





























Plavist

Legend





Privacyist: No



Payvist: Noode\*



Playvist: Song Entry



size\_

\_\_\_\_\_

head



+

2

1

1

1

1

**OROV.**



size

stack memory

Heap memory

playivist • obiect









std::string

















































































































































































































\_id

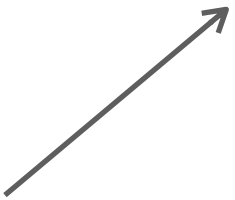
*-1*

\_name

*HEAD*

\_next



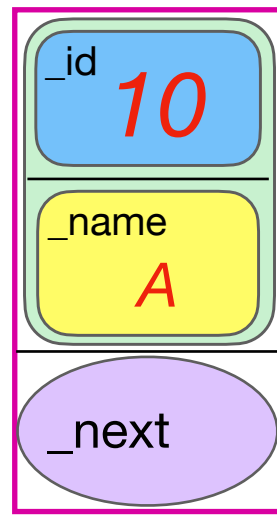


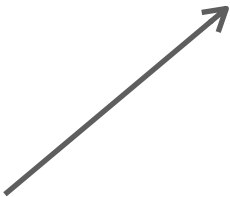
n u i p t r



new\_node

The diagram illustrates a pointer variable 'new\_node' pointing to a node structure. The 'new\_node' is represented by a purple oval on the left. A black arrow points from the right side of this oval to the top of a node structure on the right. The node structure is a vertical stack of three components: a light blue box for '\_id' containing the value '10' in red, a yellow box for '\_name' containing the value 'A' in red, and a purple oval for '\_next'.







data members. In this case, we need to update

insert\_at\_cursor() needs to maintain `PlayList`



tail and size.

this case, we need to update `tail` and `size`.

We need to maintain PlayList data members. In

