Playlist

Legend

Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

_head

_tail

_prev..

_size

Stack memory

Heap memory

playlist object

std::string

p

a

y

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S

t

a

d

V

a

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C

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u

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S

O

r

_id

-1

_name

HEAD

_next

nullptr

3

_id

10
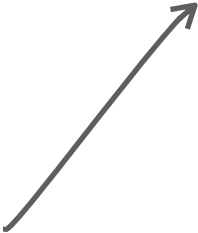
_name

A

_next

_id

20

_name

B

_next

_id
30

_name
C

_next

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