



Plavist

Legend





Privacyist: No



Payvist: Noode\*



Playvist: Song Entry



size\_

\_\_\_\_\_

head



\_\_\_\_\_

tsini

**OROV.**



size

stack memory

Heap memory

playivist • obiect





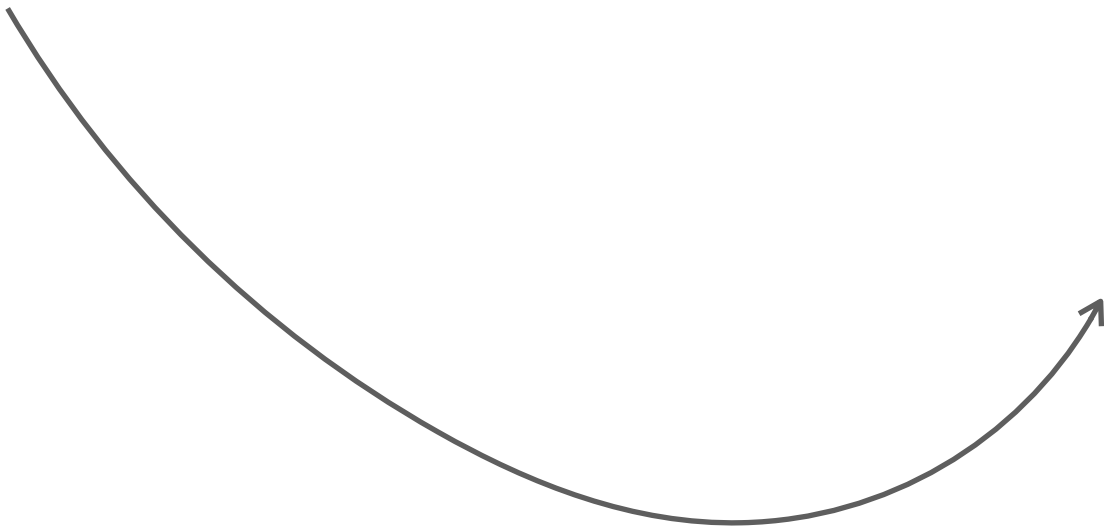




std::string

When `insert_at_cursor()` returns, the temporary local `Node*` `new_node` will be destroyed, but the node itself in heap memory is now accessible via the list, via the sentinel node.







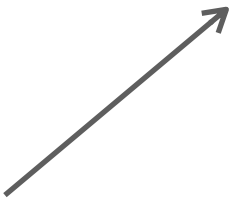
\_id

*-1*

\_name

*HEAD*

\_next





n u i p t r





The diagram illustrates a linked list node structure. It is divided into three horizontal sections by two black lines. The top section is a light blue rounded rectangle containing the text `_id`. The middle section is a light yellow rounded rectangle containing the text `_name`. The bottom section is a light purple oval containing the text `_next`. The entire diagram is enclosed in a thick magenta border.

`_id`

`_name`

`_next`

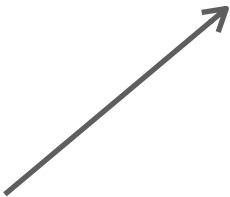
10

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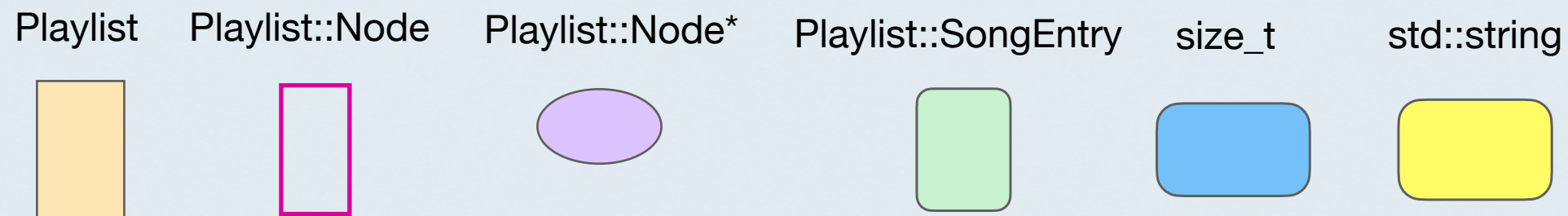
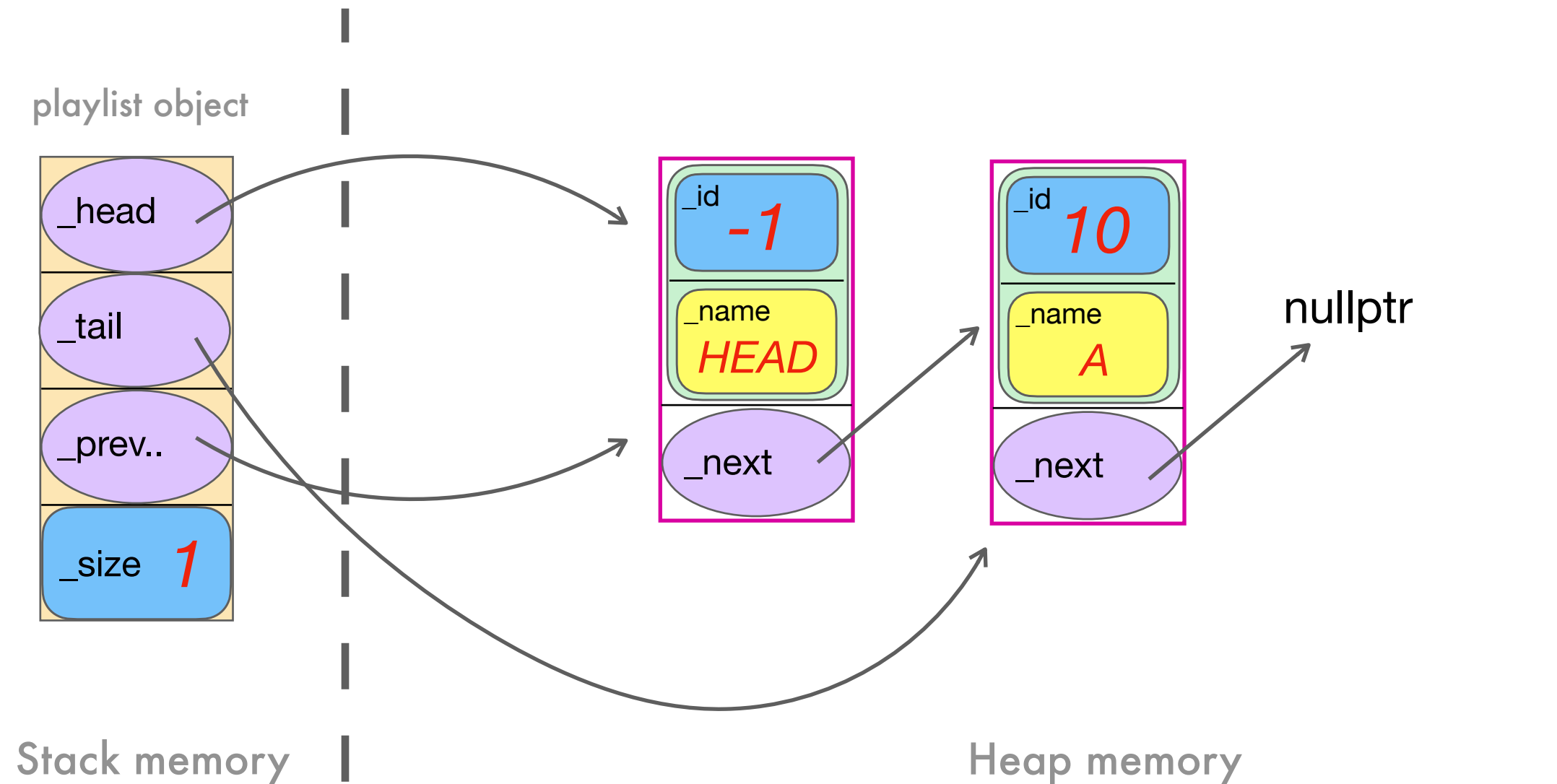


new\_node



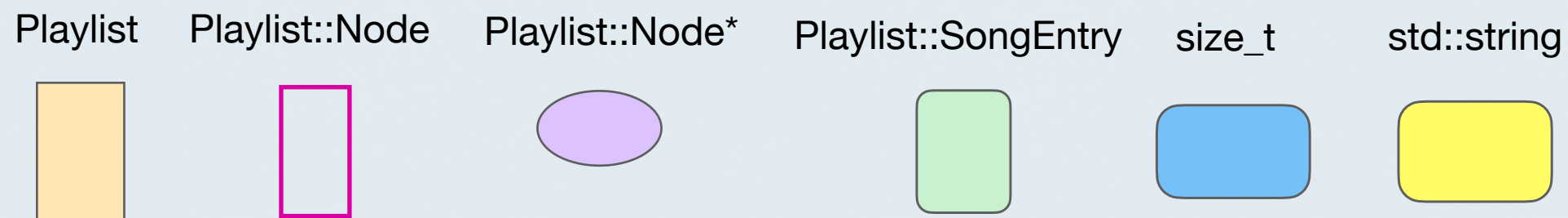
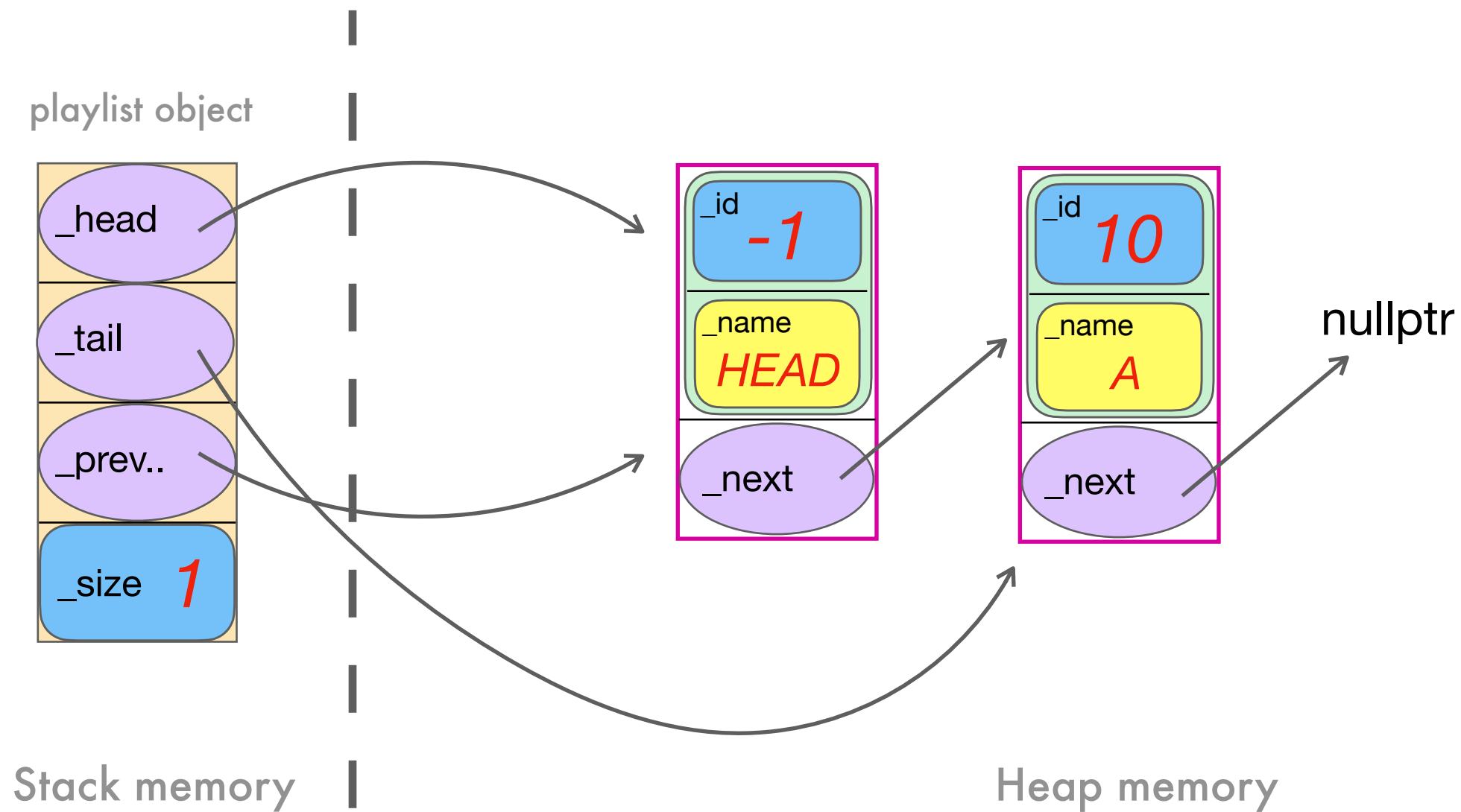


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Legend





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