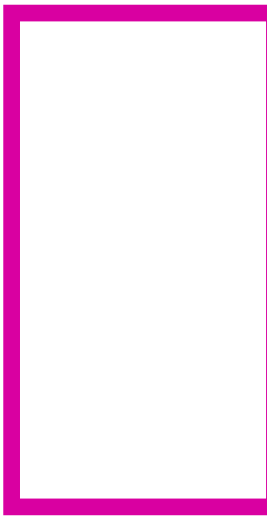
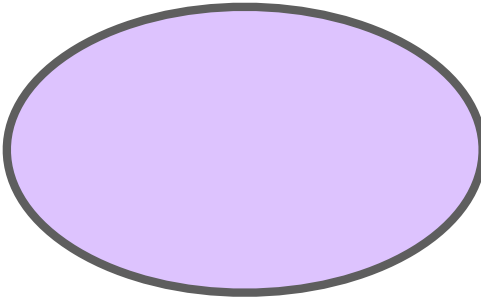
# Playlist

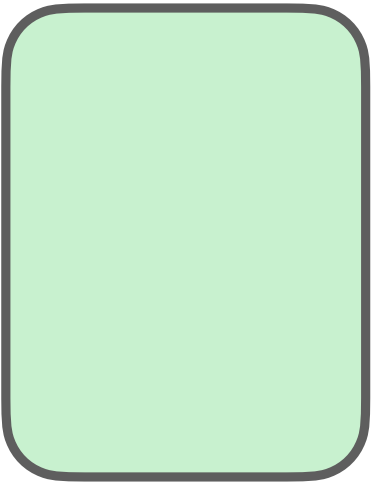
# Legend



# Playlist::Node



Playlist::Node*

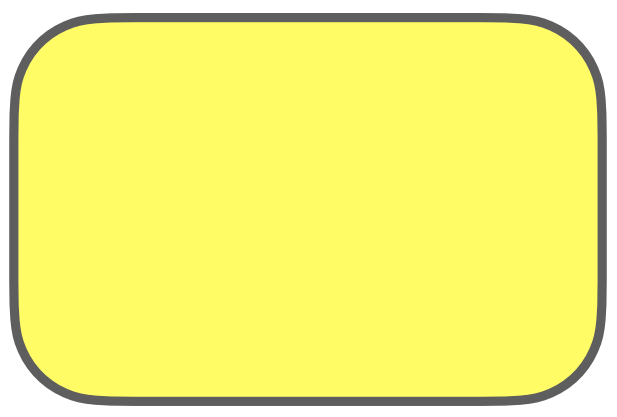


# Playlist::SongEntry

size_t

# Stack memory

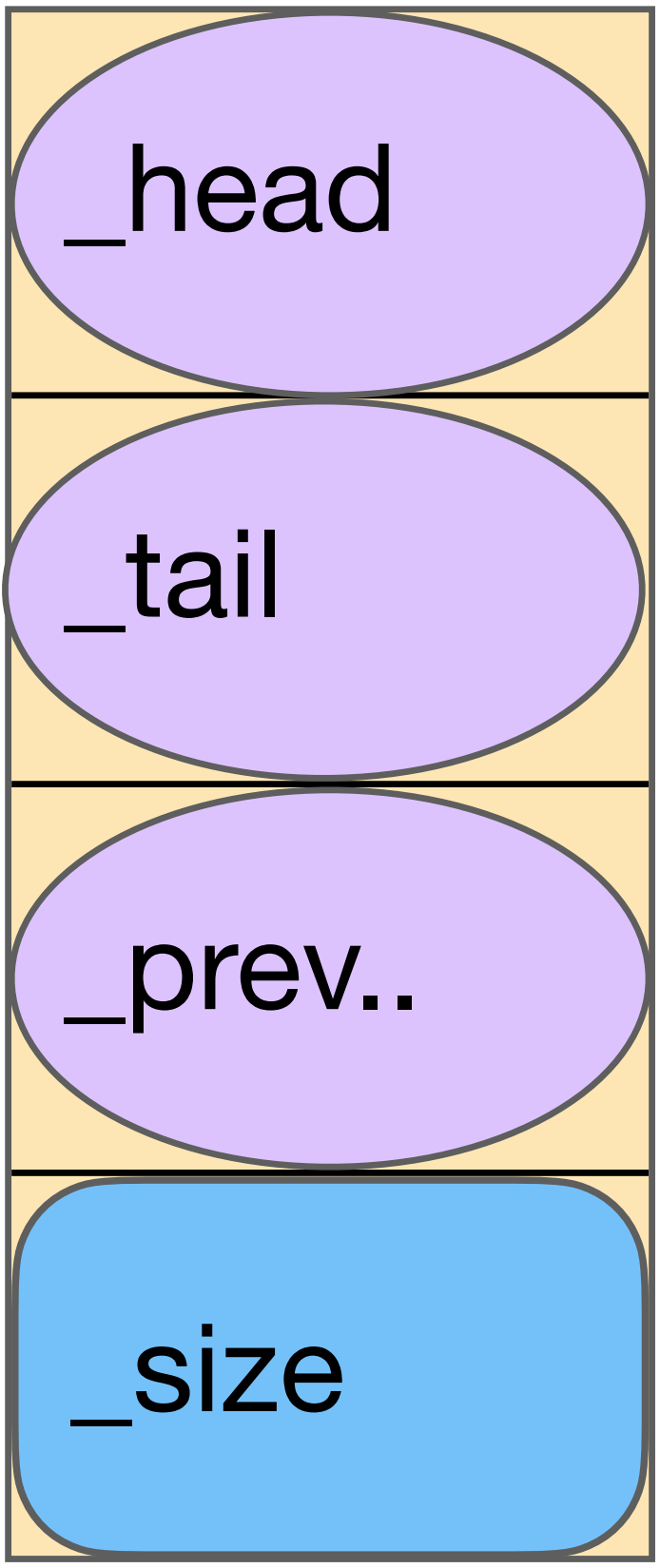
# Heap memory



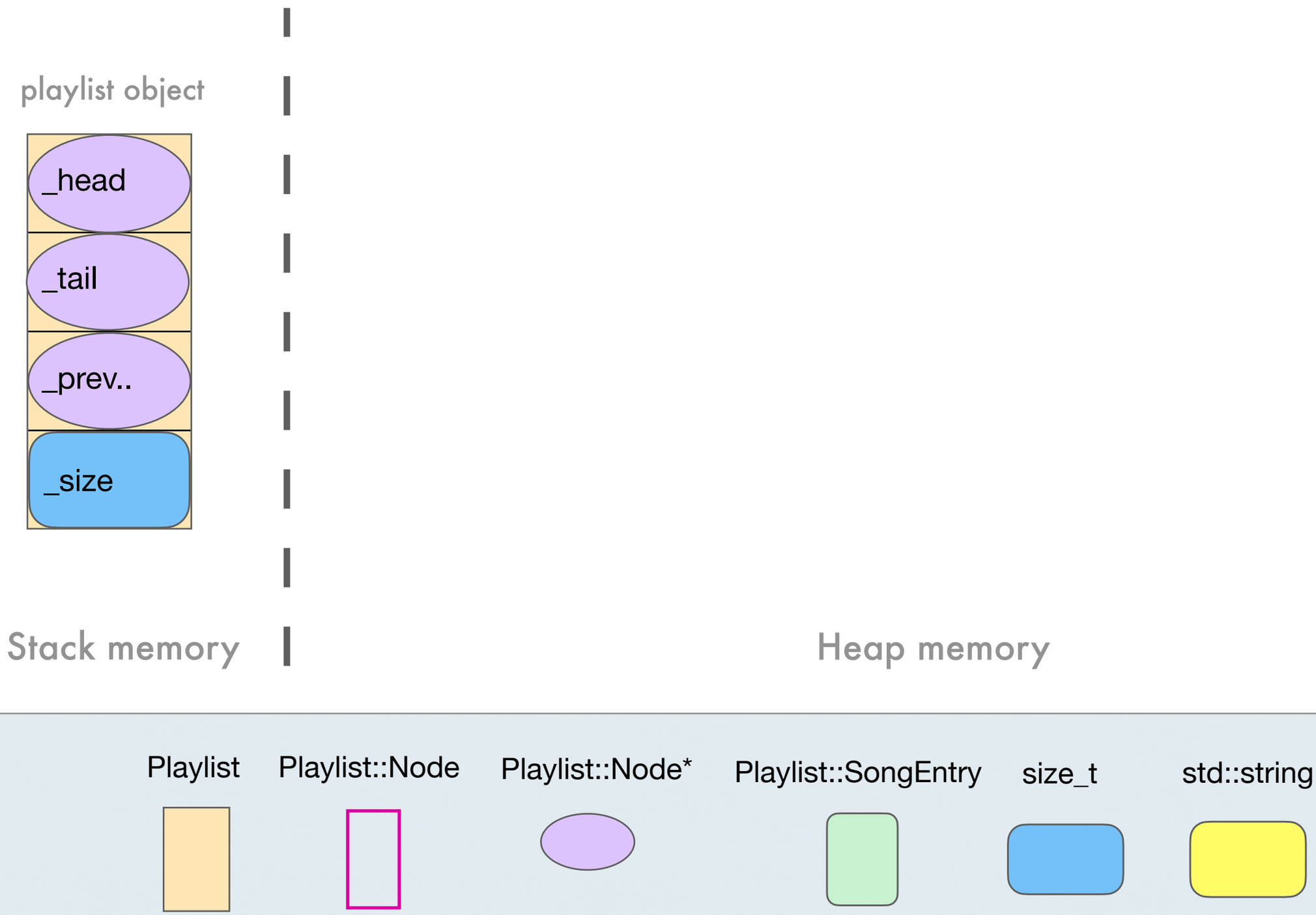
std::string

We'll consider a local playlist object created by the user that lives in stack memory.

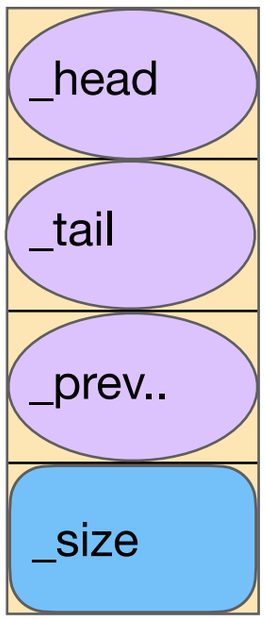
# playlist object



We'll consider a local playlist object created by the user that lives in stack memory.



playlist object




Stack memory

Heap memory

Playlist

Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string

Legend