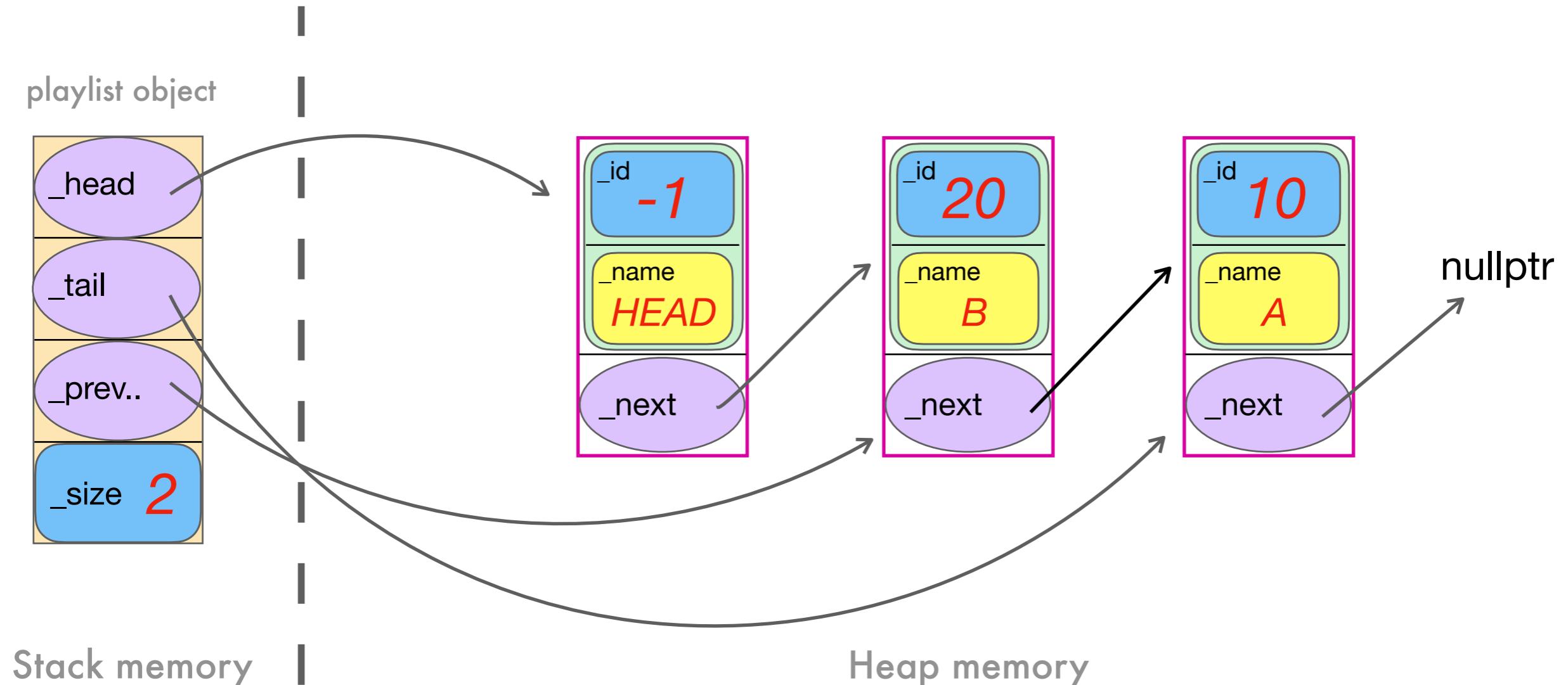


Now let's advance the cursor:

```
playlist.advance_cursor();
```



Playlist

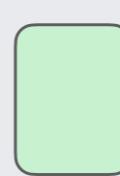
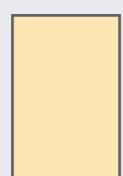
Playlist::Node

Playlist::Node\*

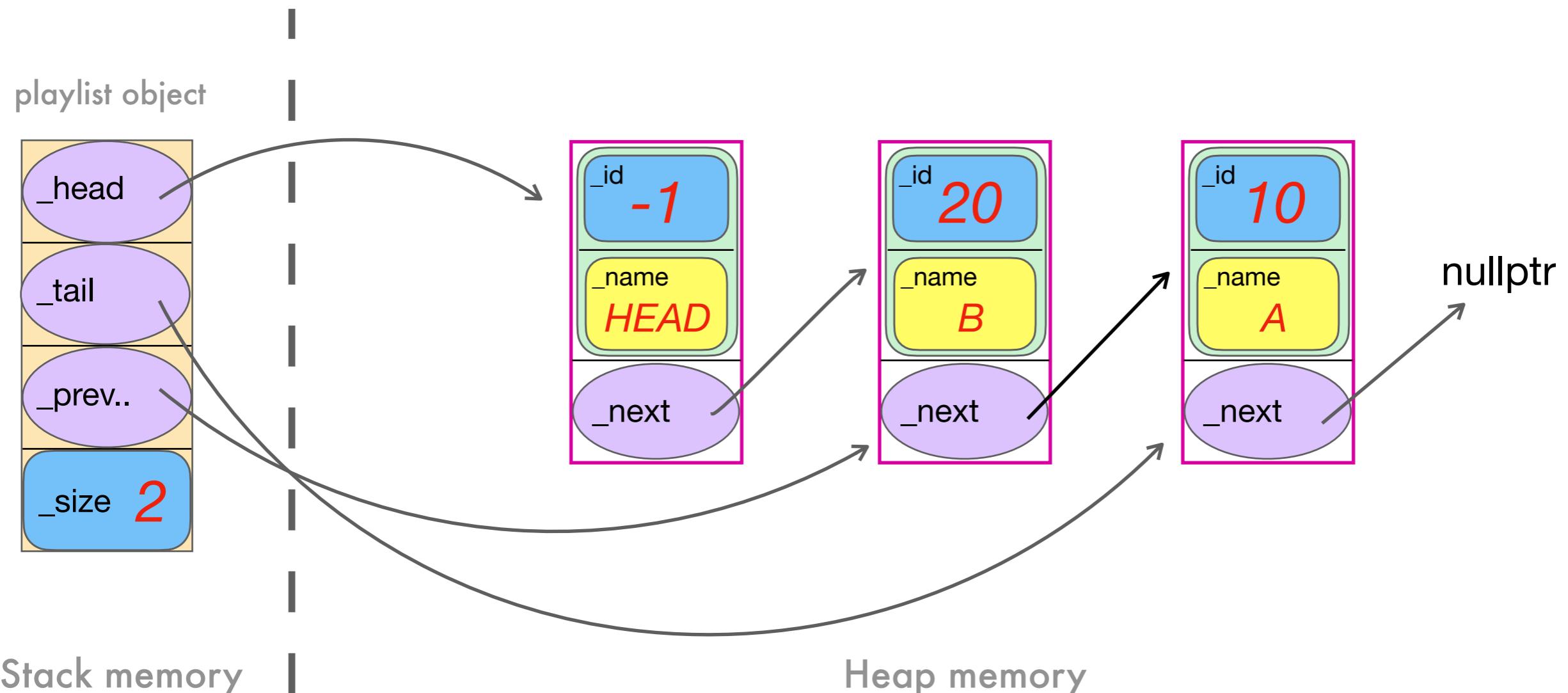
Playlist::SongEntry

size\_t

std::string



Legend



Playlist

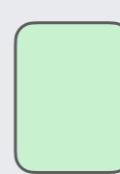
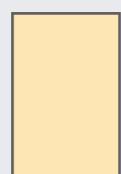
Playlist::Node

Playlist::Node\*

Playlist::SongEntry

size\_t

std::string



Legend