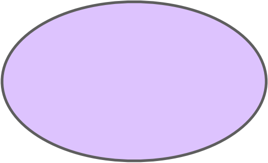
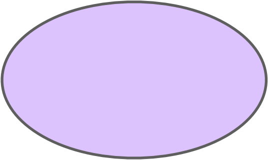
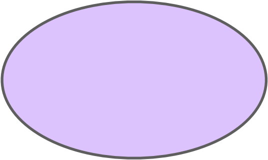


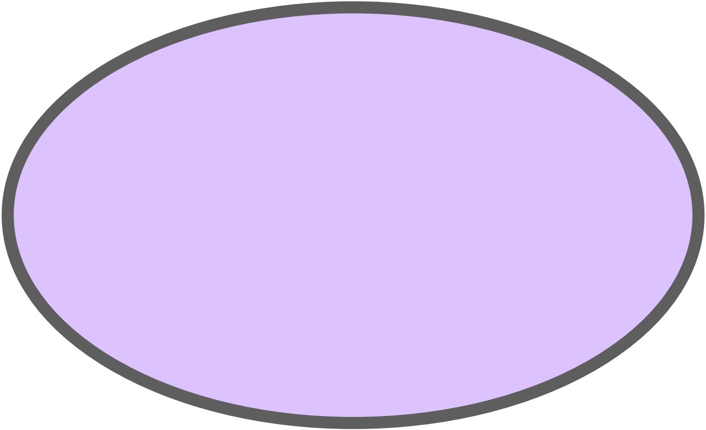




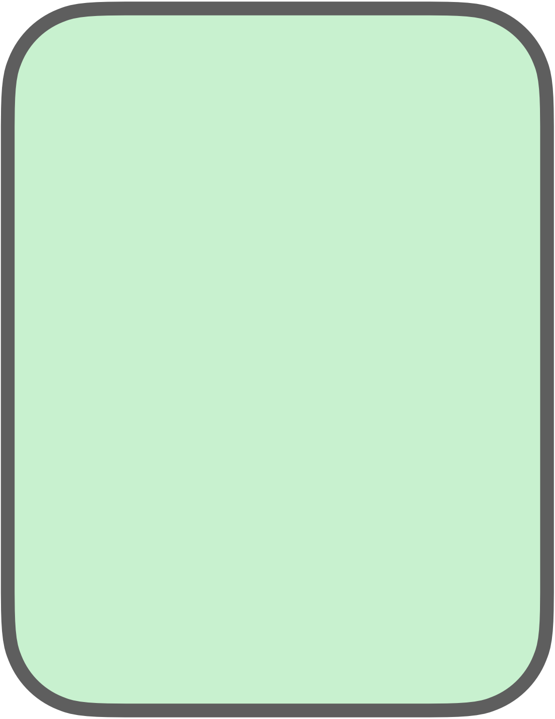
Playlist

Legend

Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

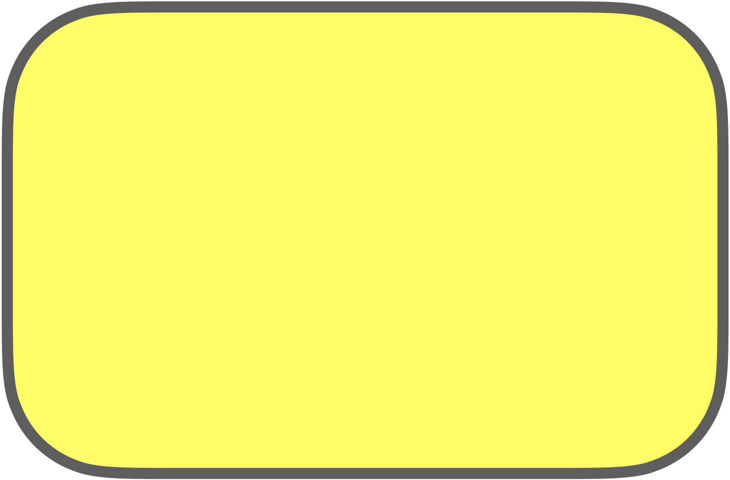
_prev..

_size

Stack memory

Heap memory

playlist object



std::string

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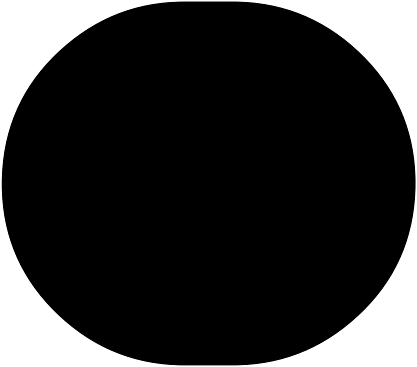
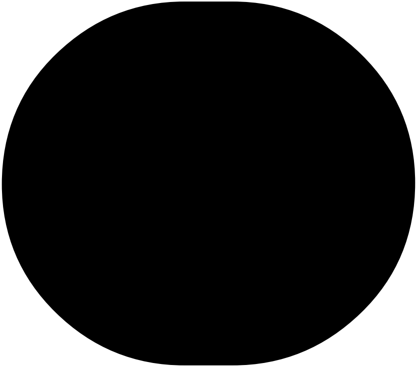
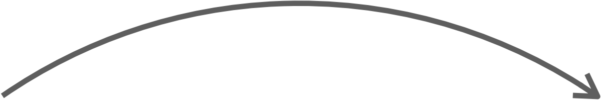
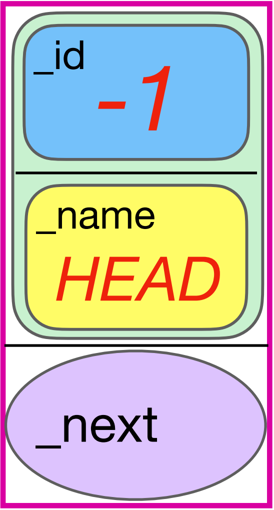
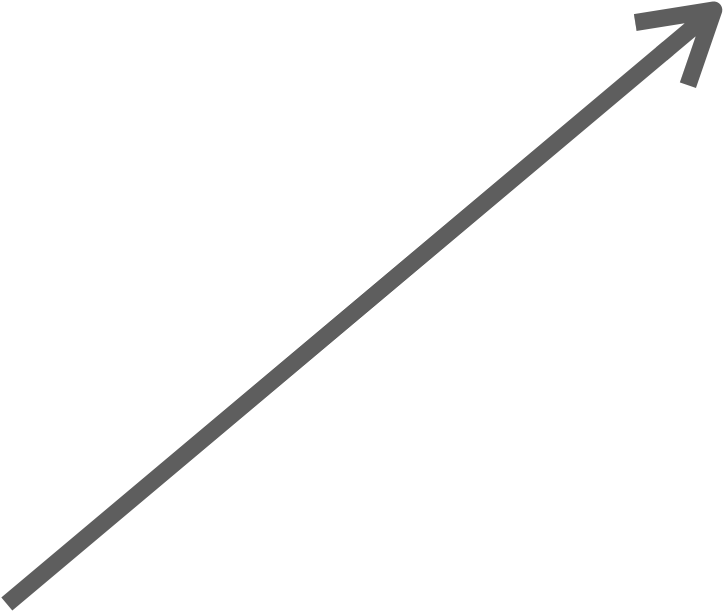






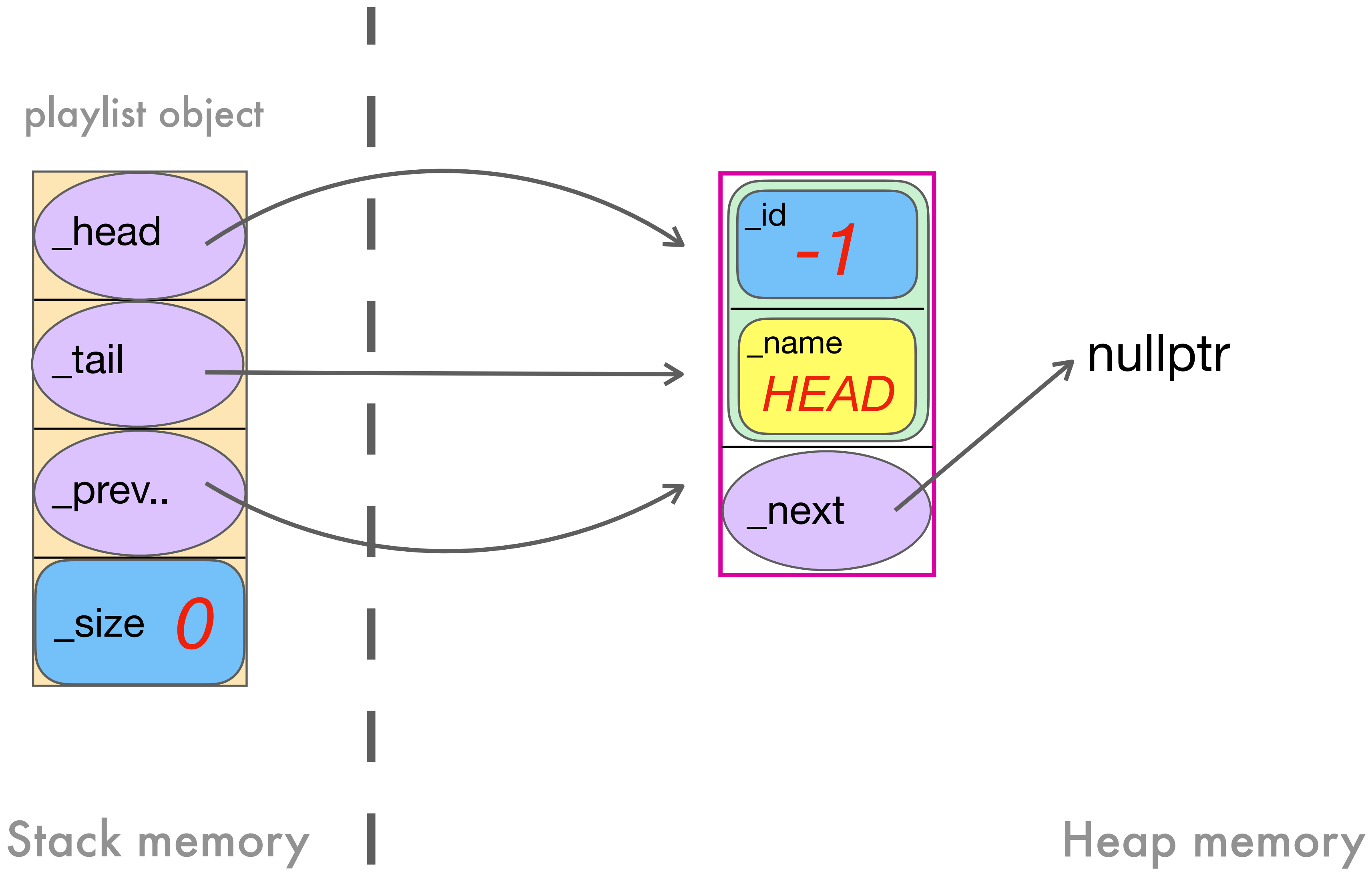

_id
-1
_name
HEAD
_next



nullptr

0

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


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

Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string
🟧	▯	⬭	🟩	🟦	🟨

Legend