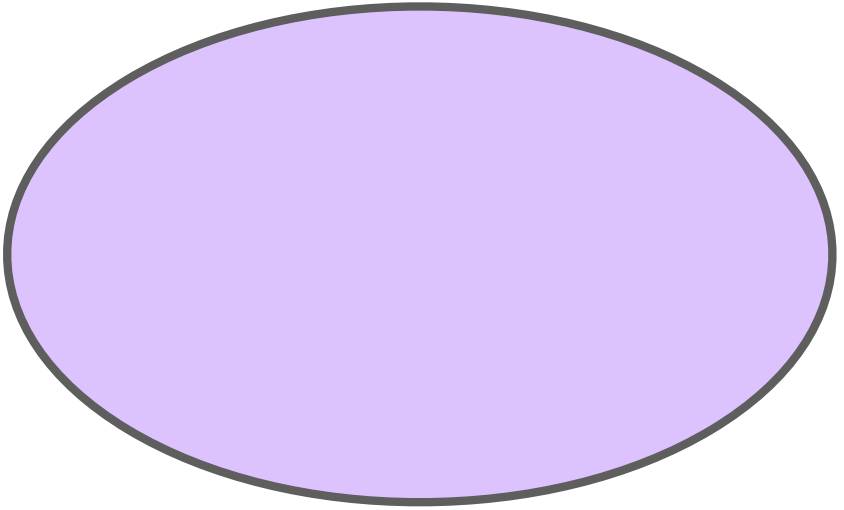
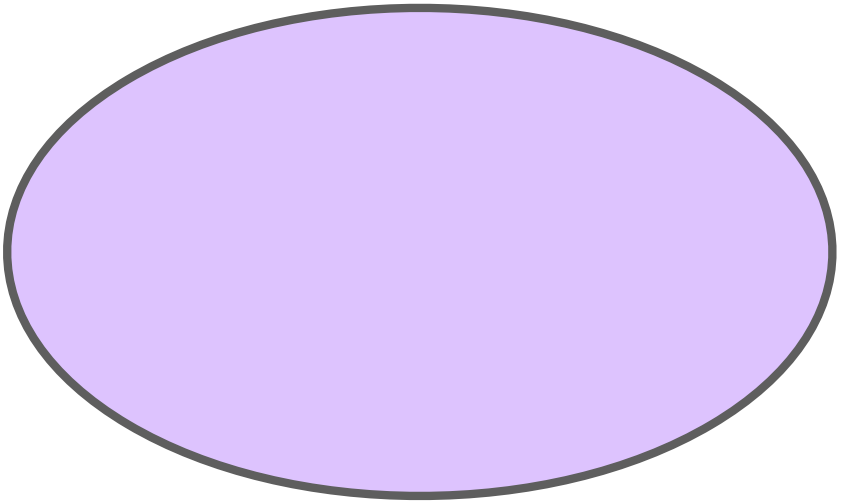
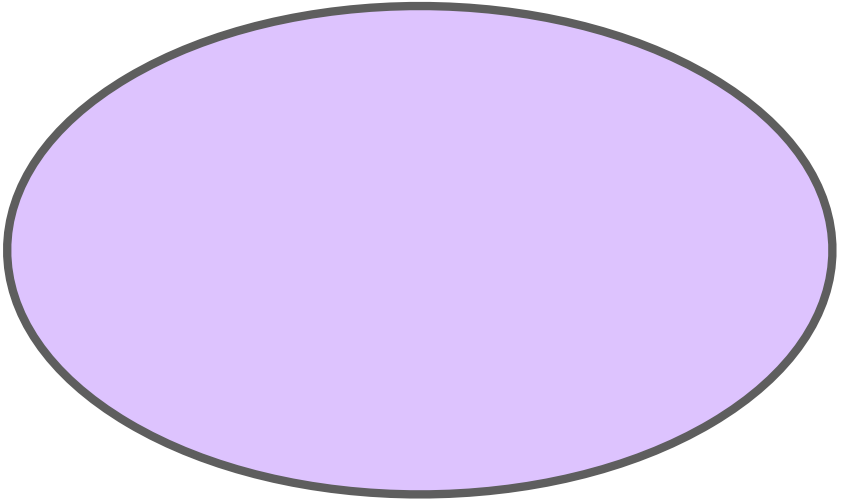
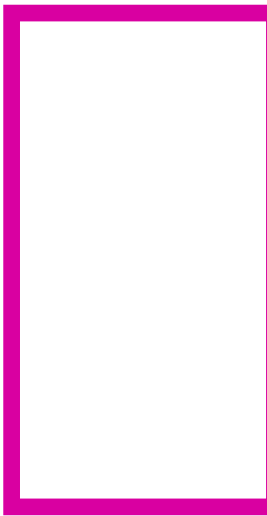




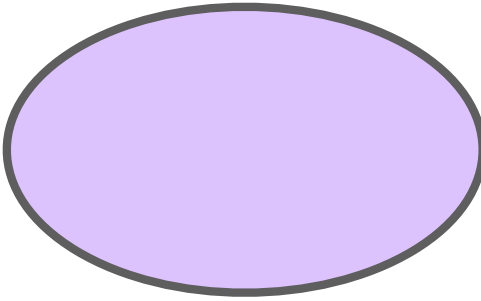


Playlist

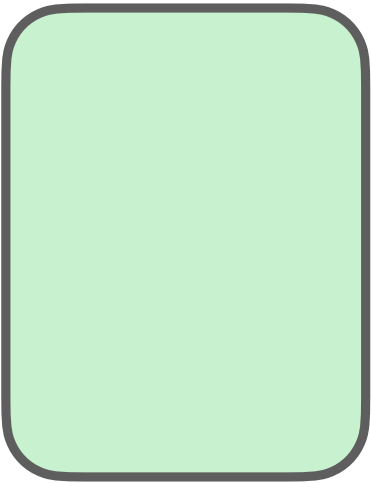
Legend



Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

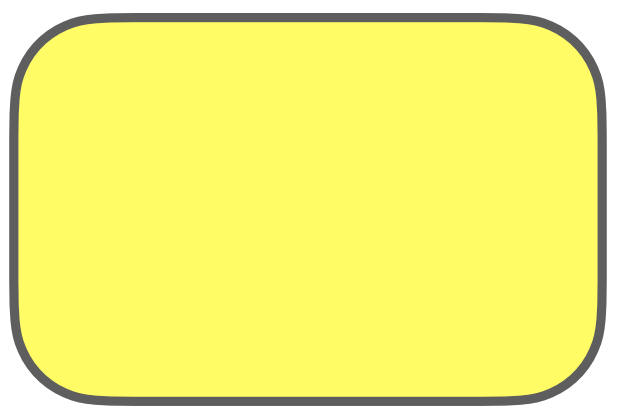
_prev..

_size

Stack memory

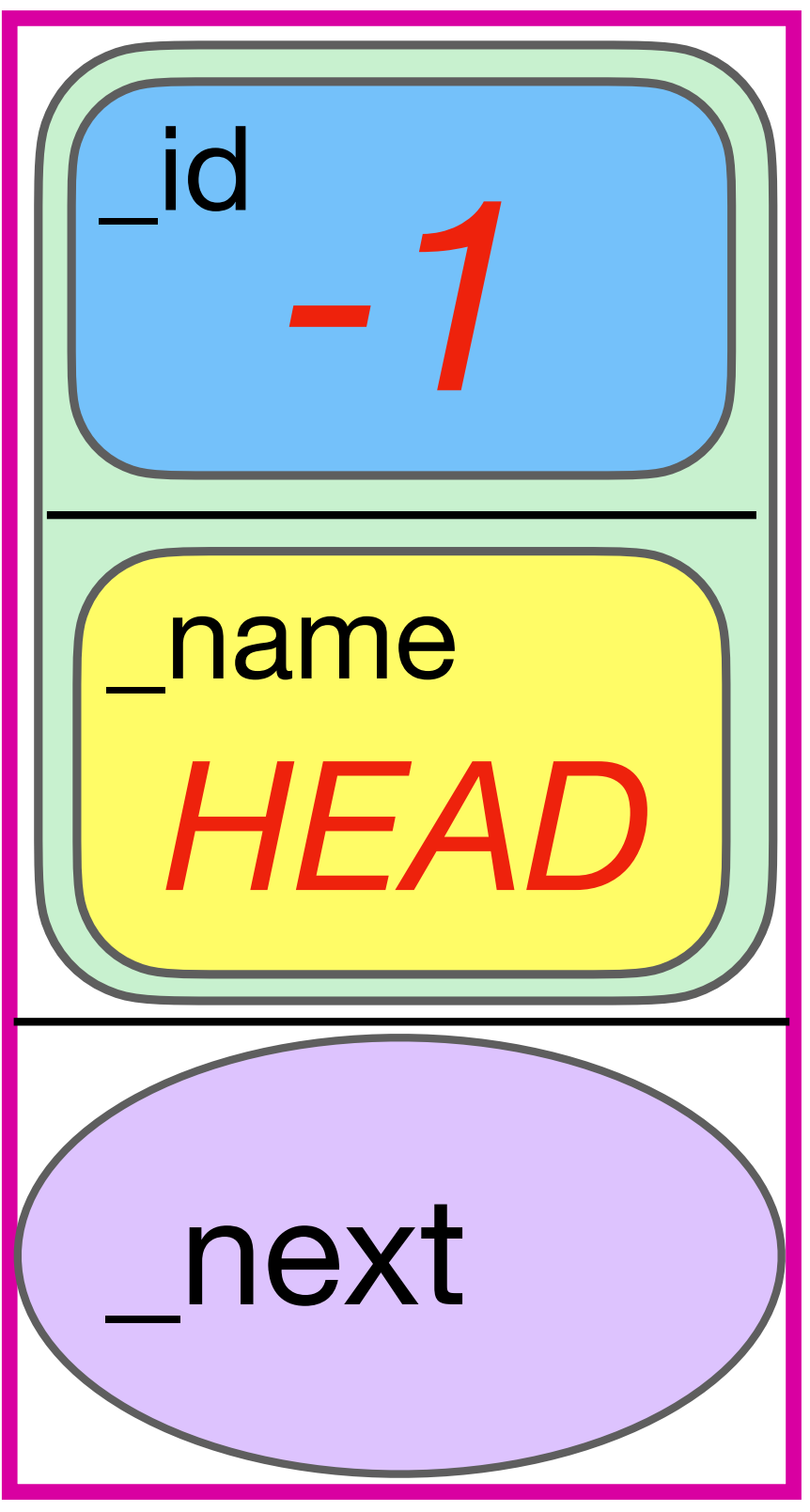
Heap memory

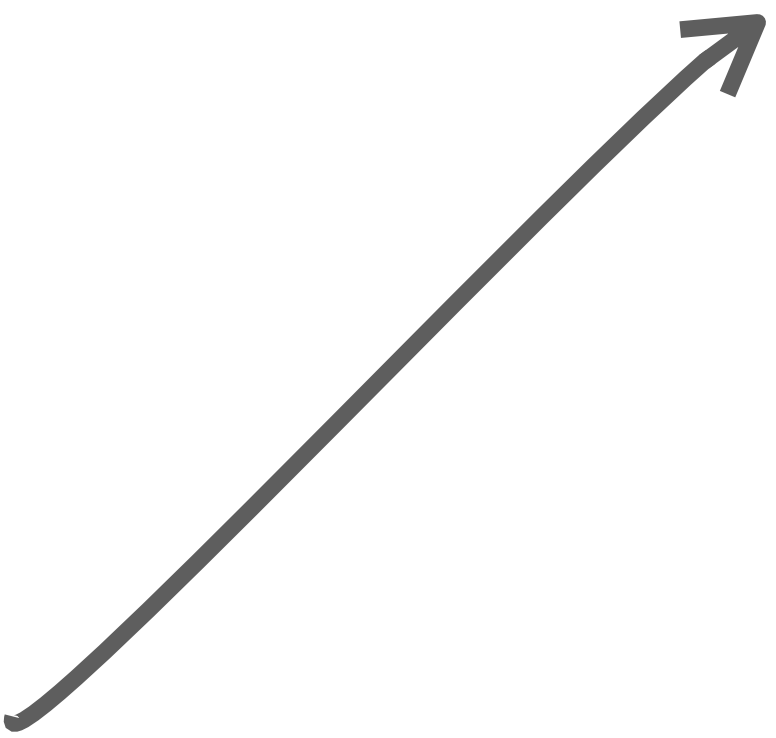
playlist object



std::string

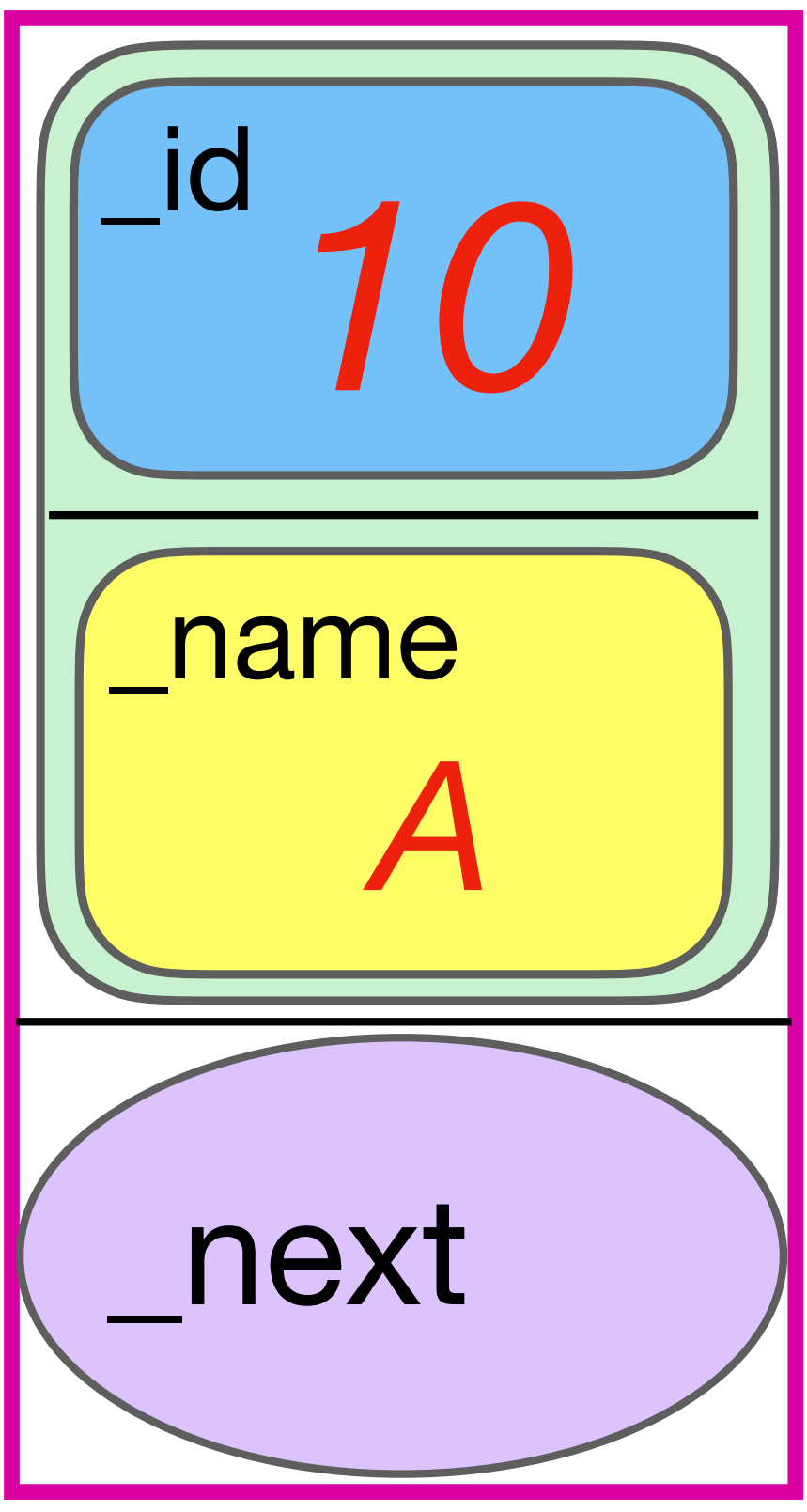
Note that in this case, _tail does not need to move, but we need to update the size before the function returns.

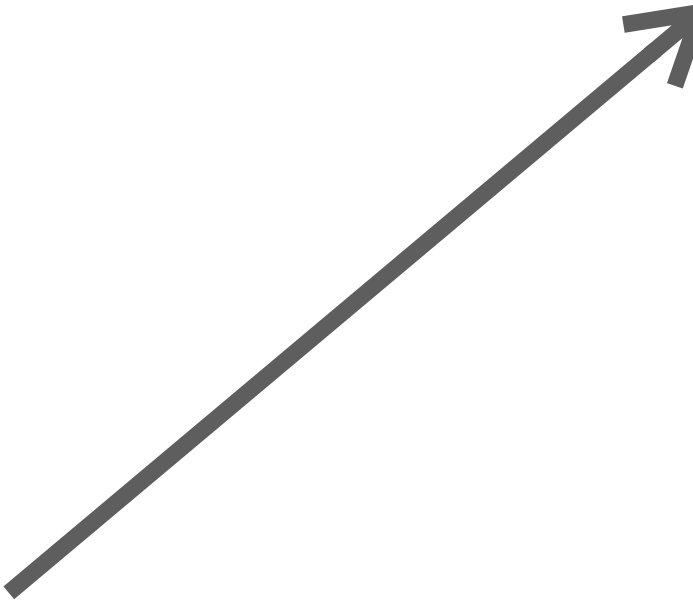

_id
-1
_name
HEAD
_next

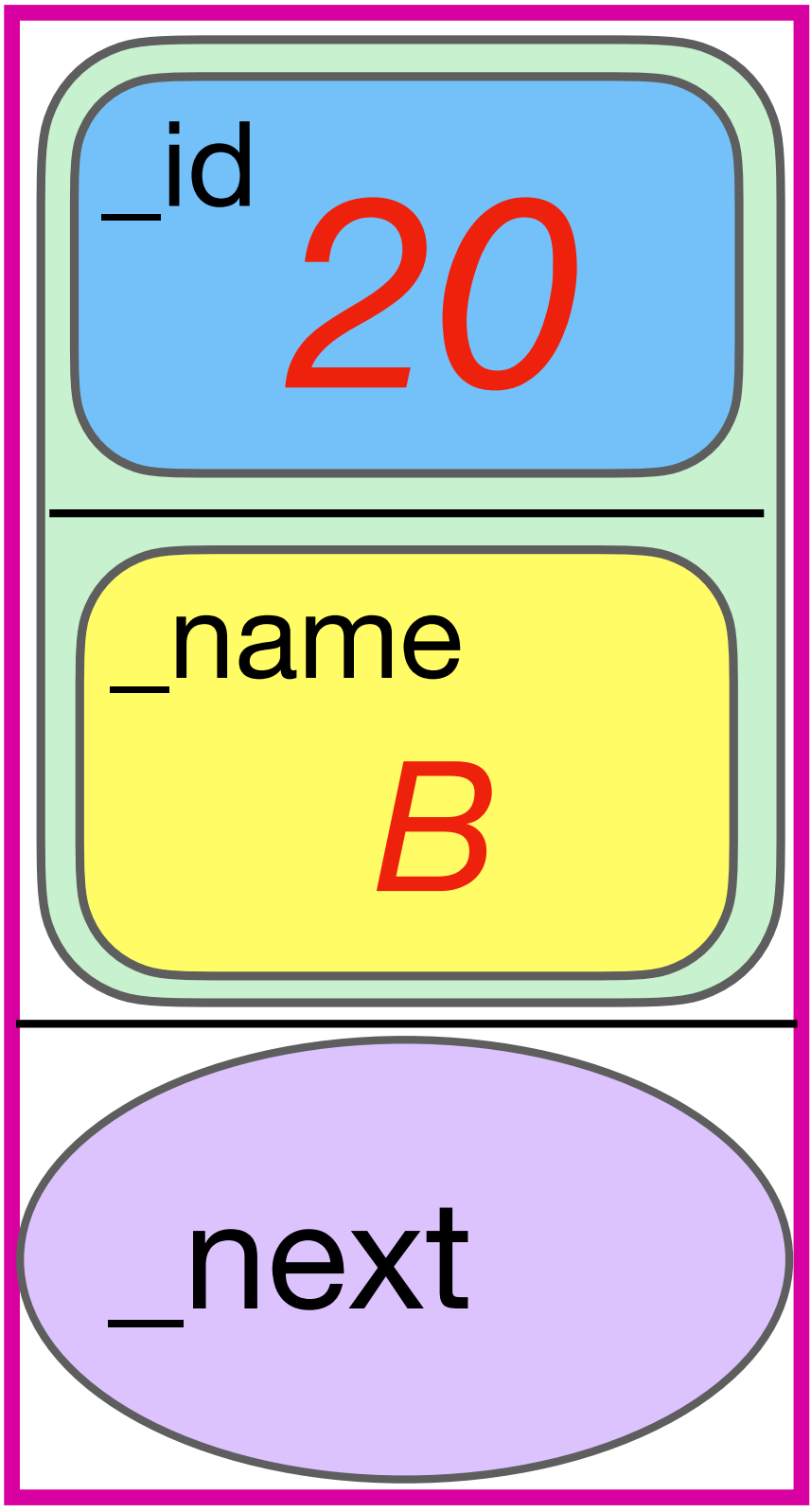


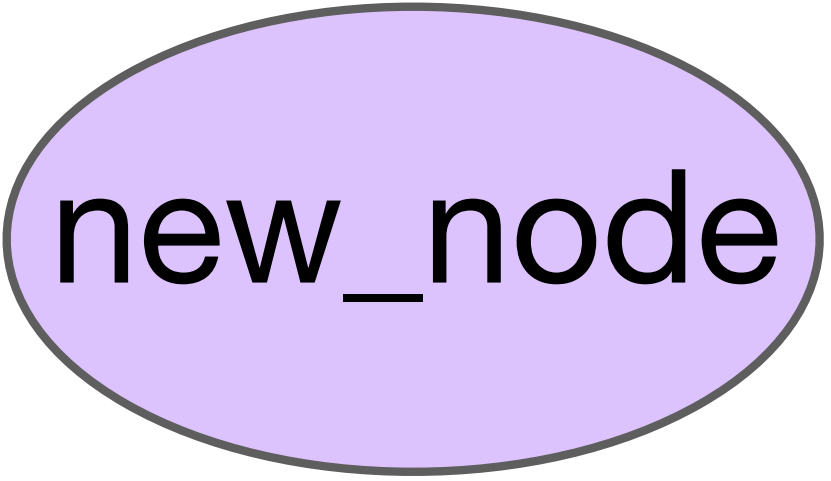
nullptr

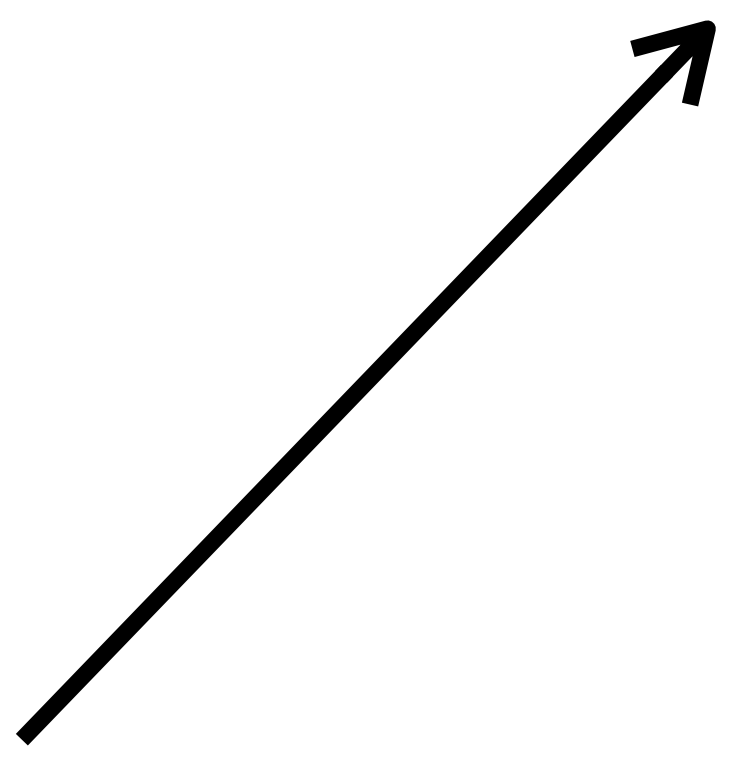
2


_id
10
_name
A
_next

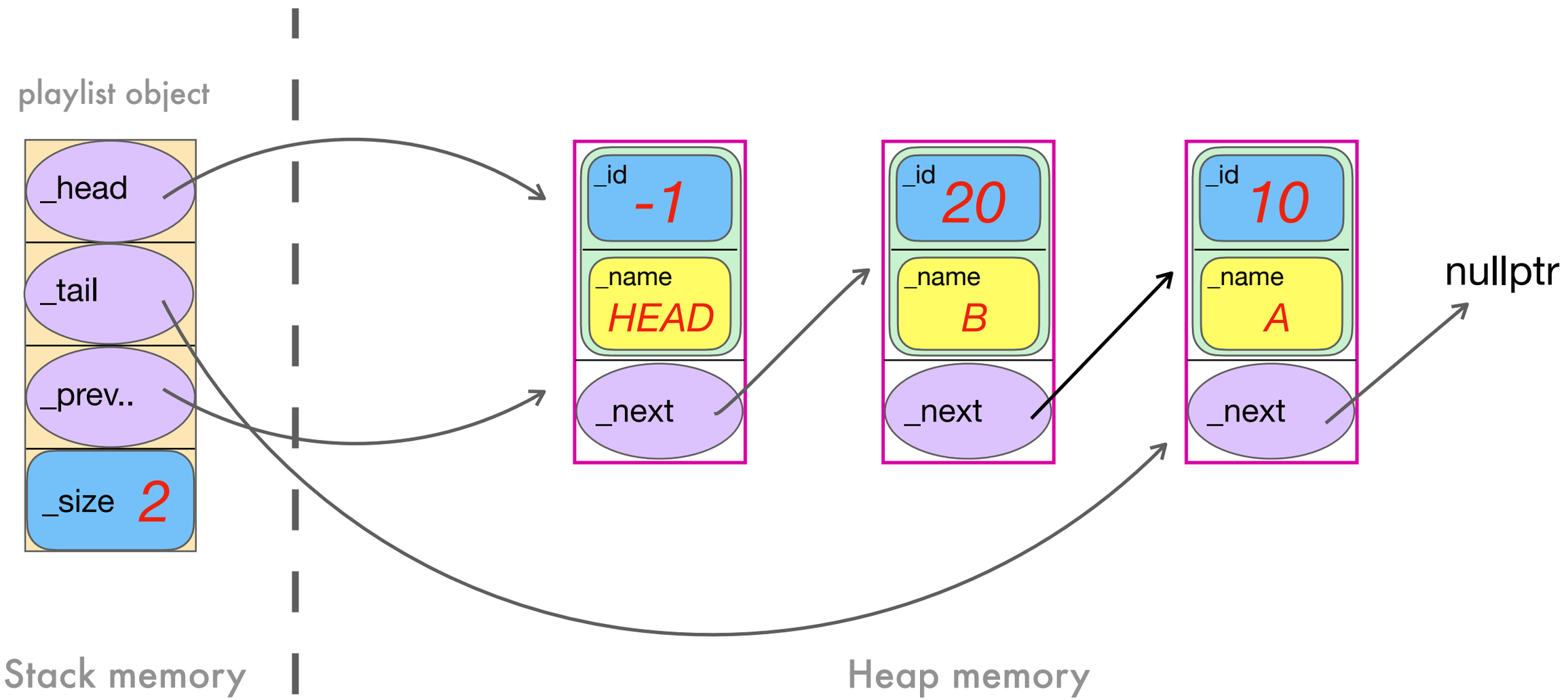


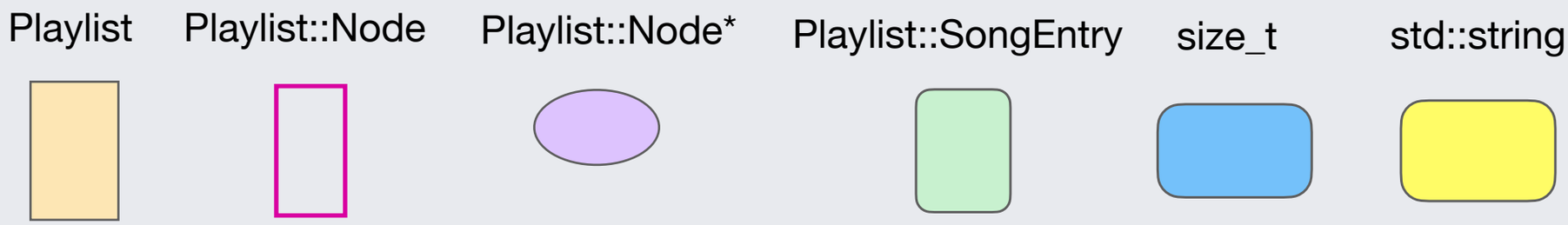

_id
20
_name
B
_next


new_node

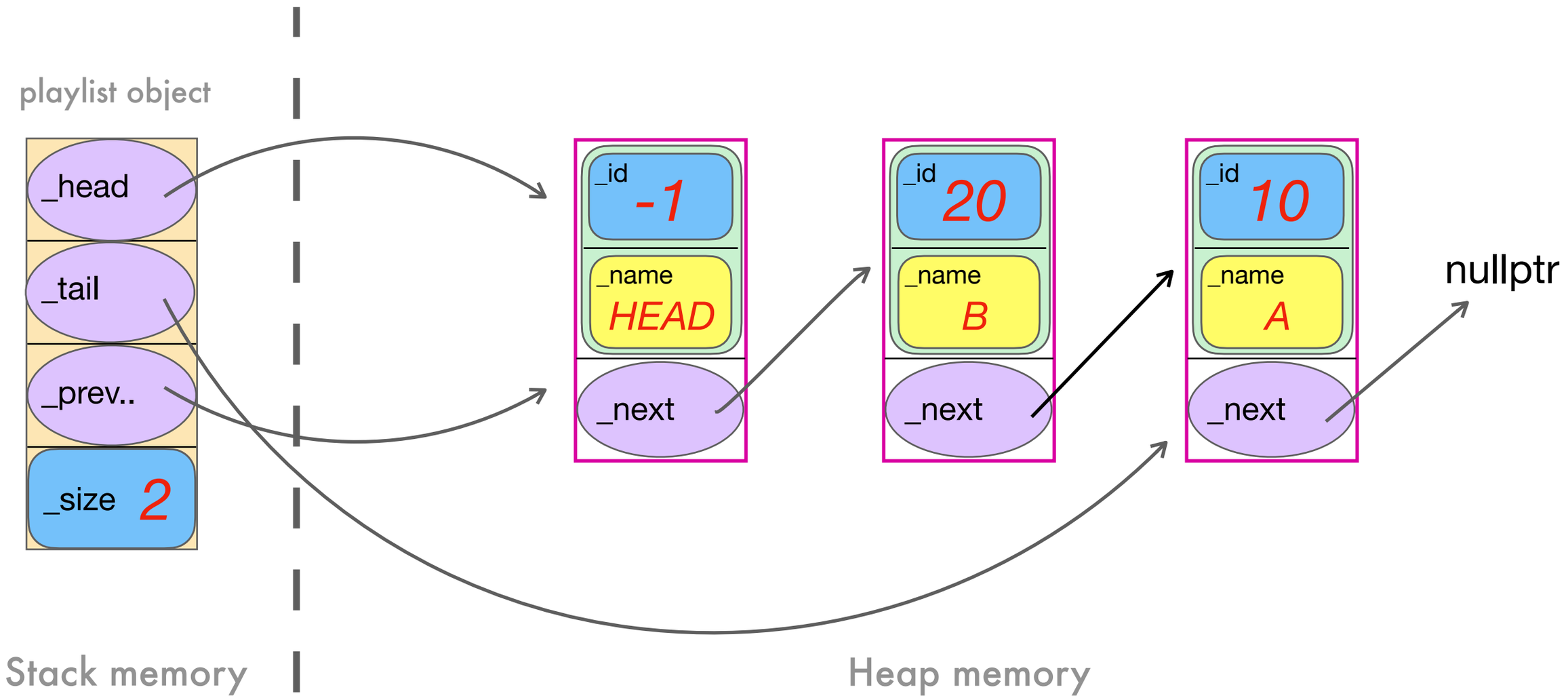


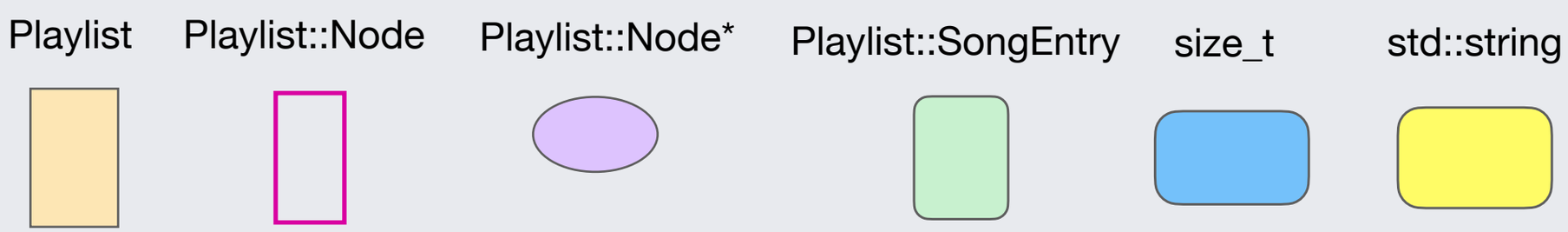
Note that in this case, _tail does not need to move, but we need to update the size before the function returns.





Legend


playlist object
_head
_tail
_prev..
_size 2
_id -1
_name HEAD
_next
_id 20
_name B
_next
_id 10
_name A
_next
nullptr
Stack memory
Heap memory


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

Legend