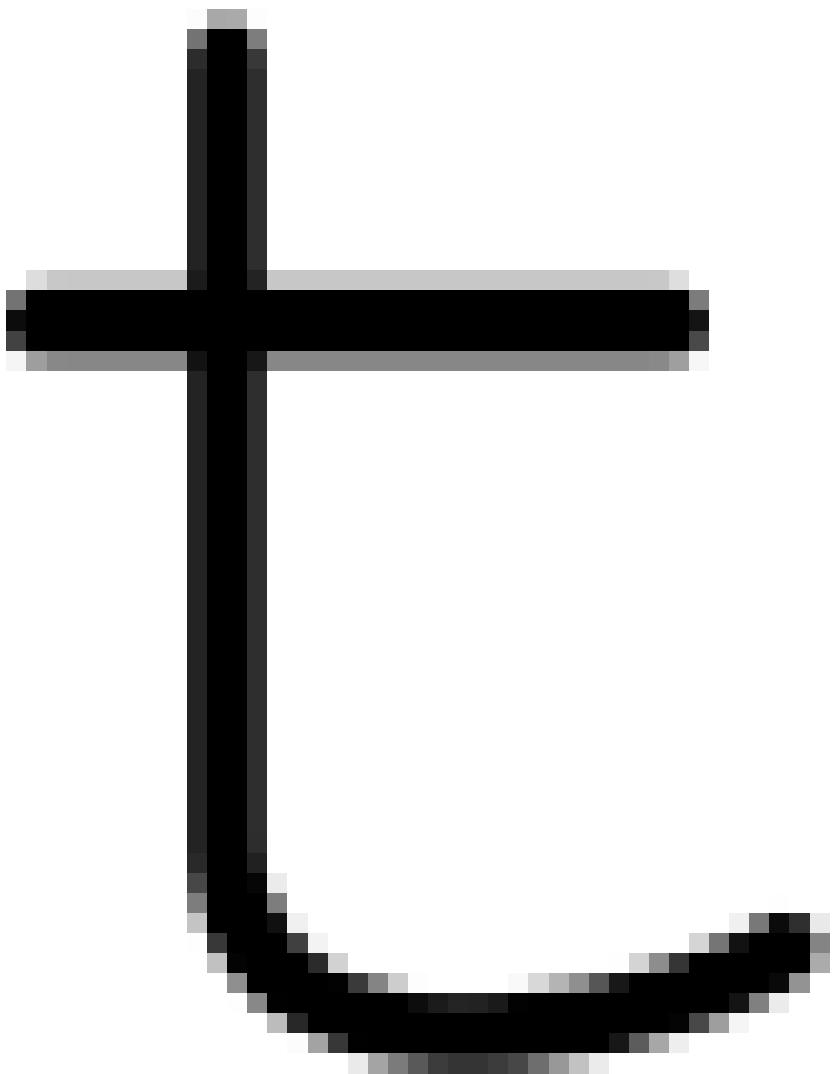


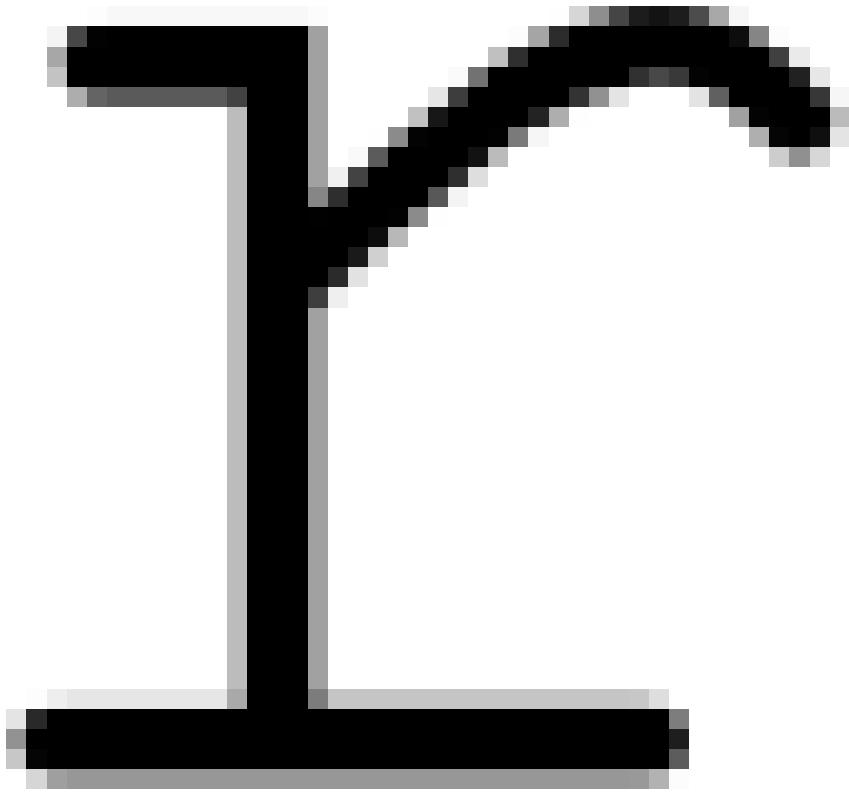


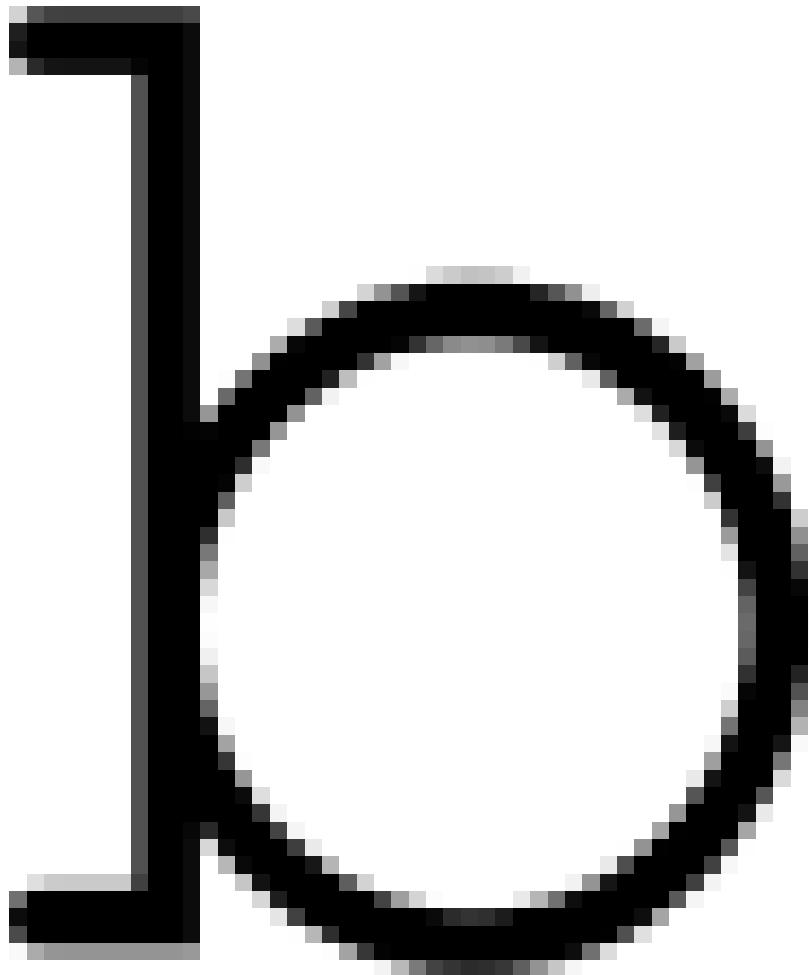


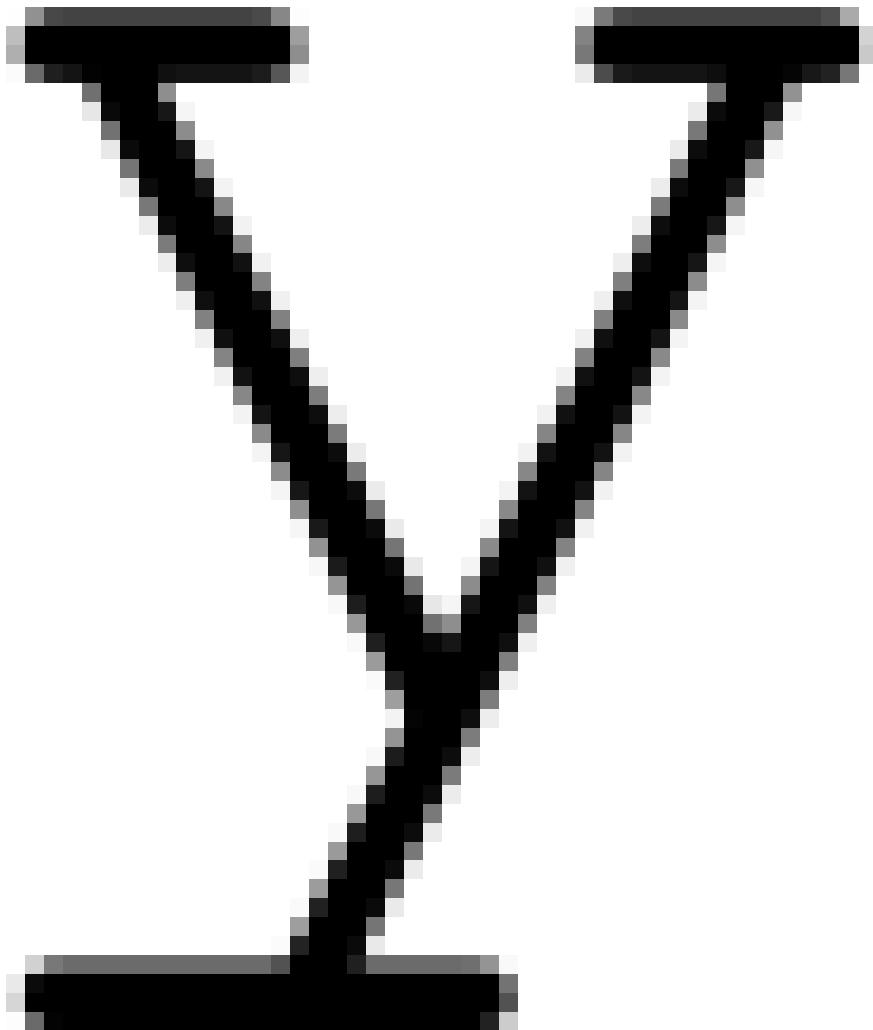


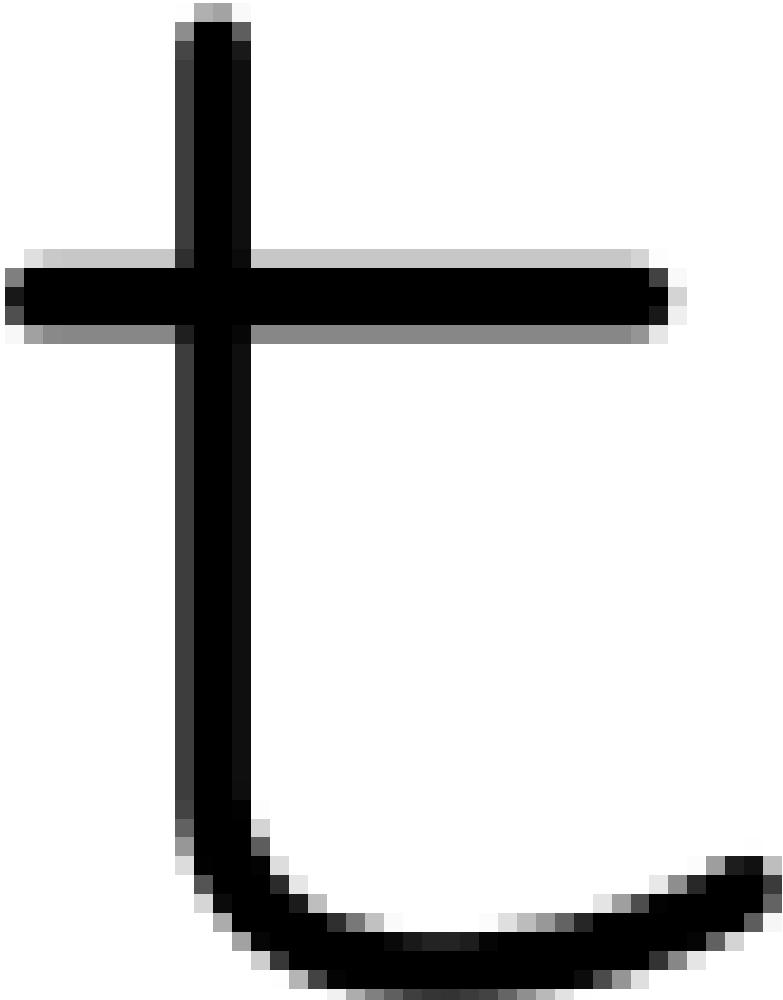


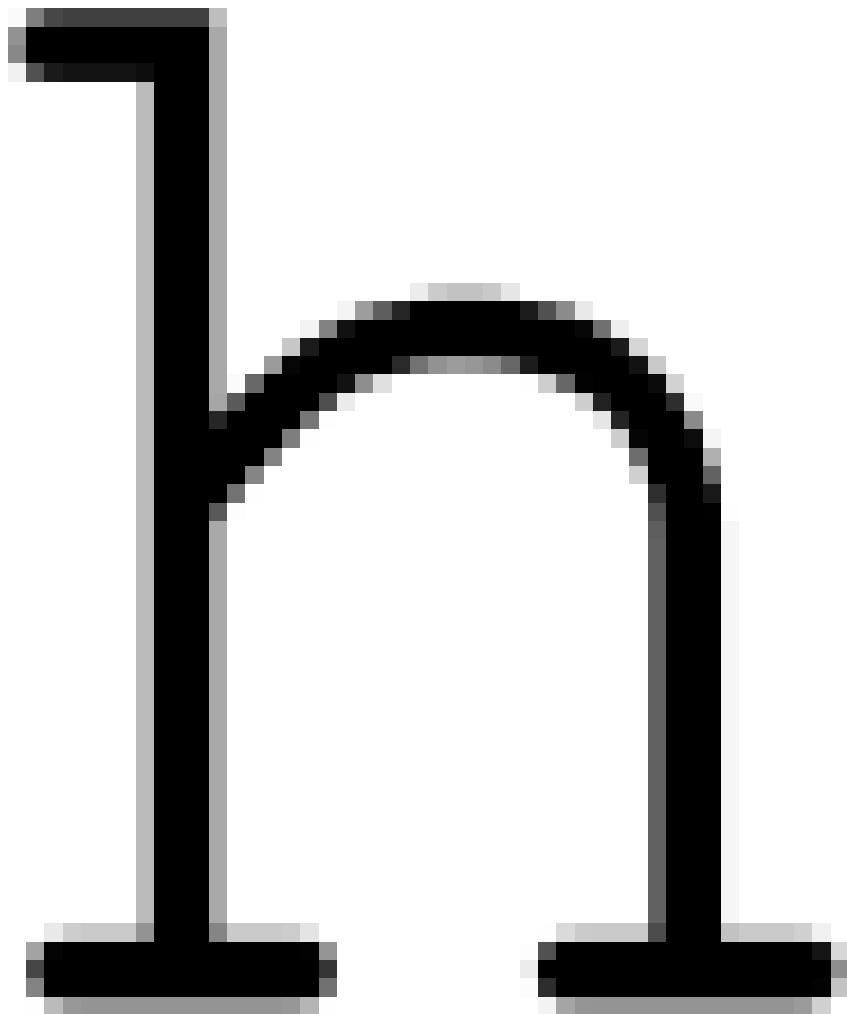


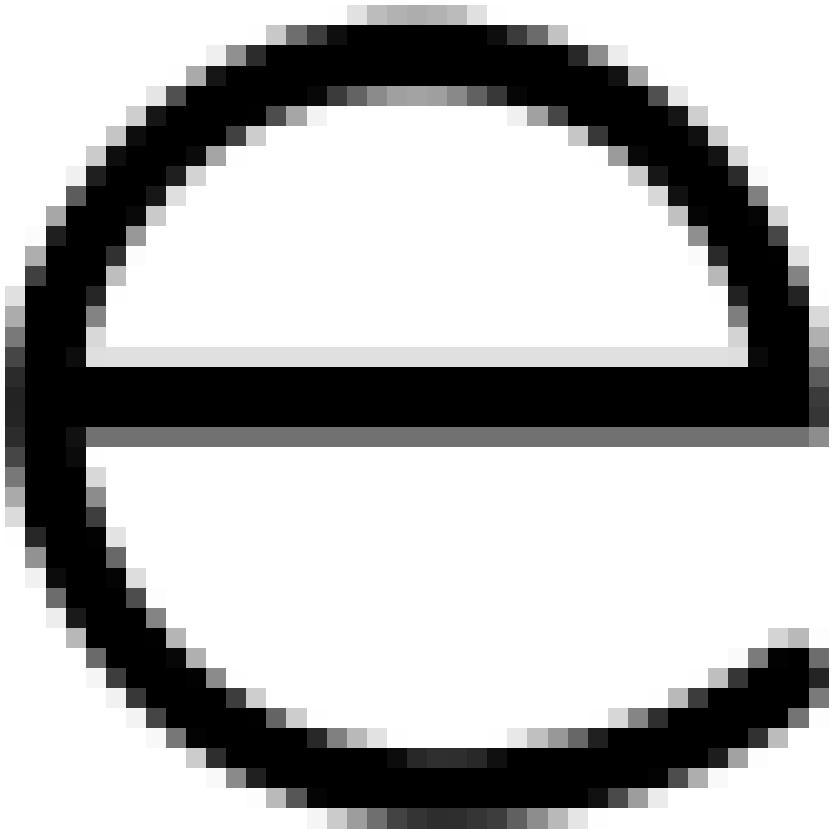




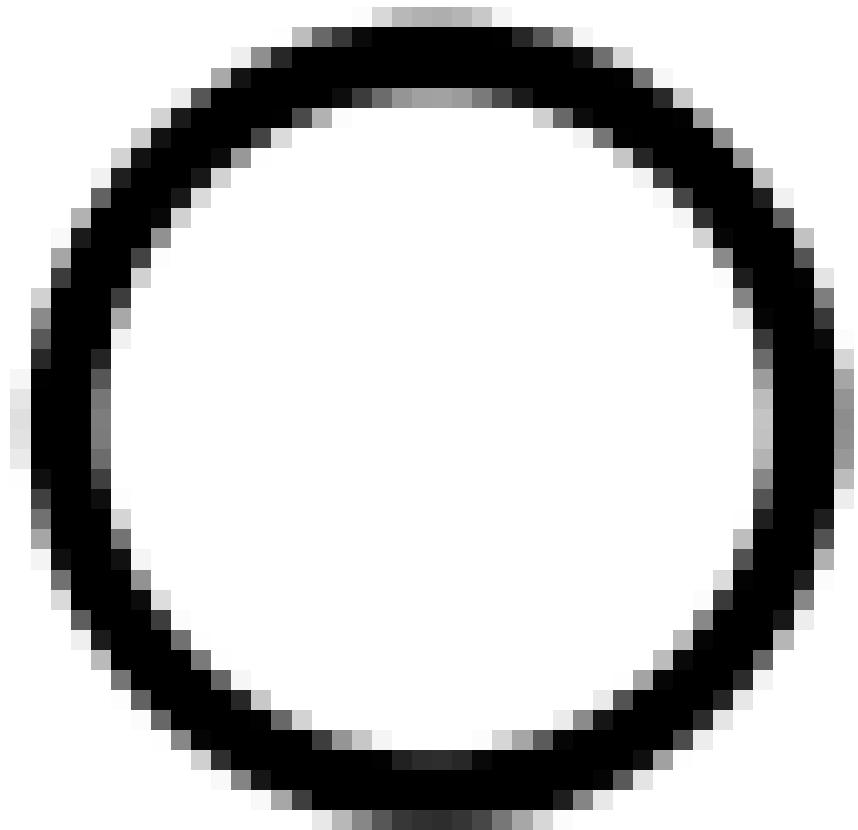




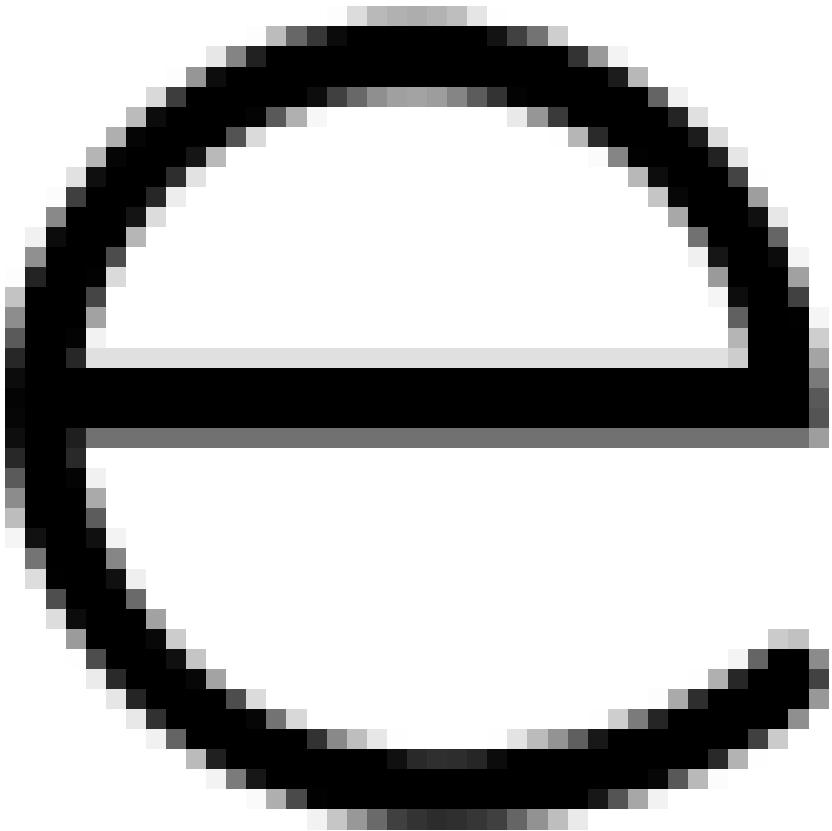




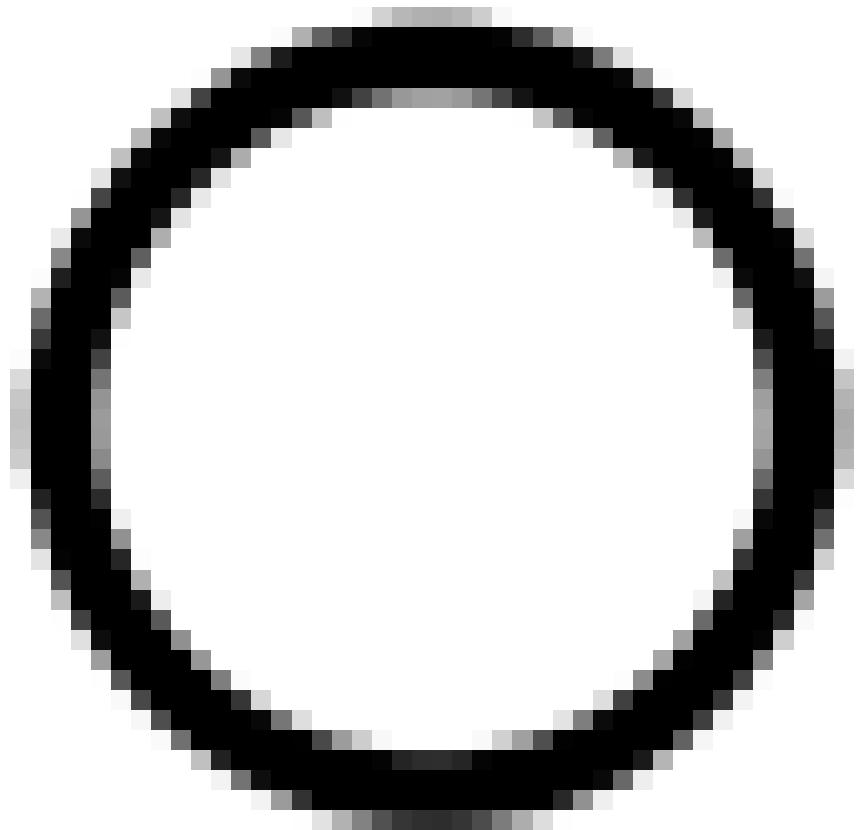


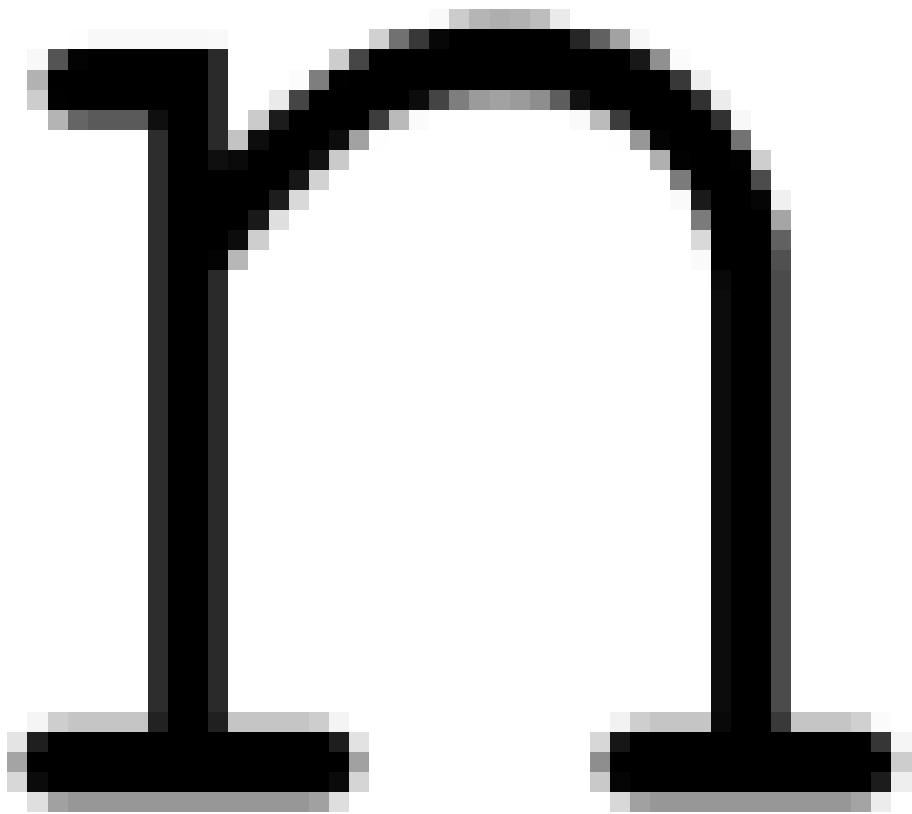


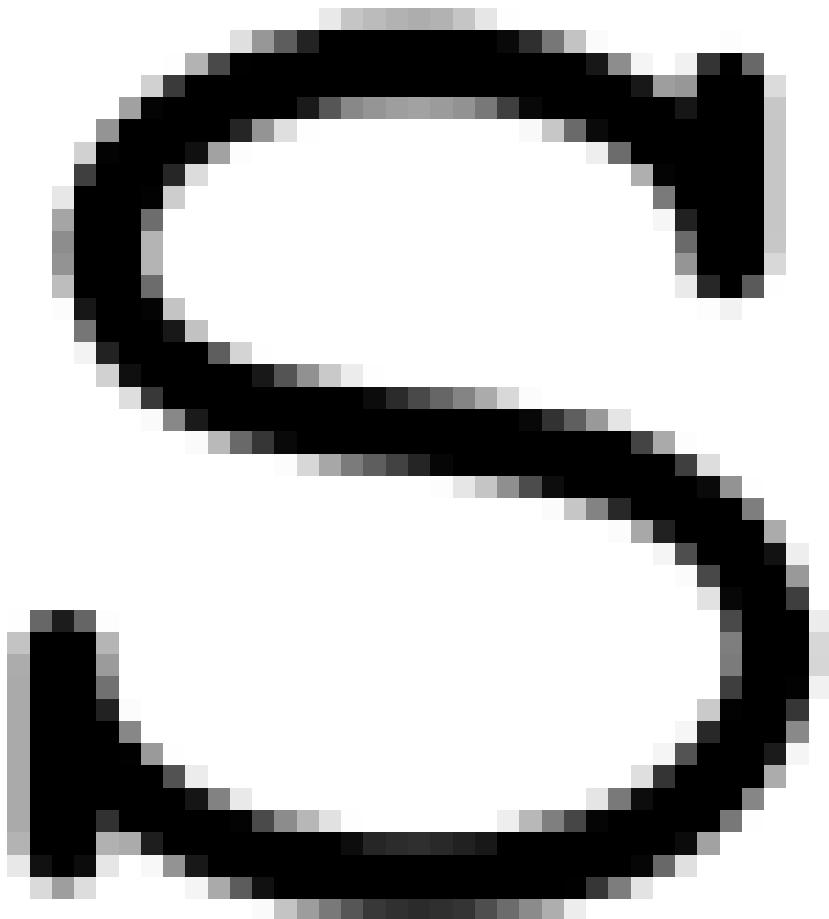


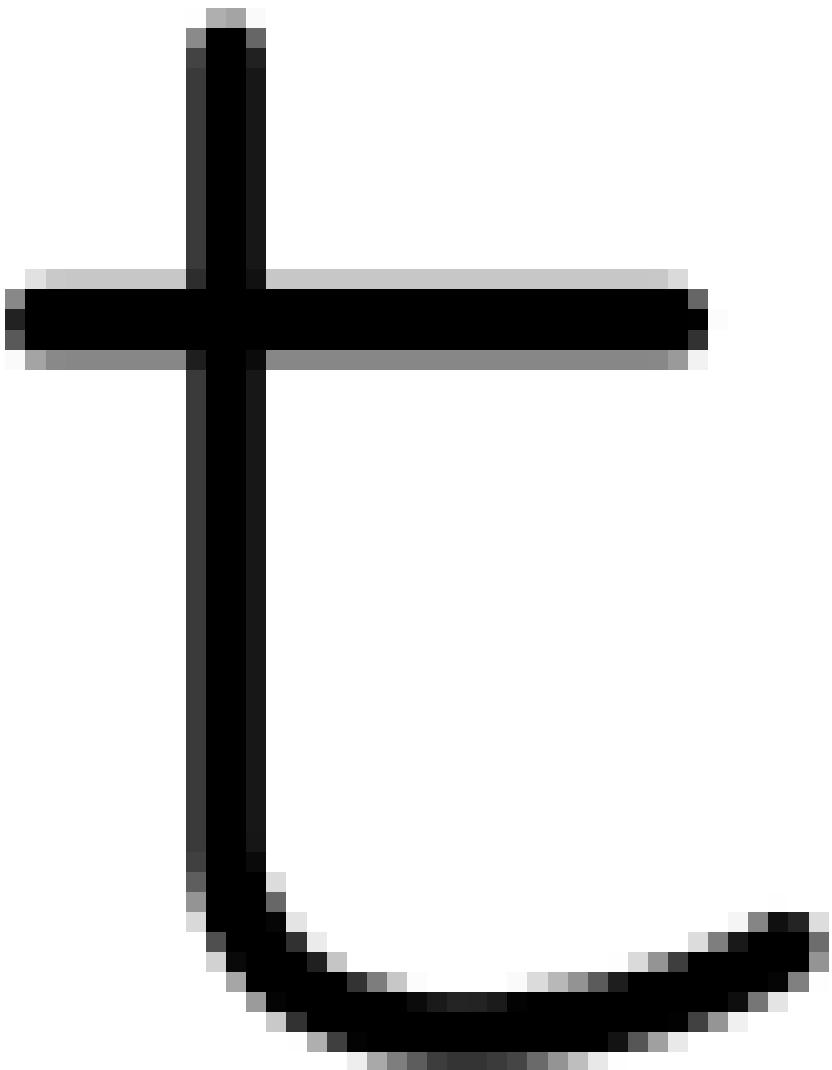


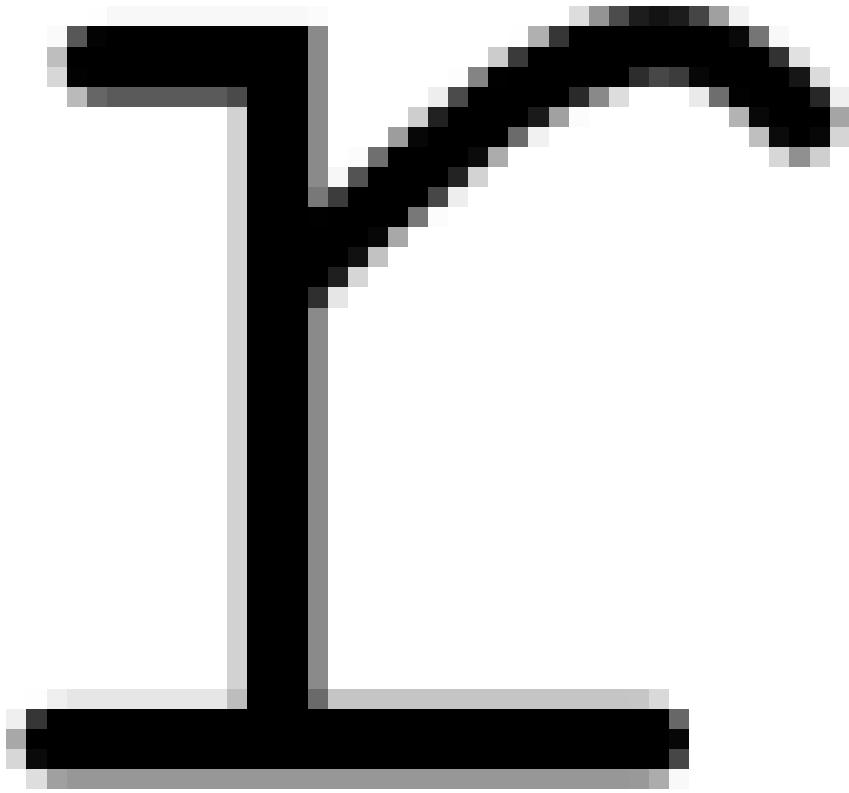






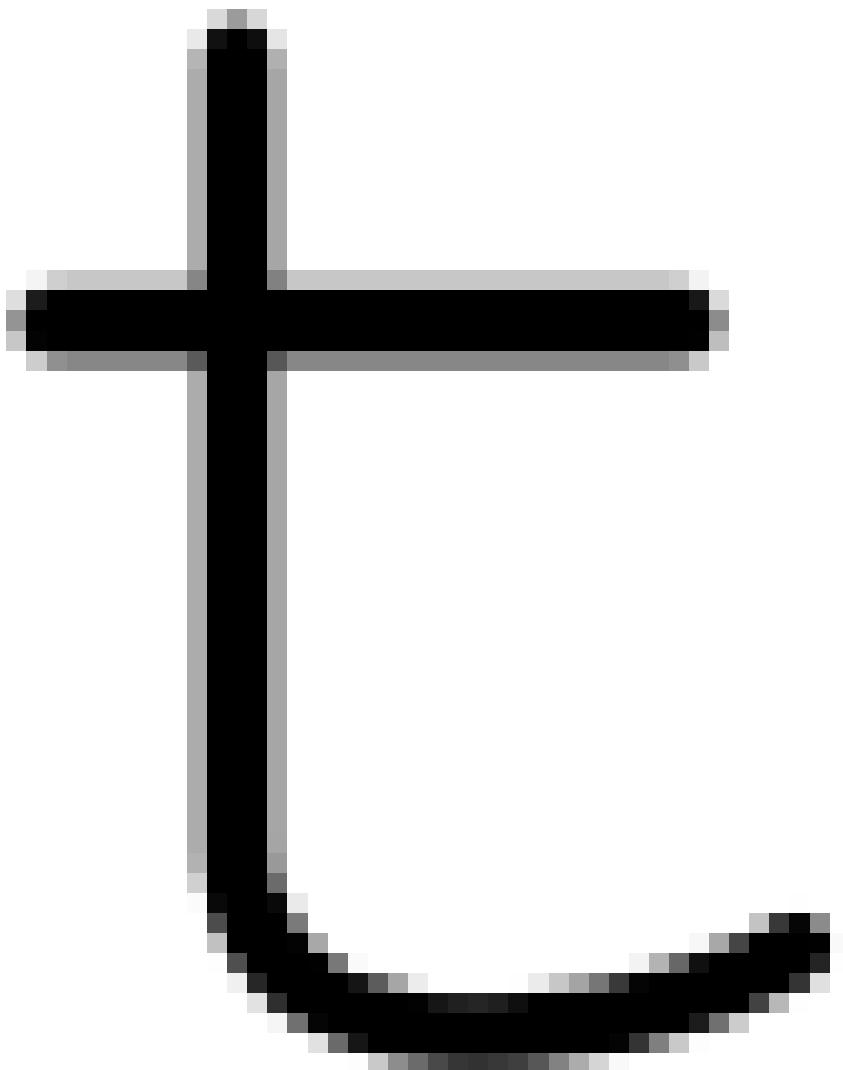


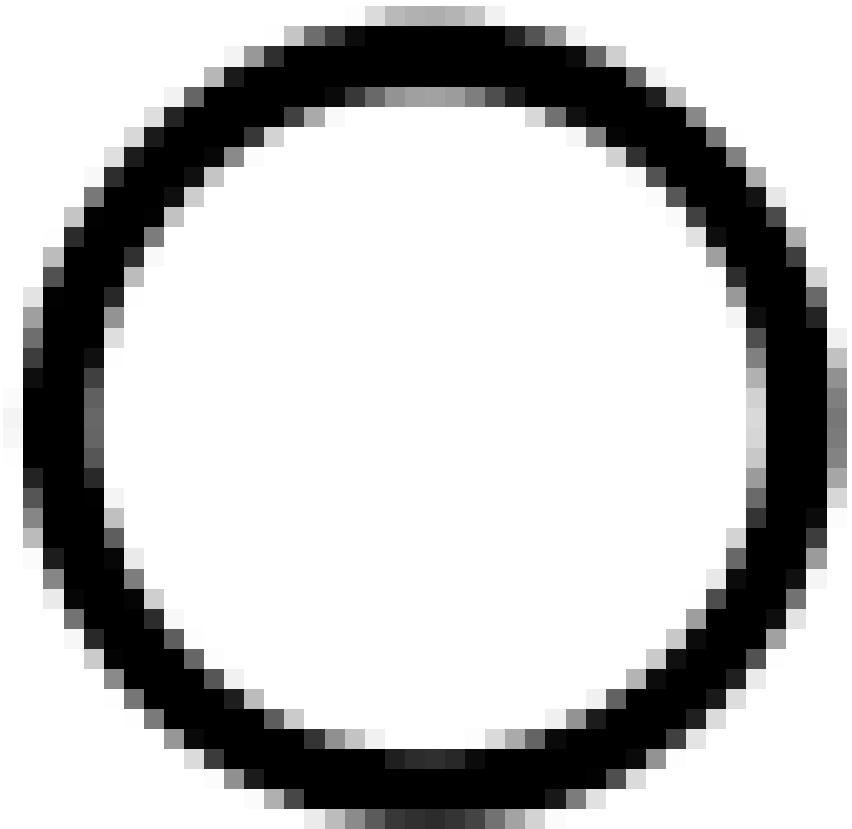


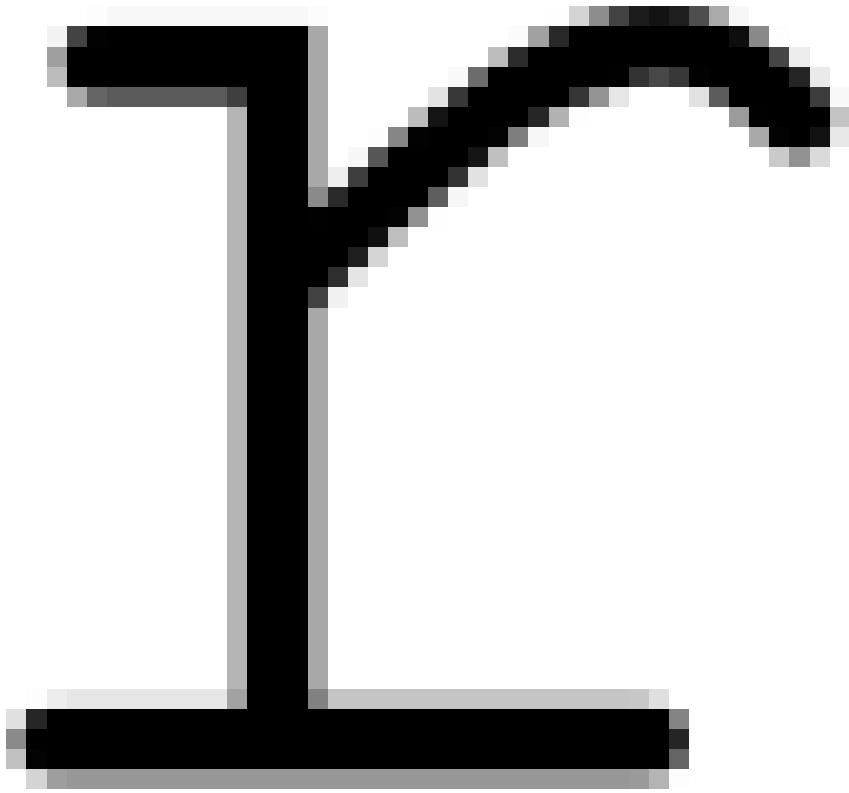


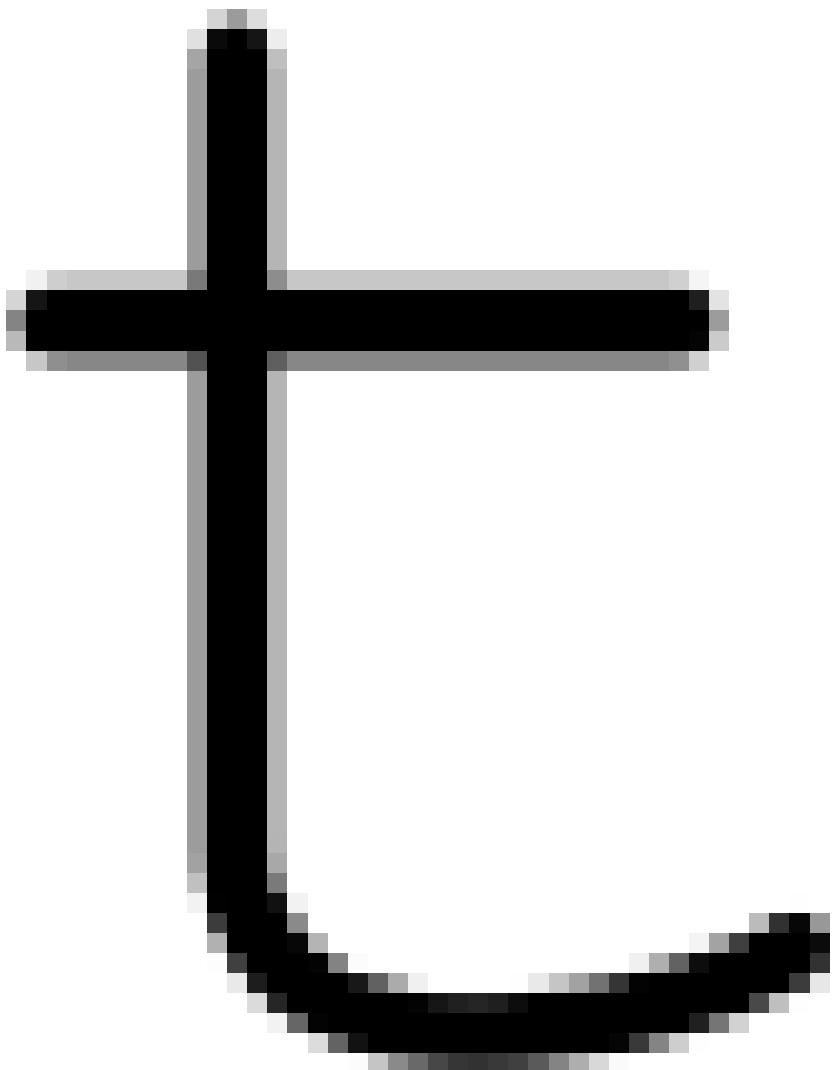


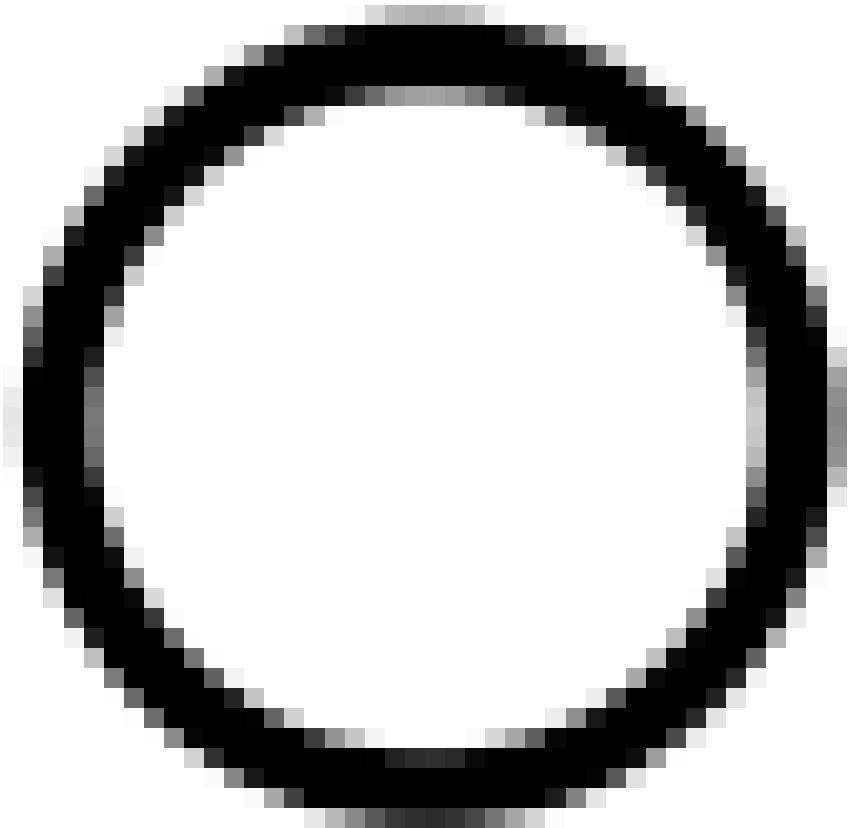






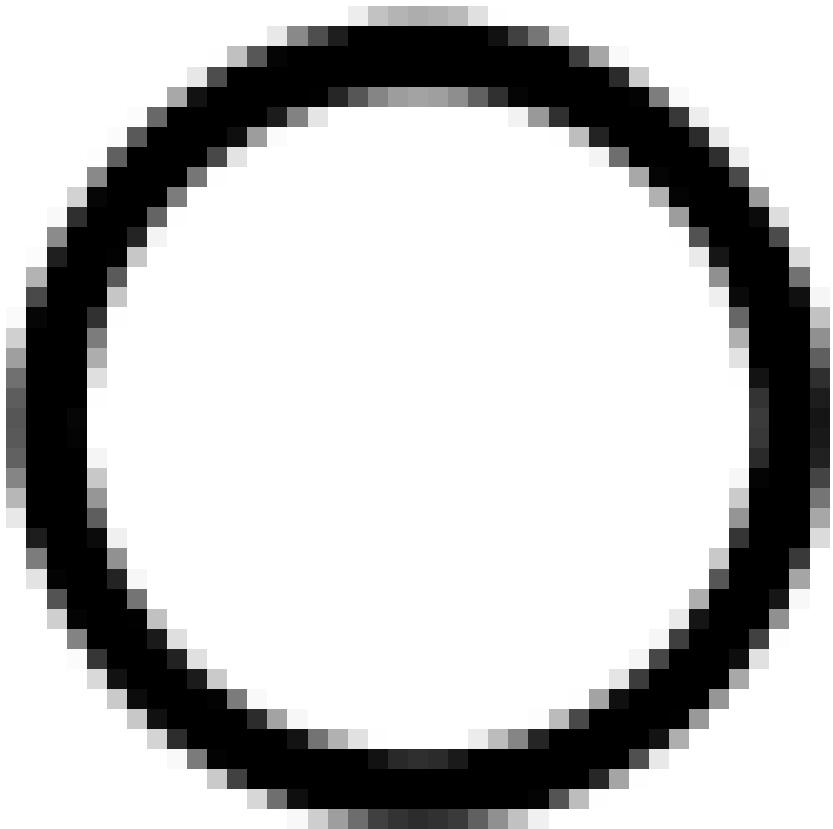


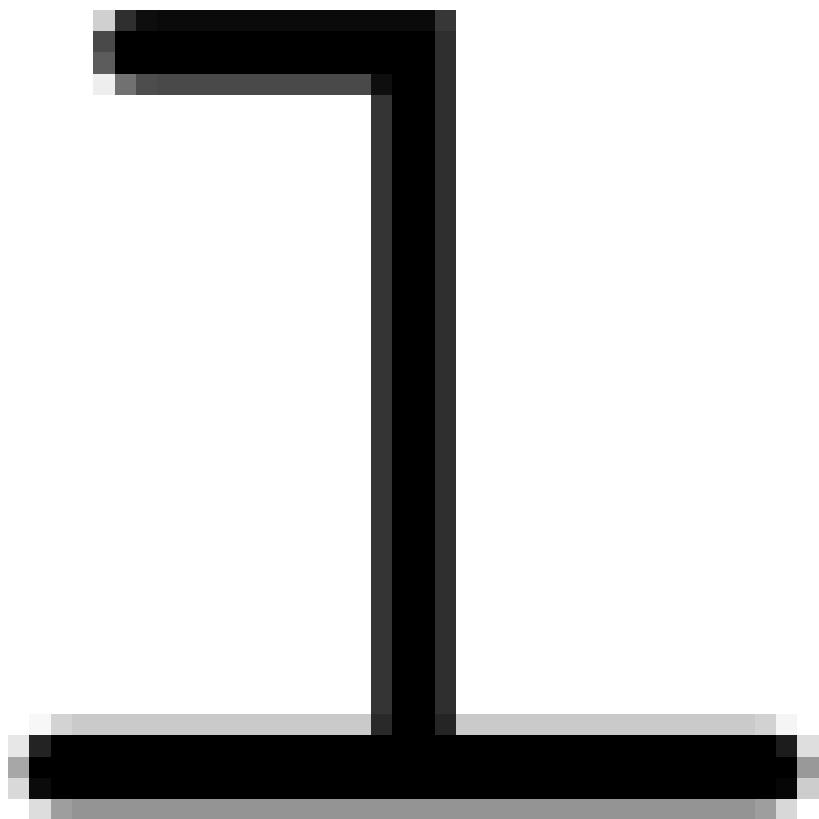
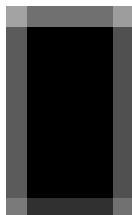


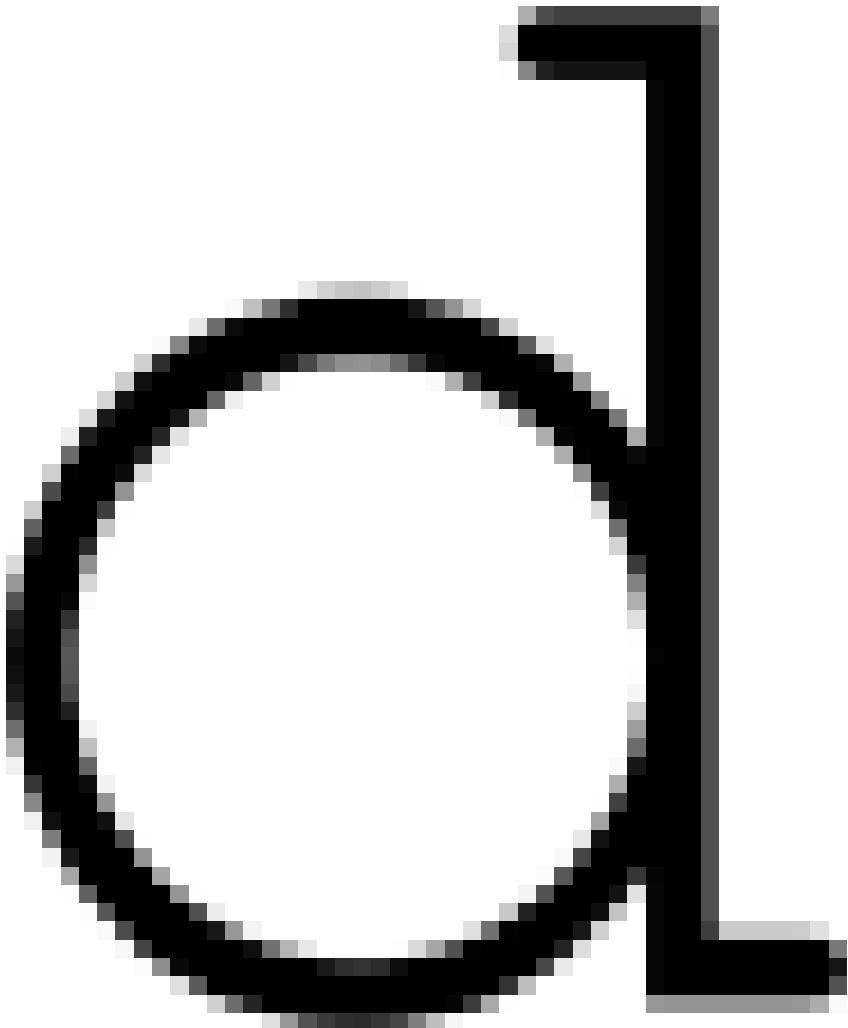




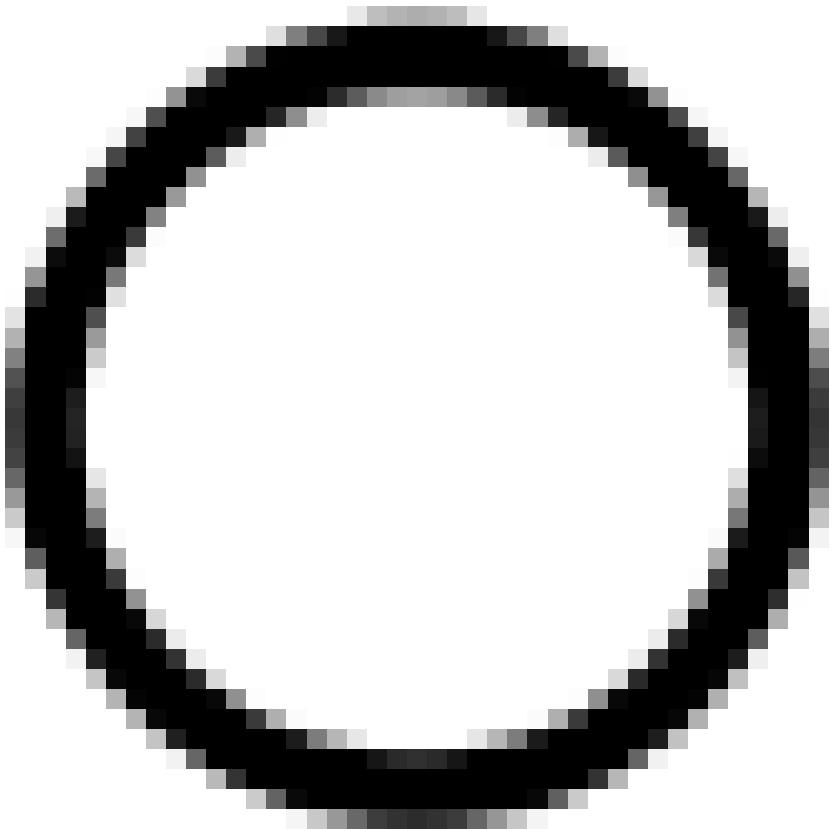


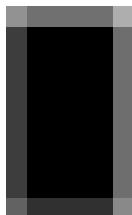


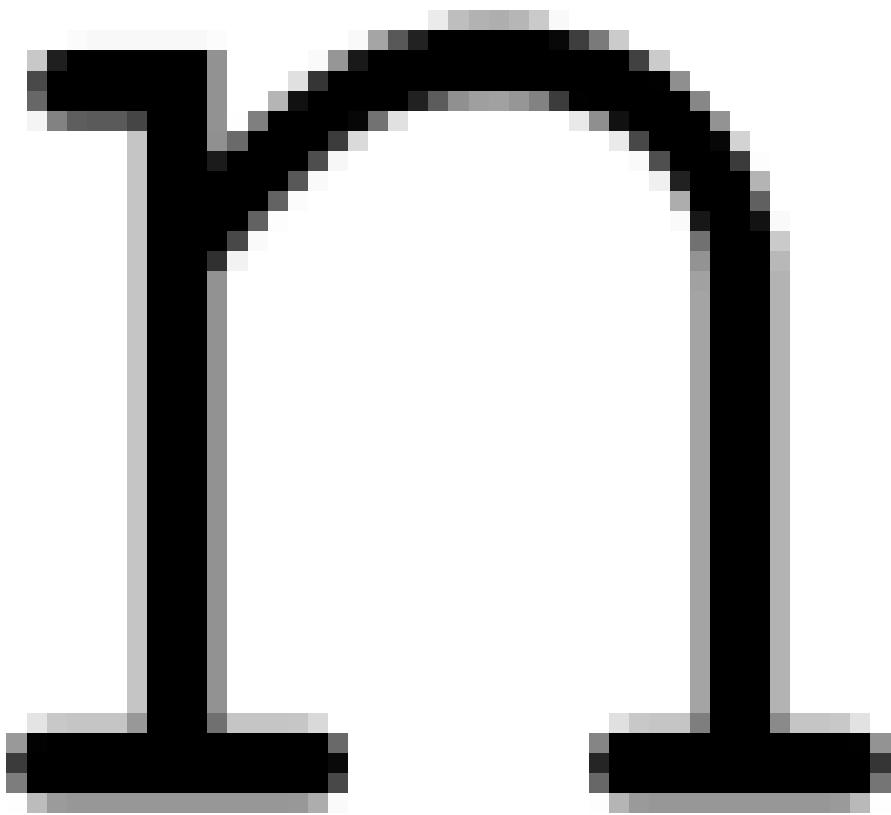


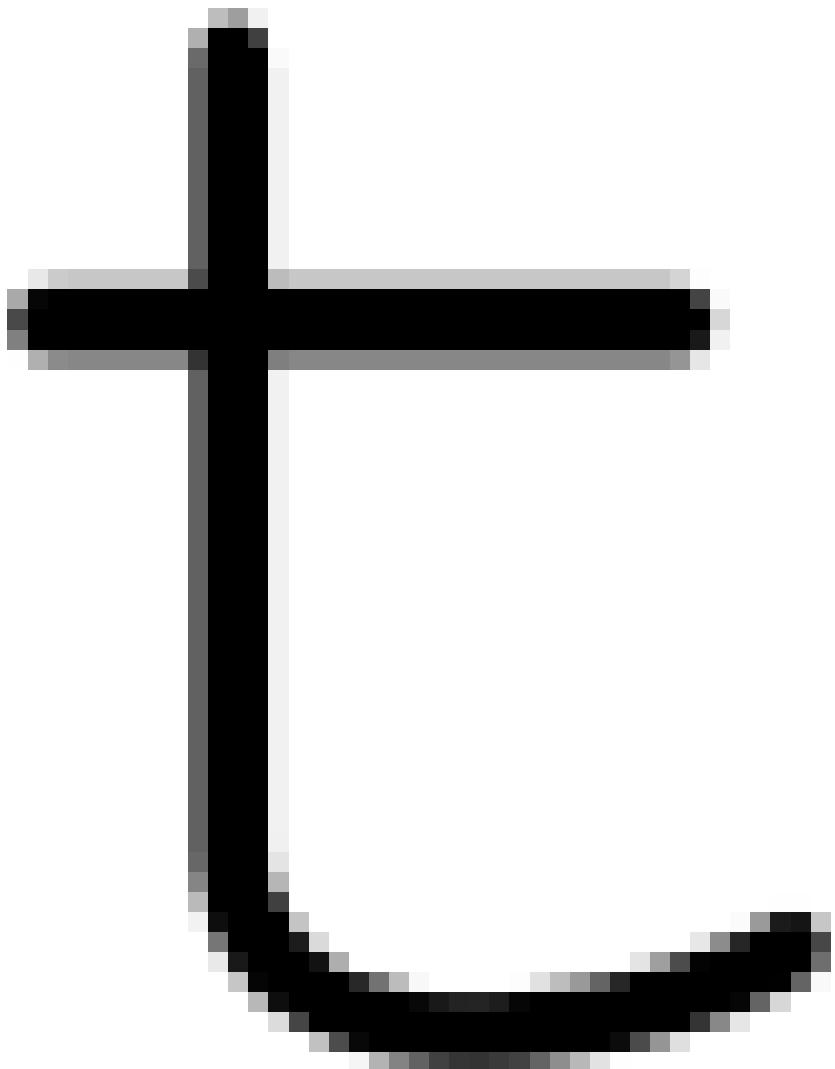


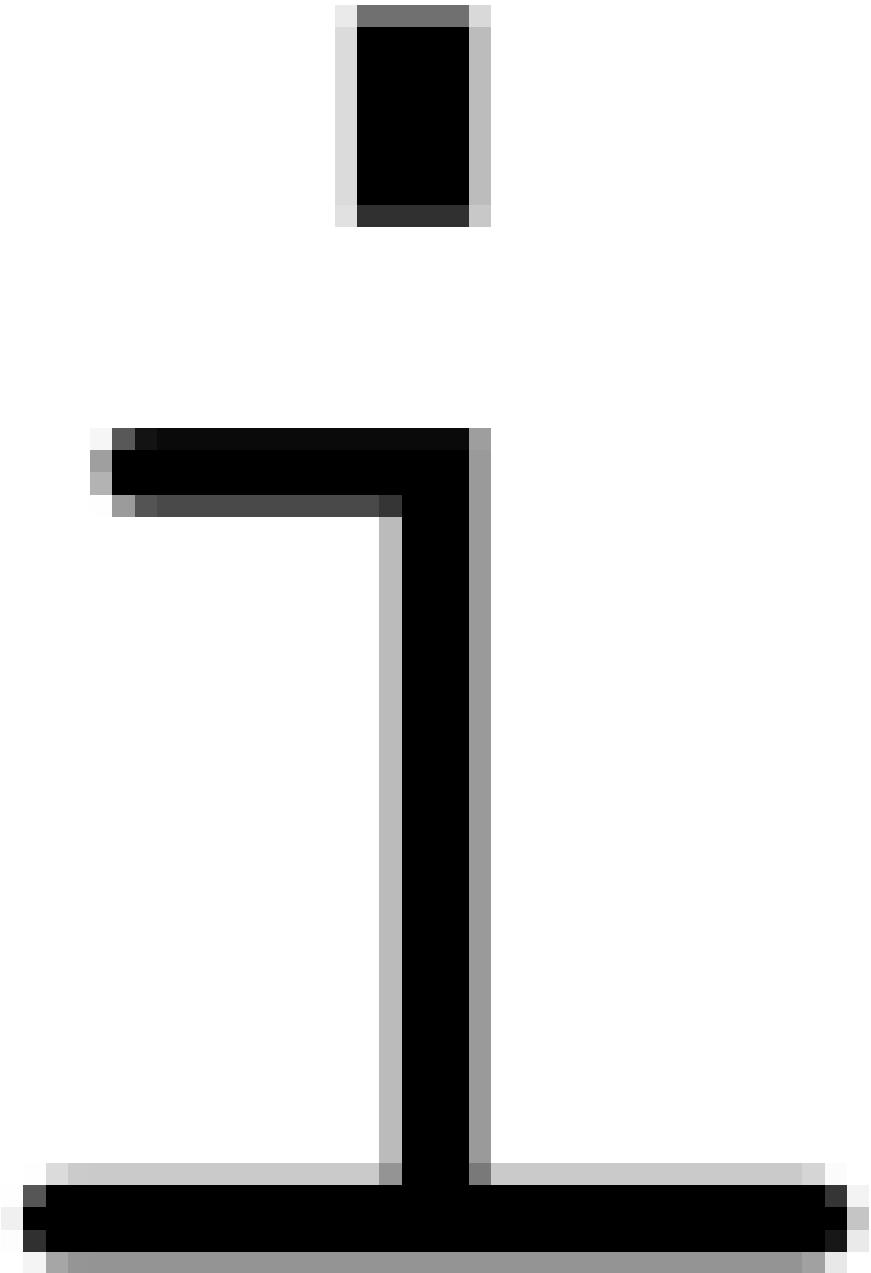




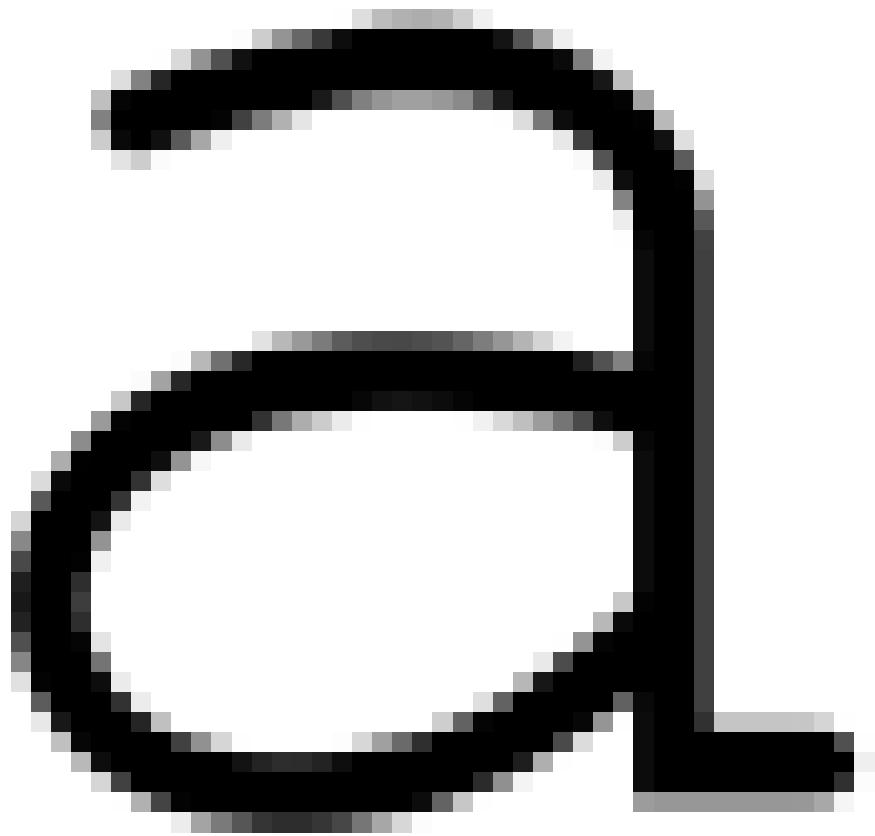


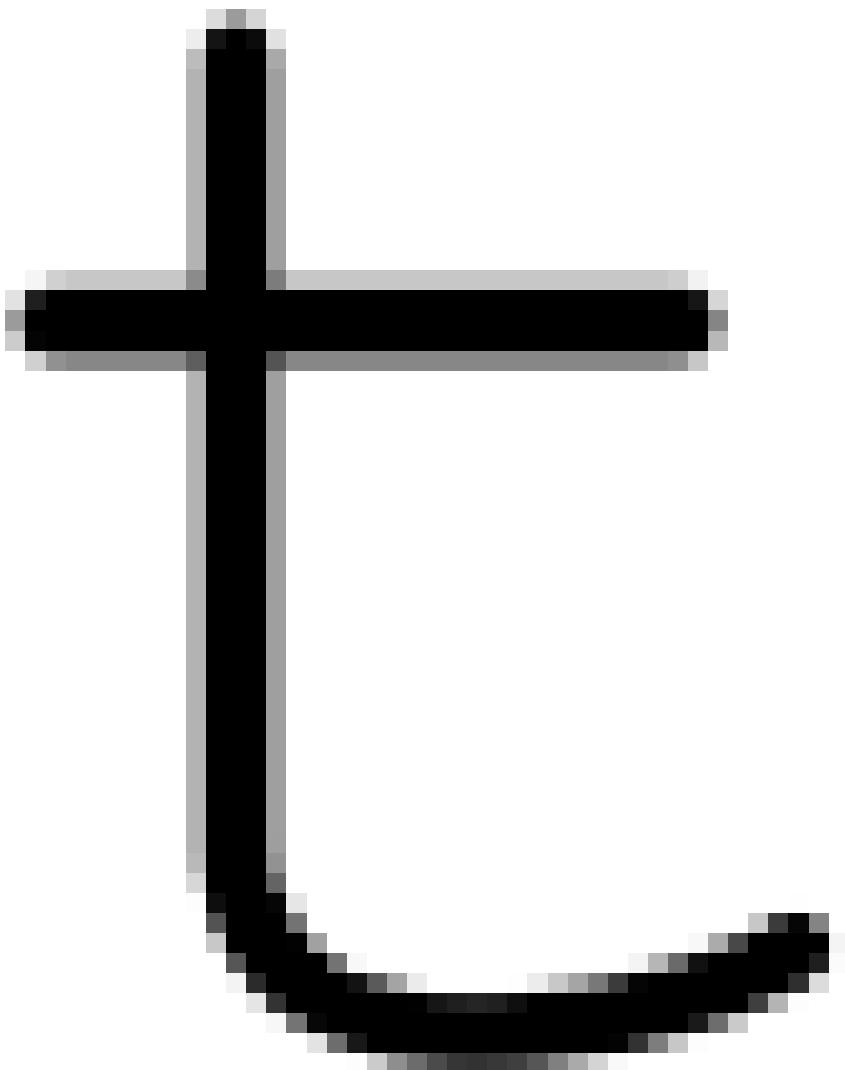




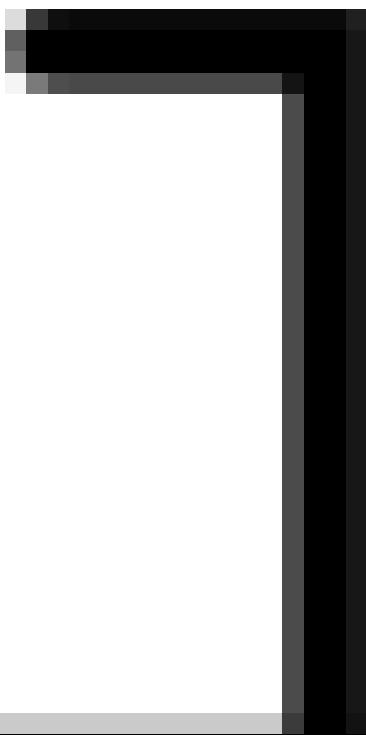






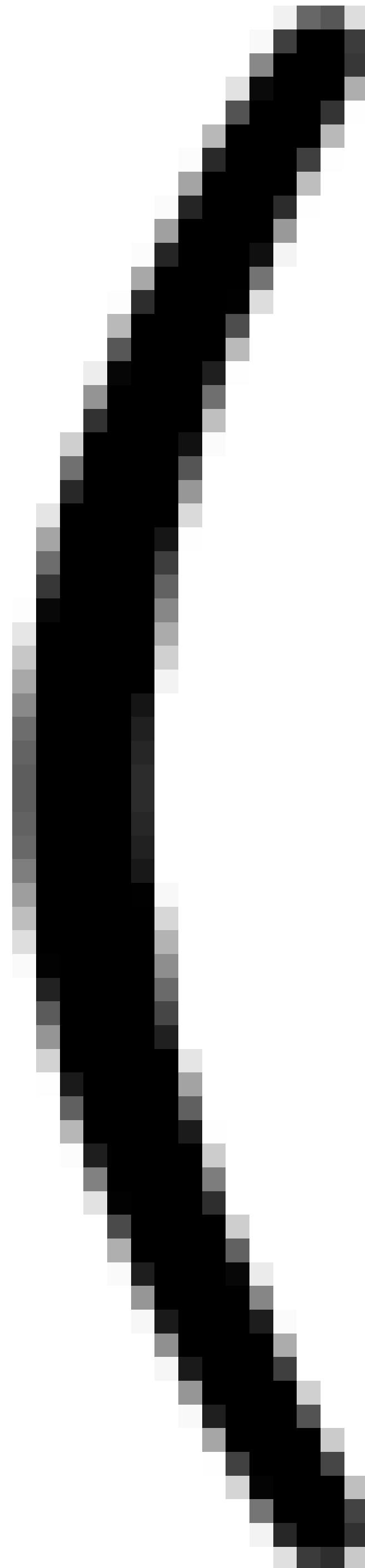






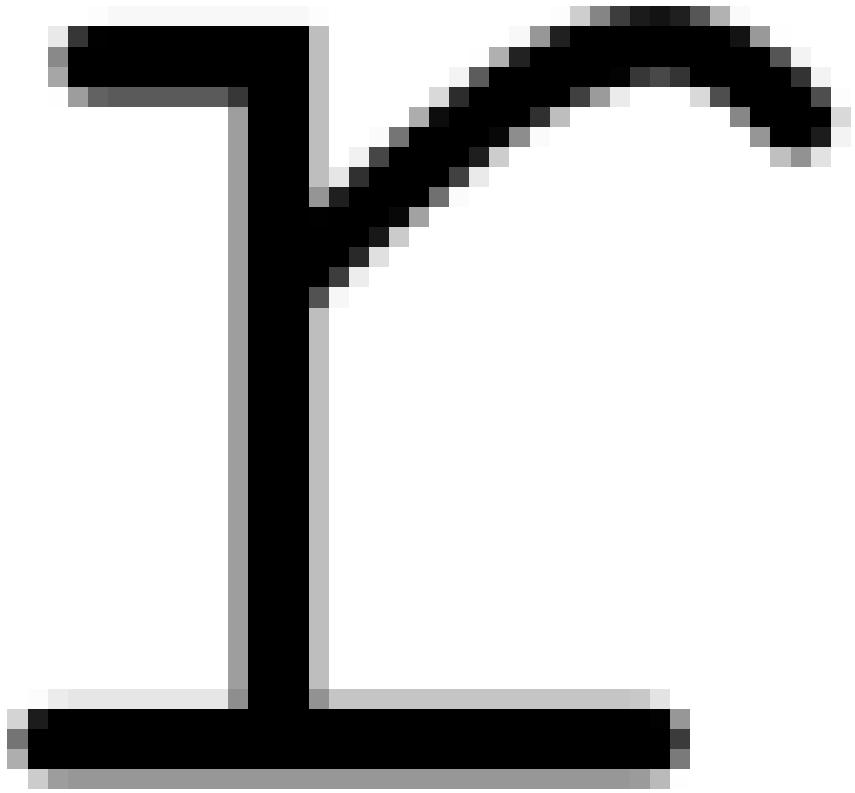








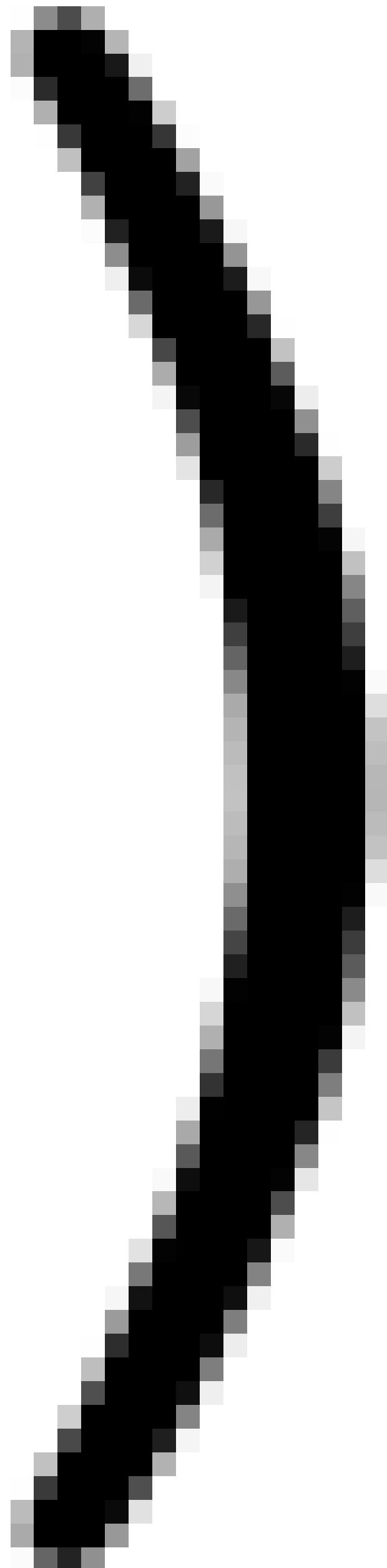


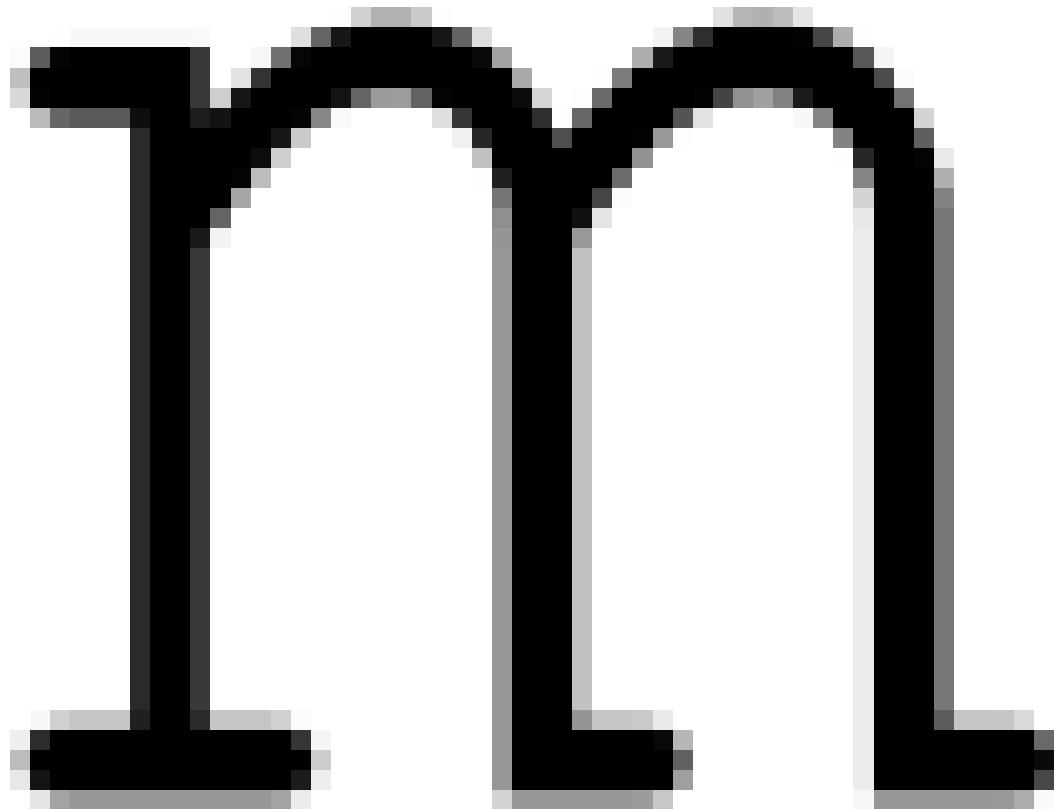


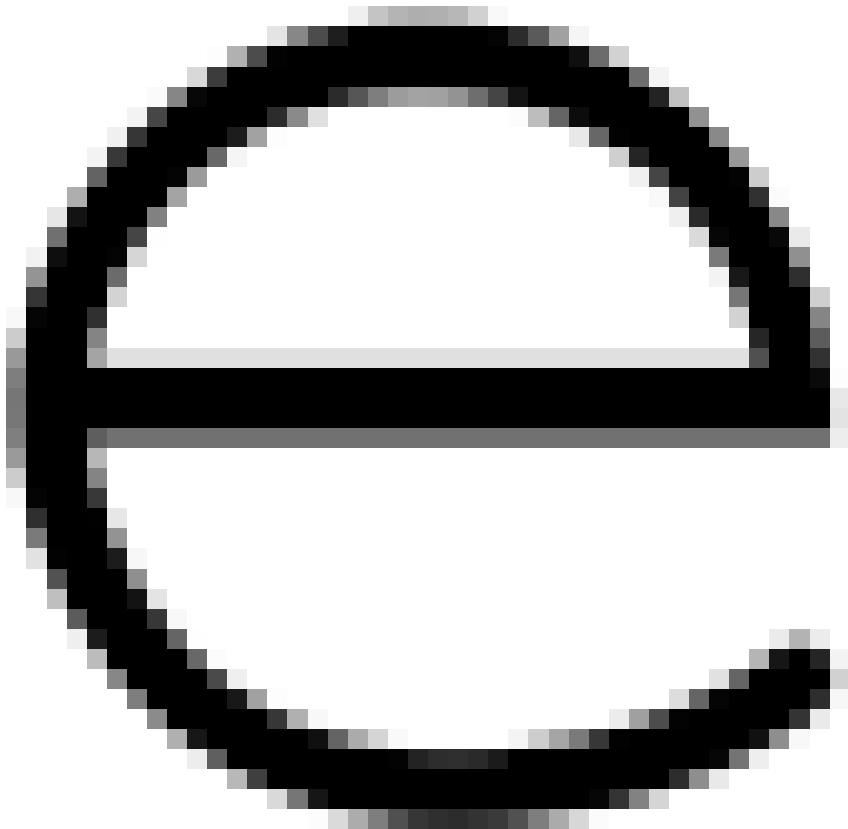




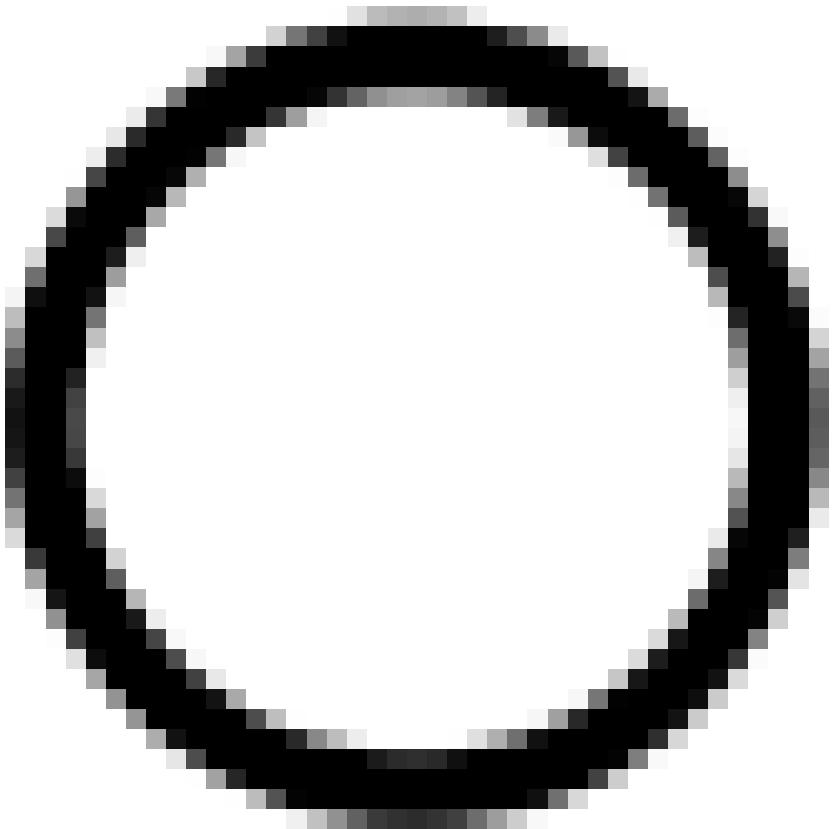


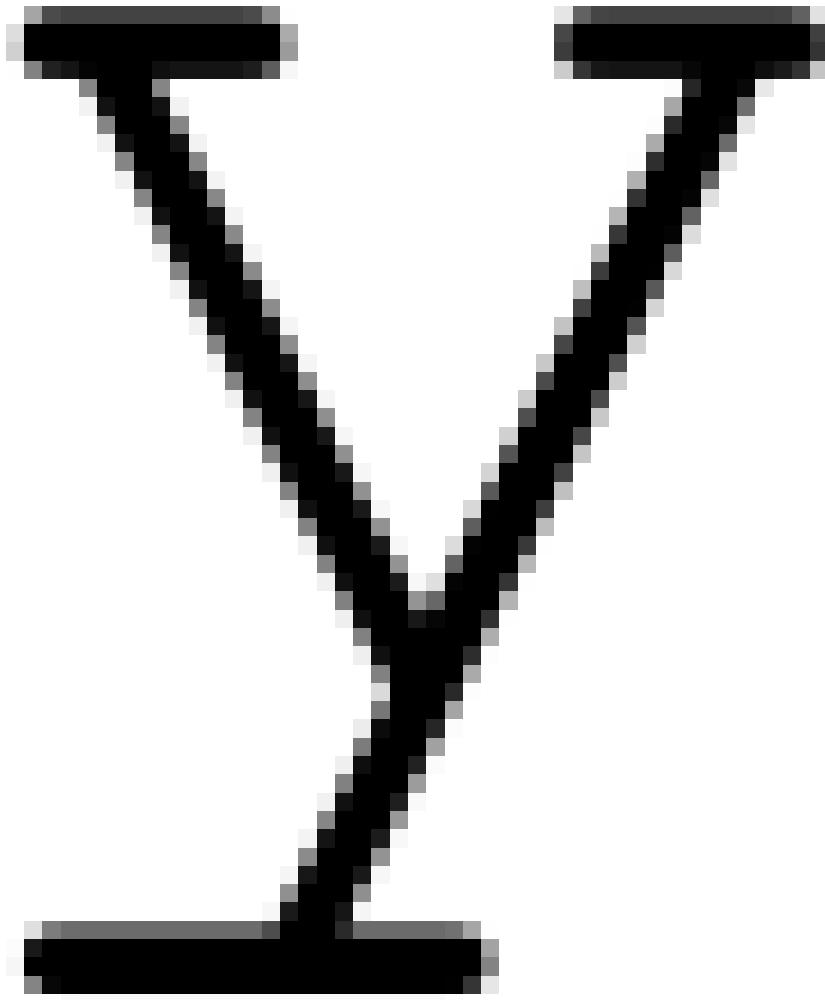


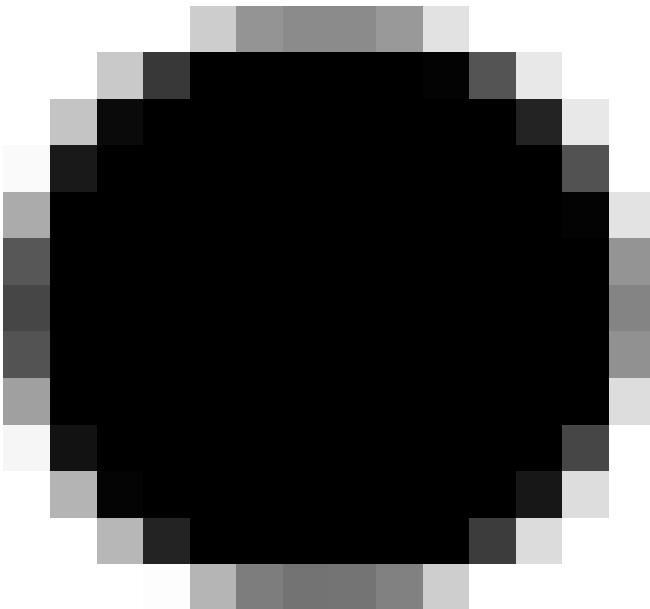






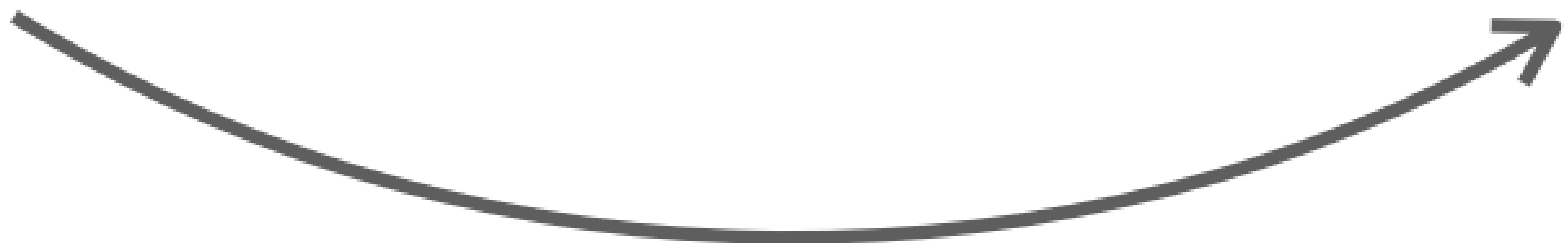












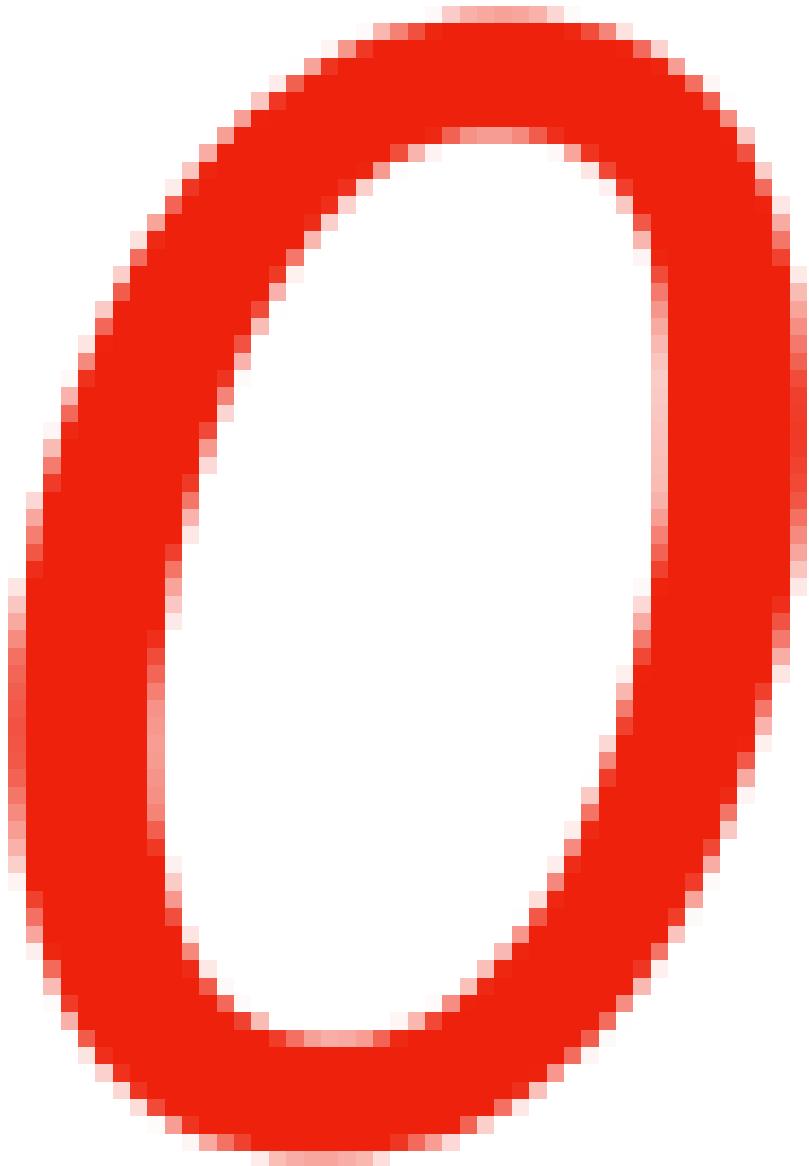
_id

-1

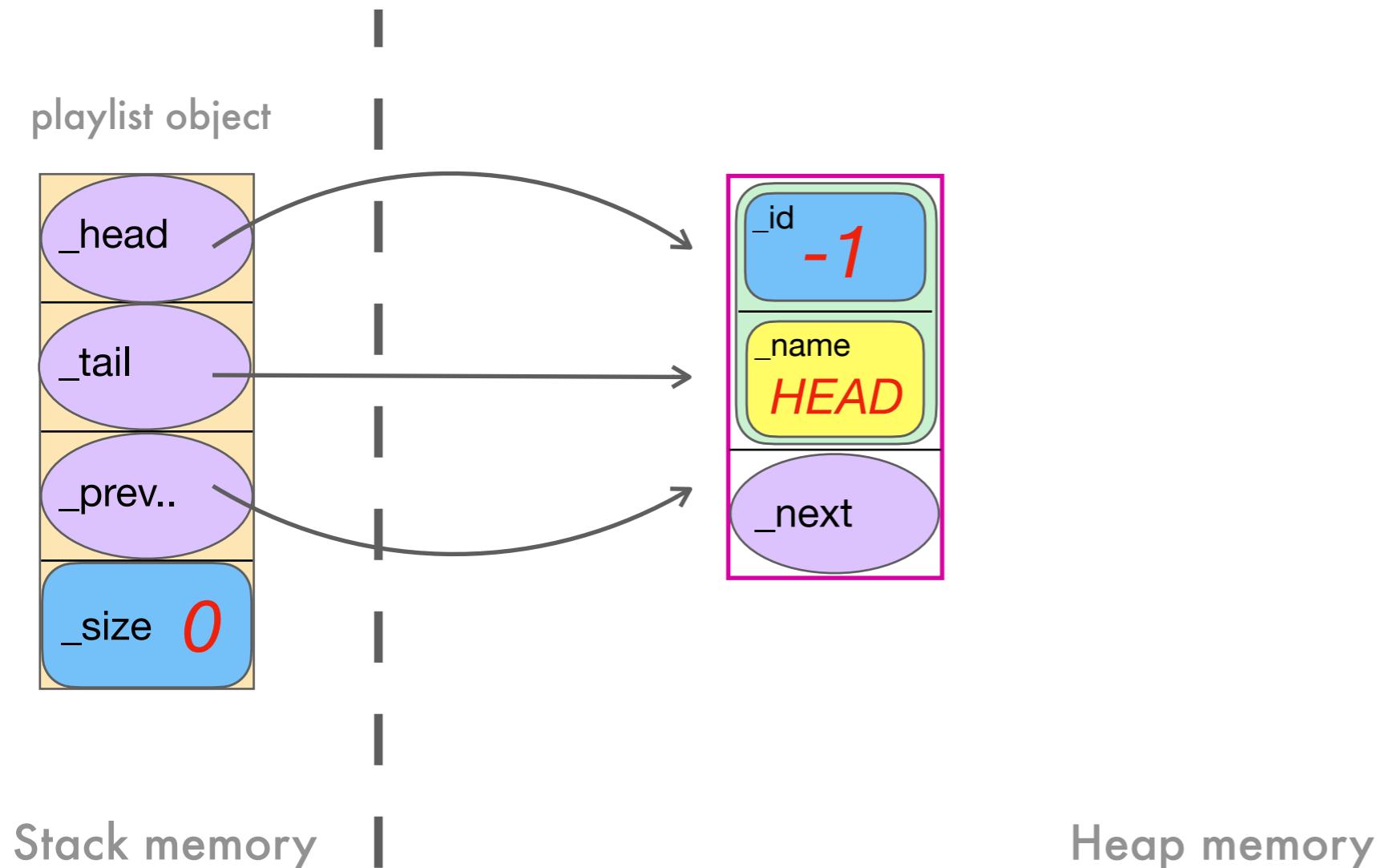
_name

HEAD

_next



The `_next` `Node*` data member should be initialized to `nullptr` by the `Node` constructor to avoid pointing at wild (garbage) memory.



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

Legend