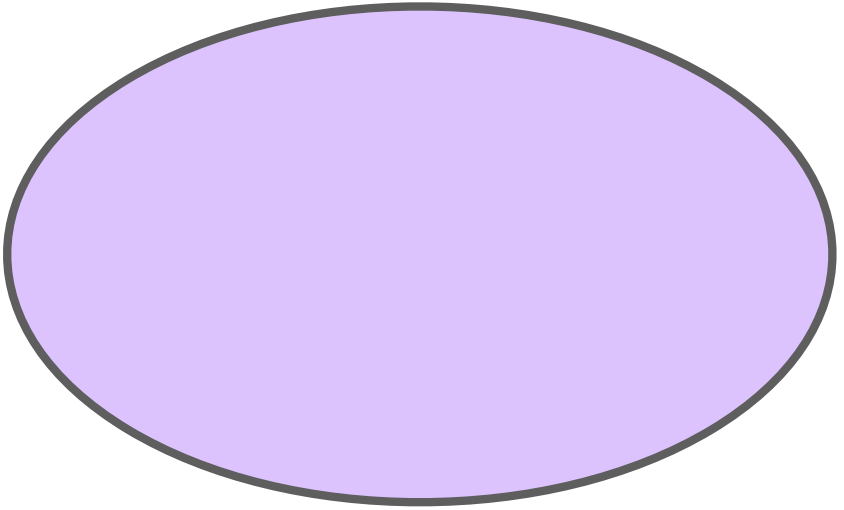
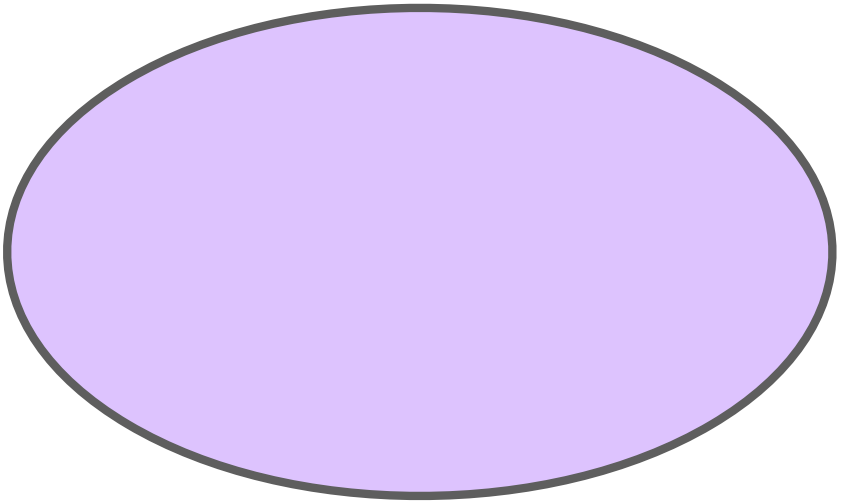
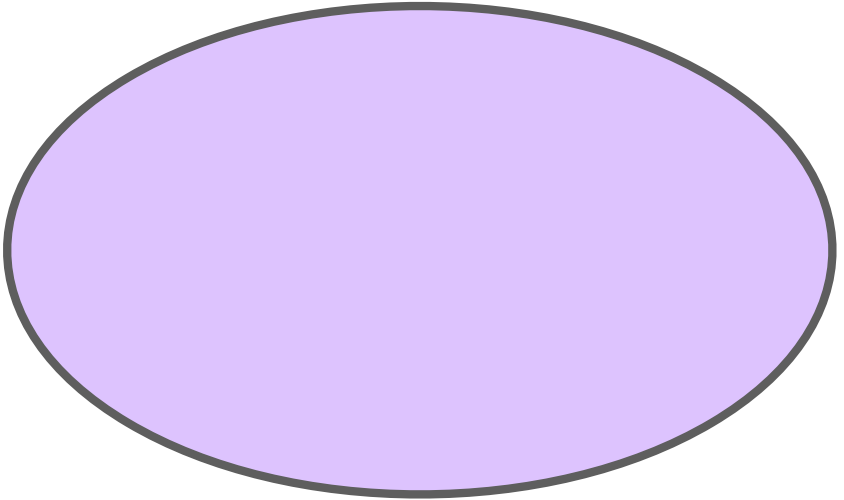
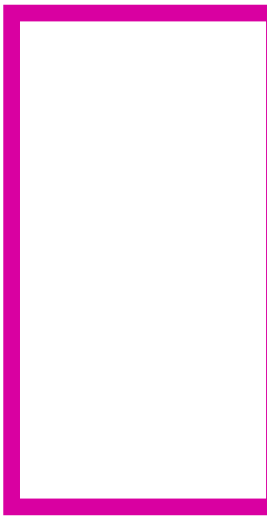




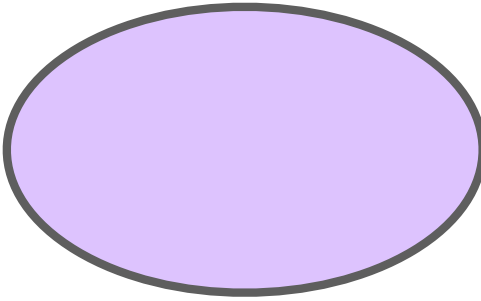


Playlist

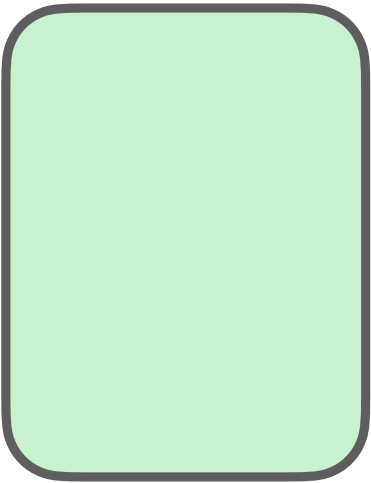
Legend



Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

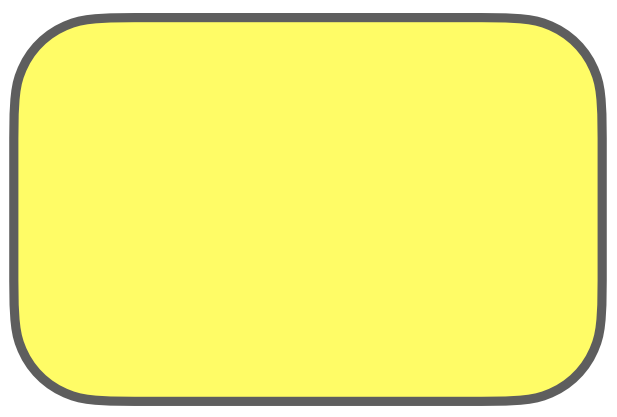
_prev..

_size

Stack memory

Heap memory

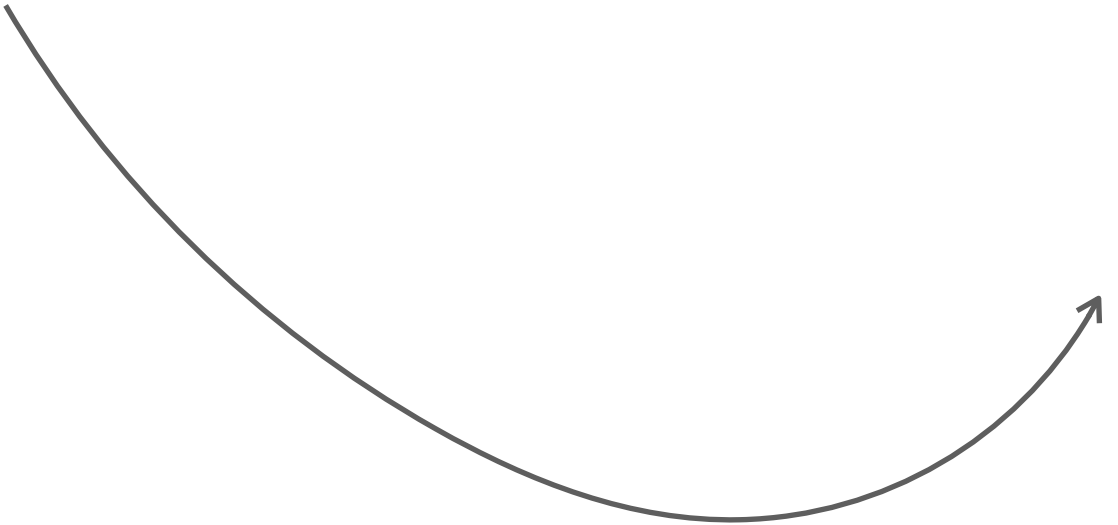
playlist object

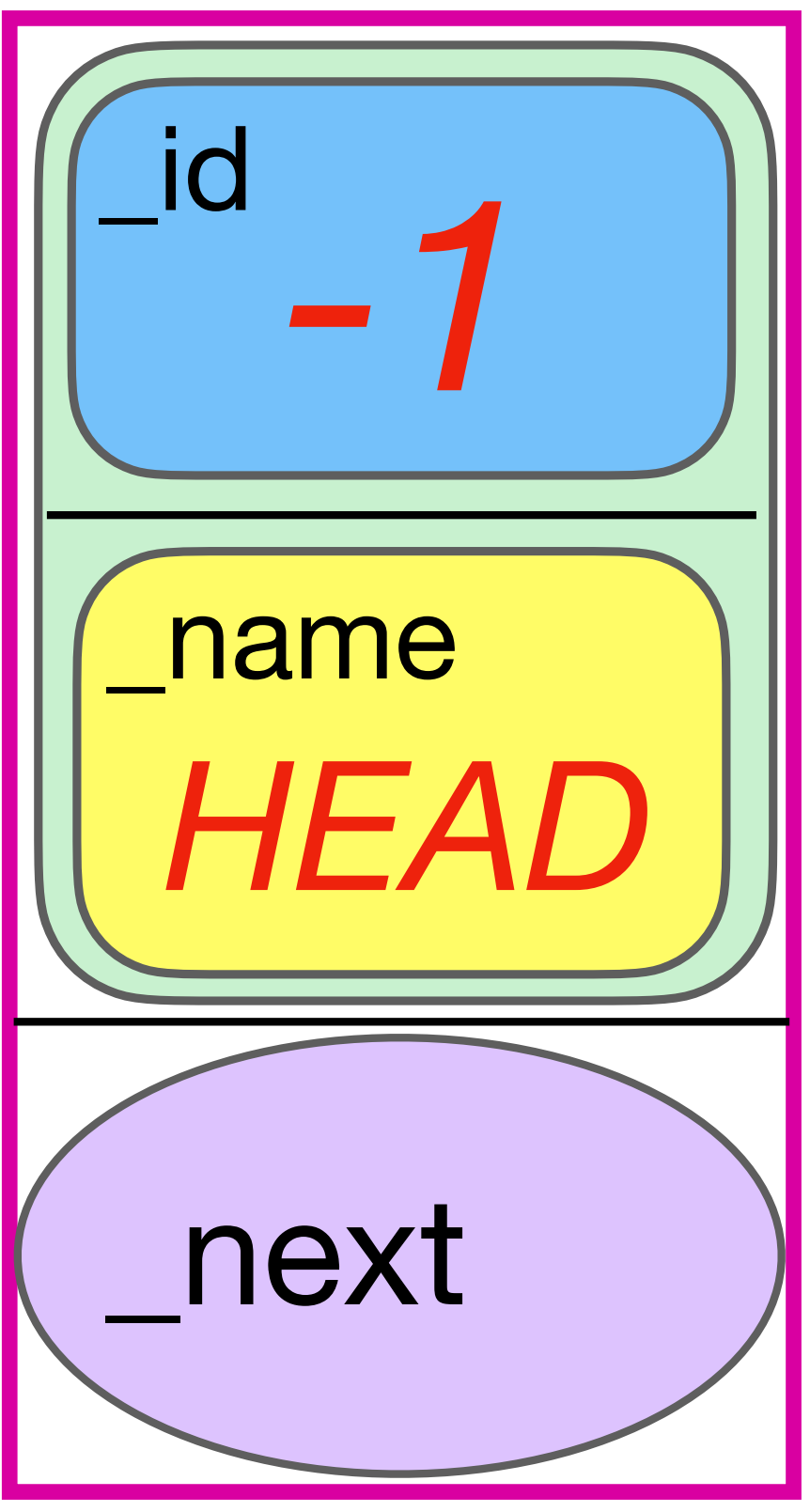


std::string

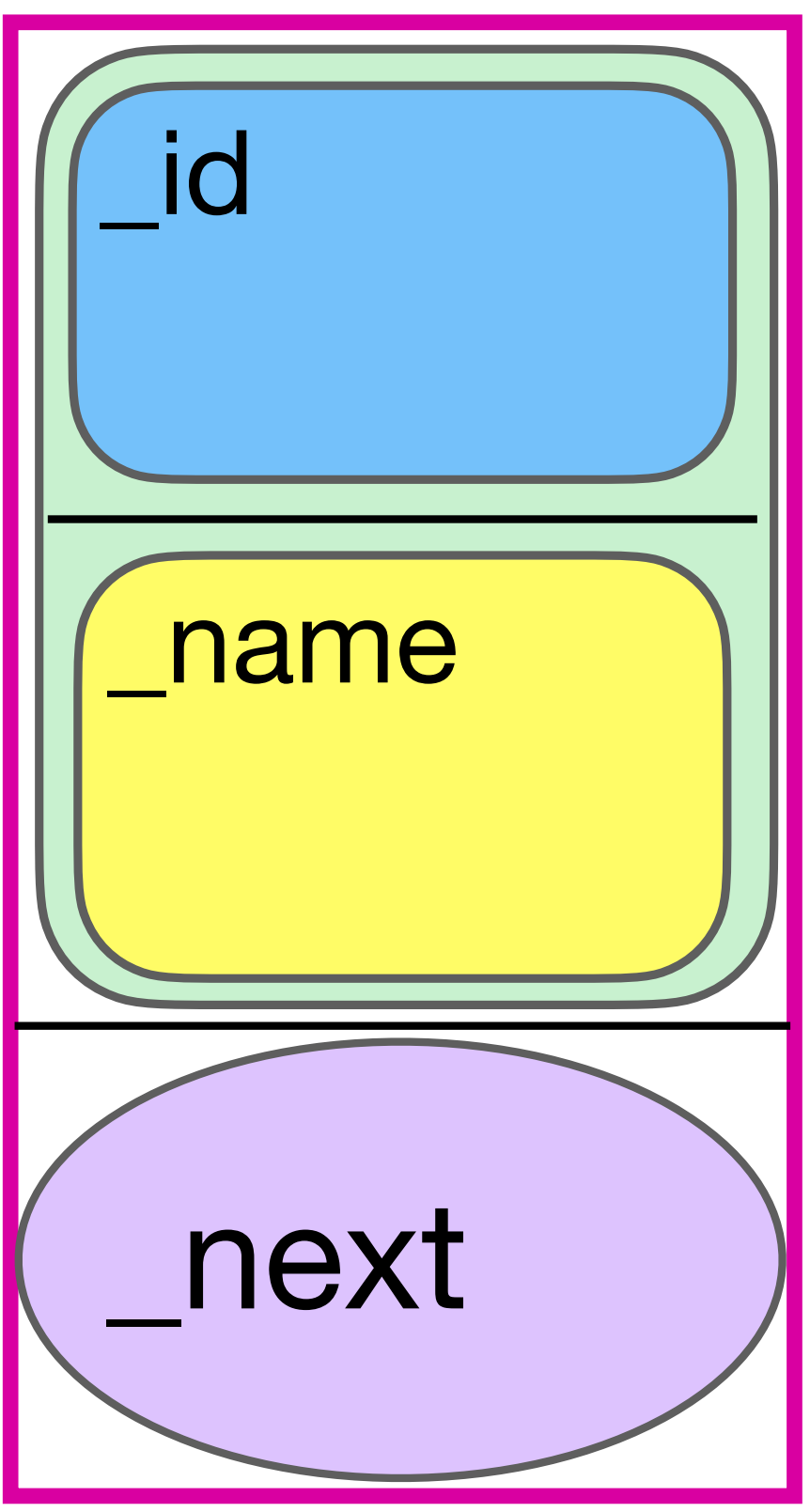
Let’s insert another song:

```
playlist.insert_at_cursor(Playlist::SongEntry(20, “B”));
```



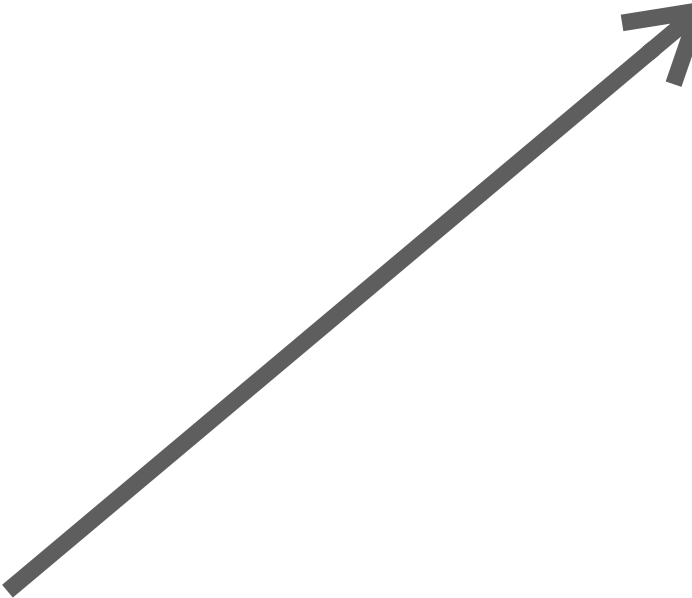

_id
-1
_name
HEAD
_next

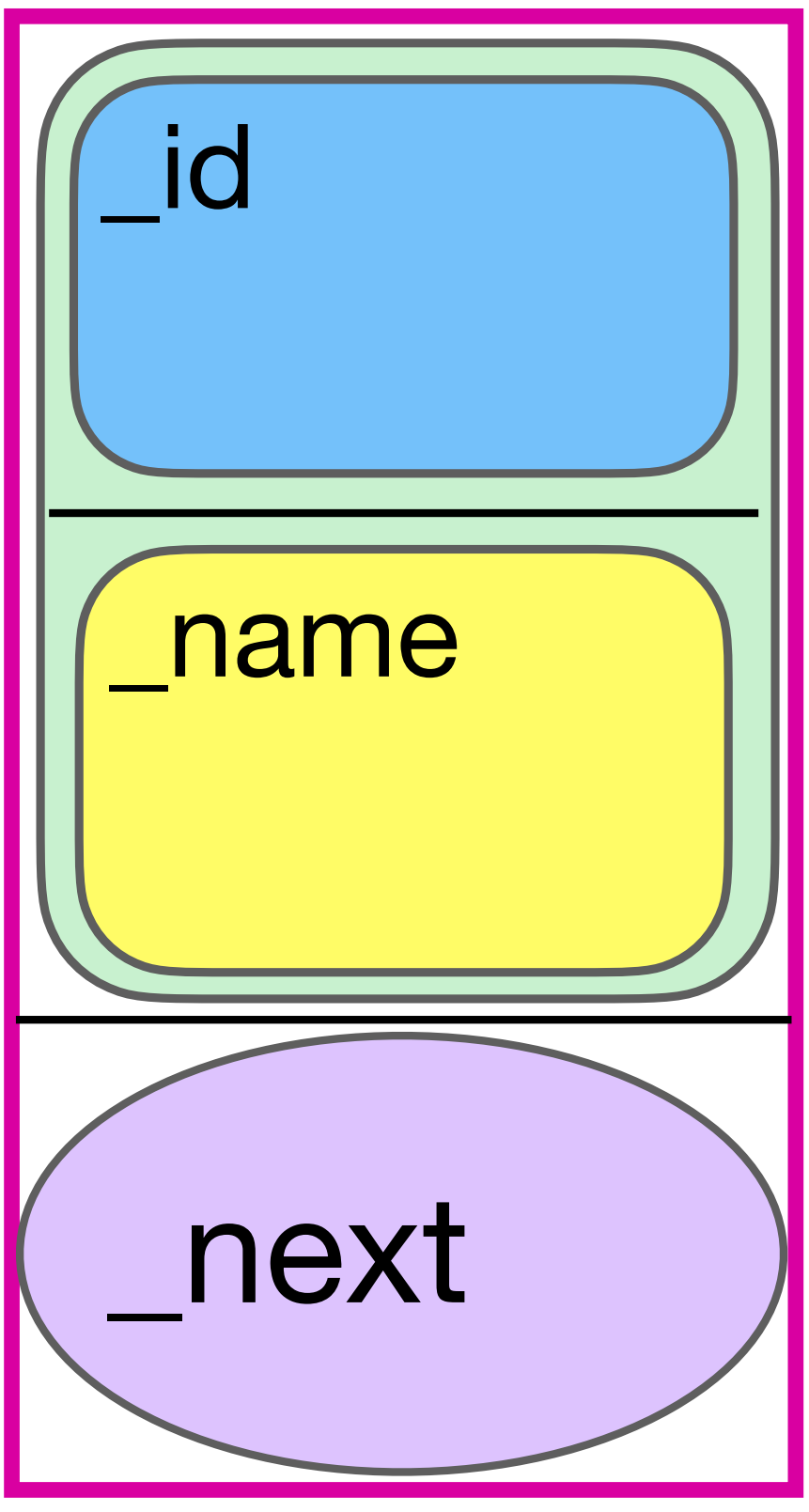
nullptr


_id
_name
_next

10

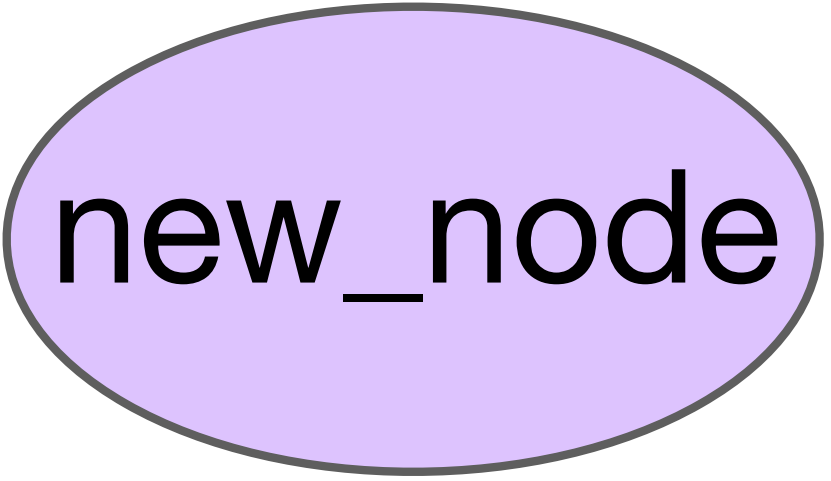
A

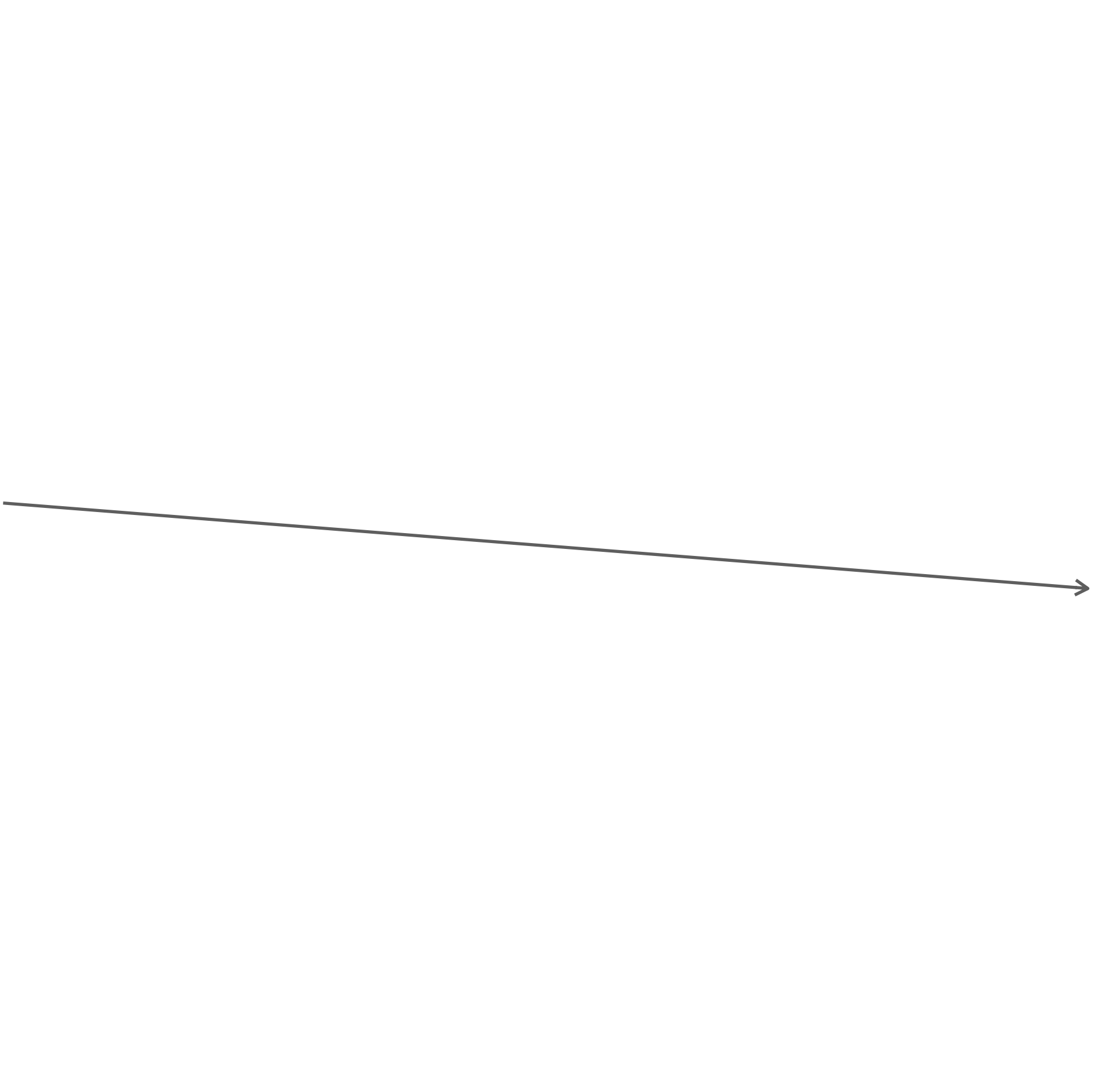



_id
_name
_next

20

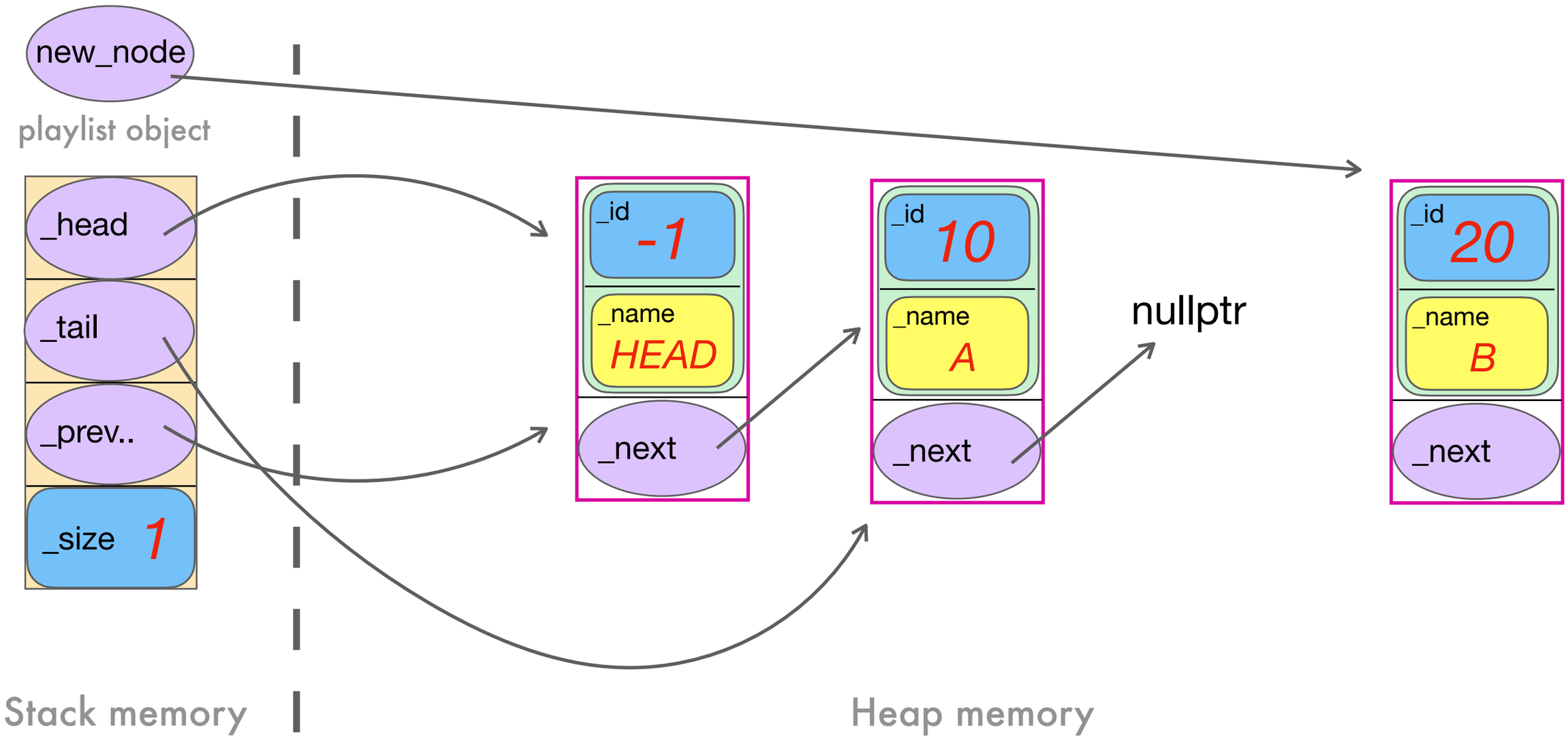
B

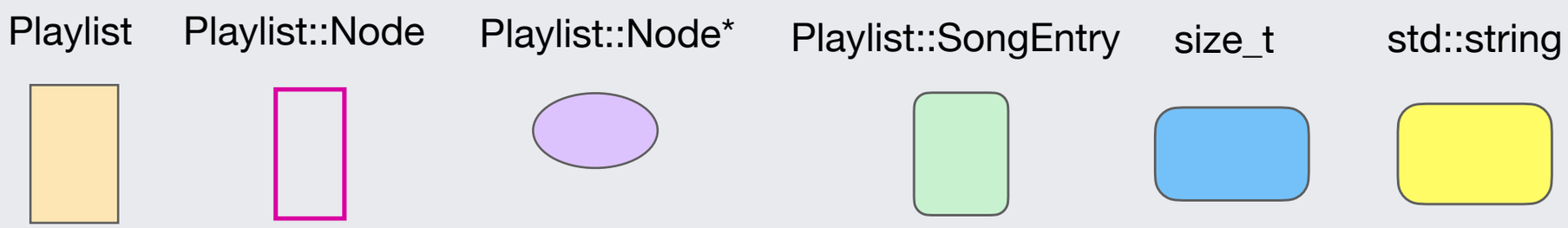

new_node



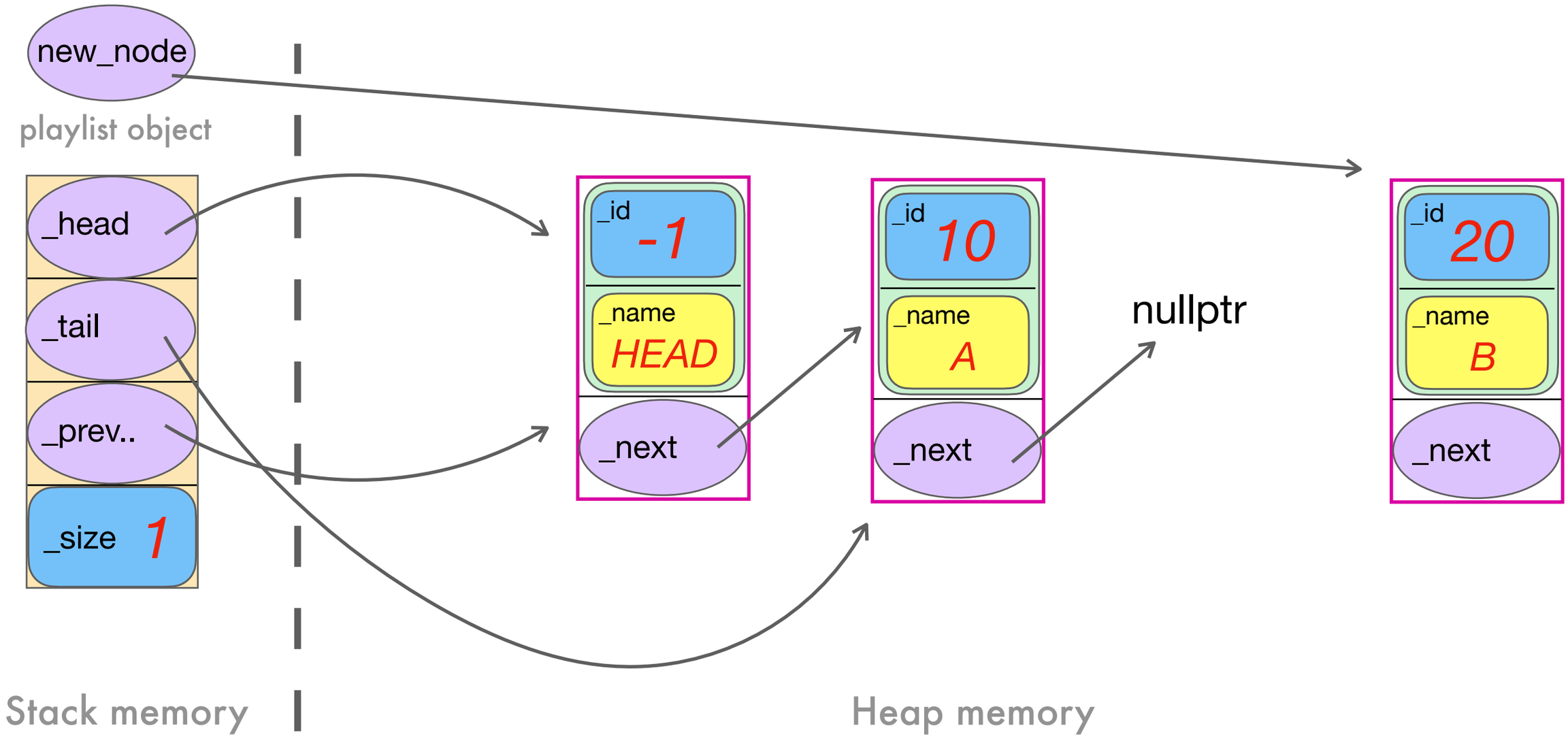
Let’s insert another song:

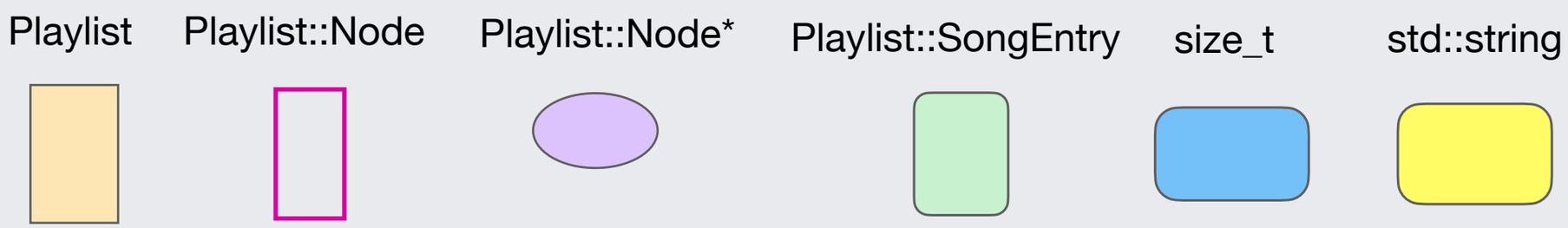
```
playlist.insert_at_cursor(Playlist::SongEntry(20, “B”));
```





Legend


new_node
playlist object
_head
_tail
_prev..
_size
1
_id
-1
_name
HEAD
_next
_id
10
_name
A
_next
nullptr
_id
20
_name
B
_next
Stack memory
Heap memory


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