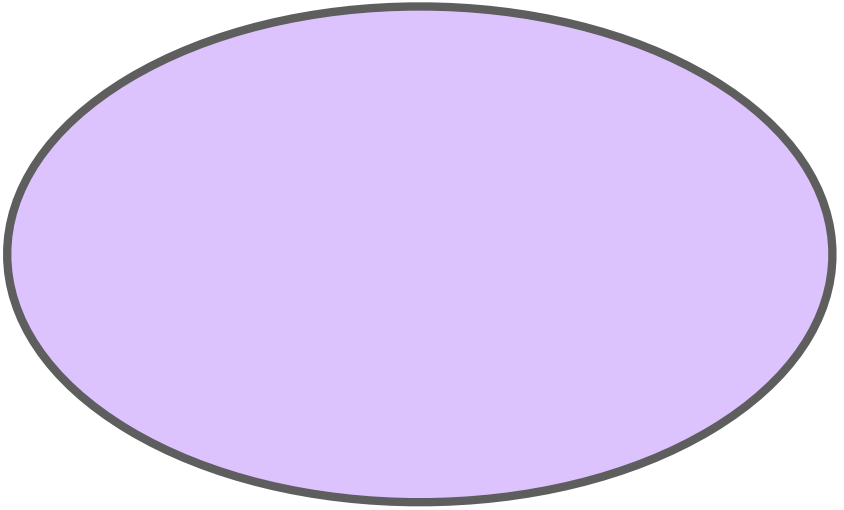
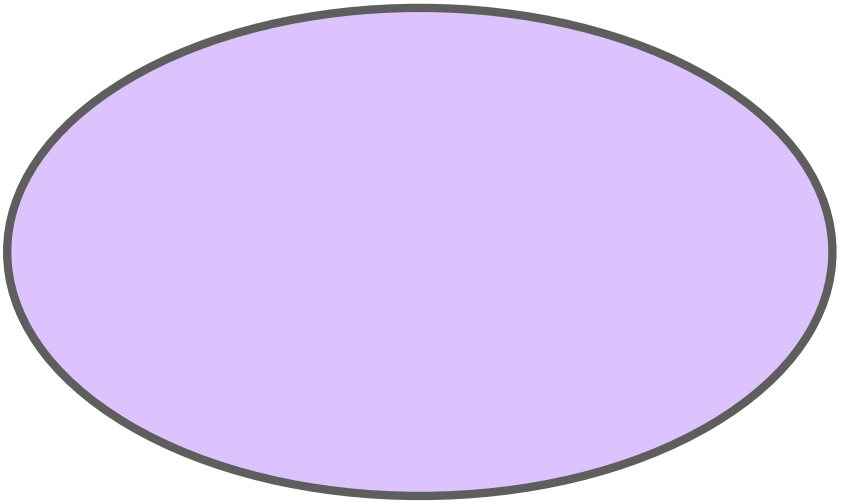
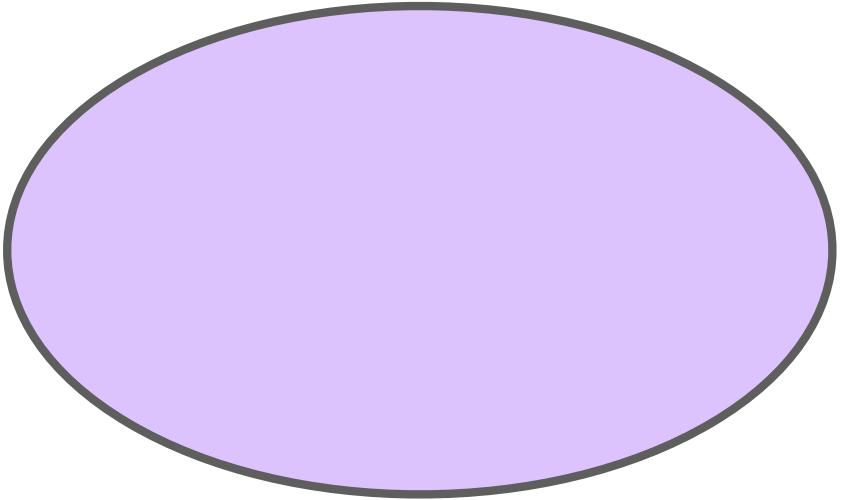
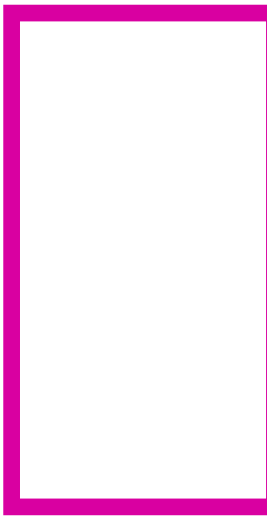




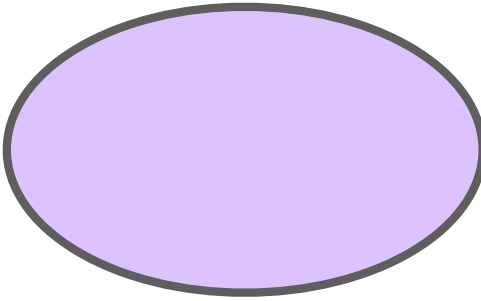


Playlist

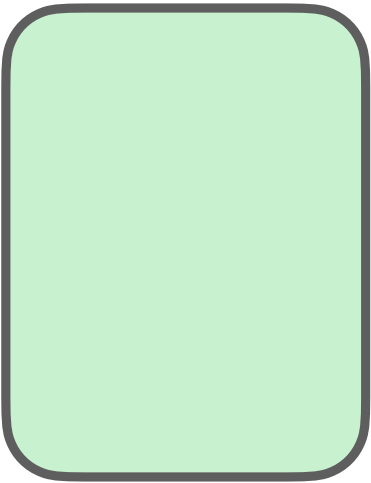
Legend



Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

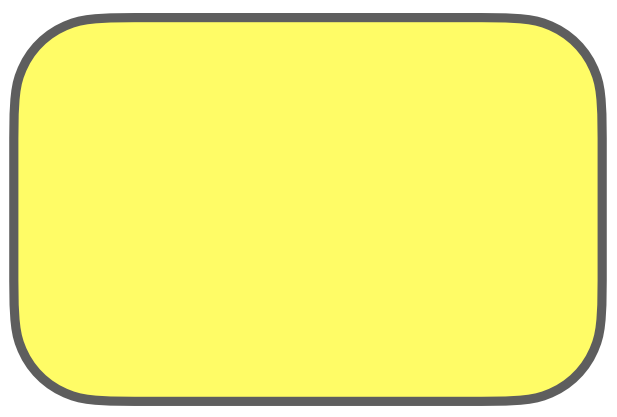
_prev..

_size

Stack memory

Heap memory

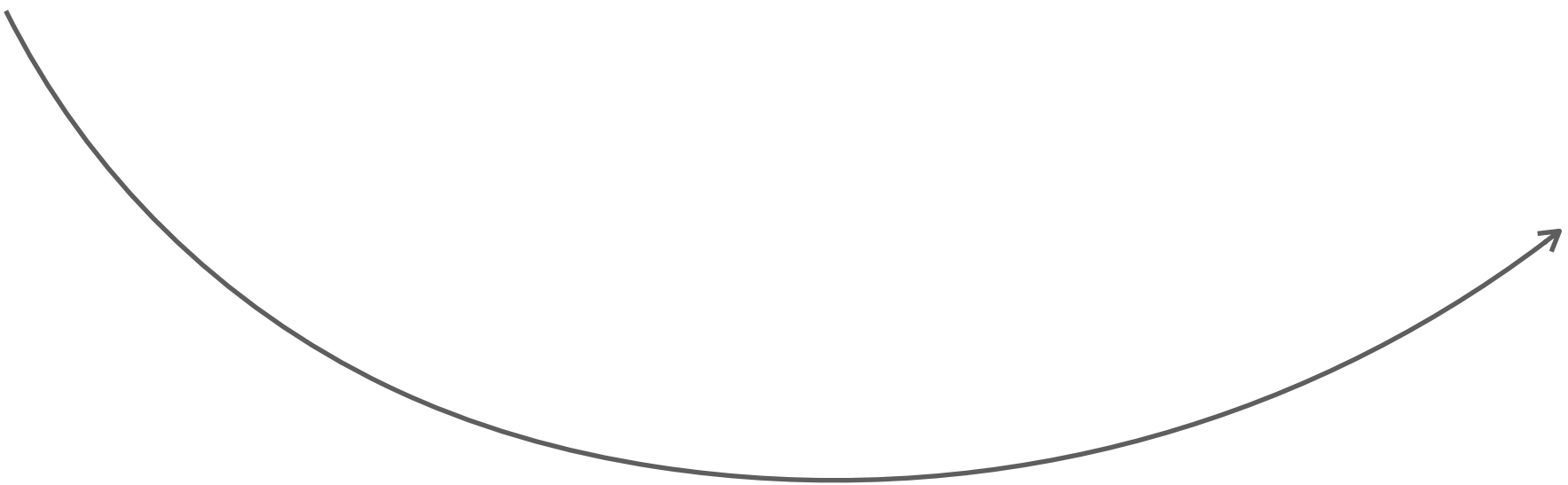
playlist object

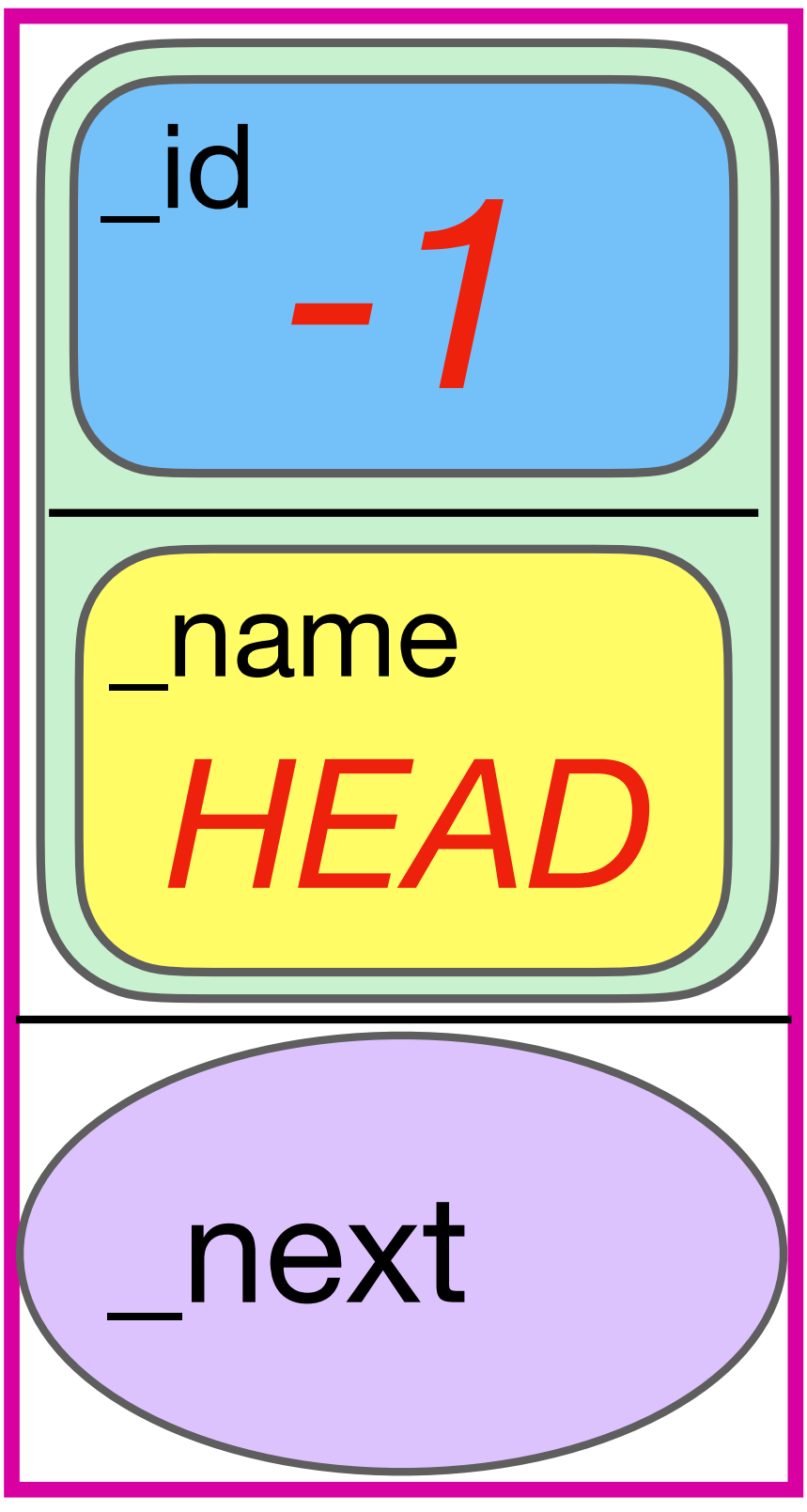


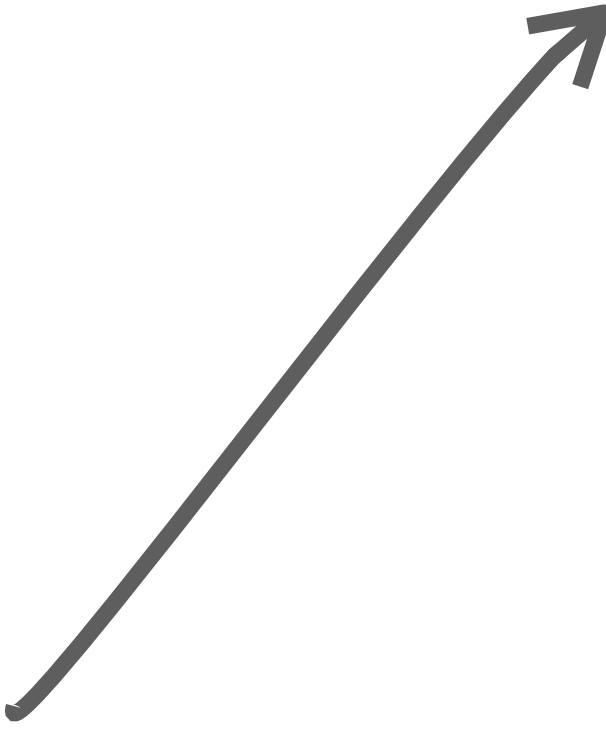
std::string

And insert once more:

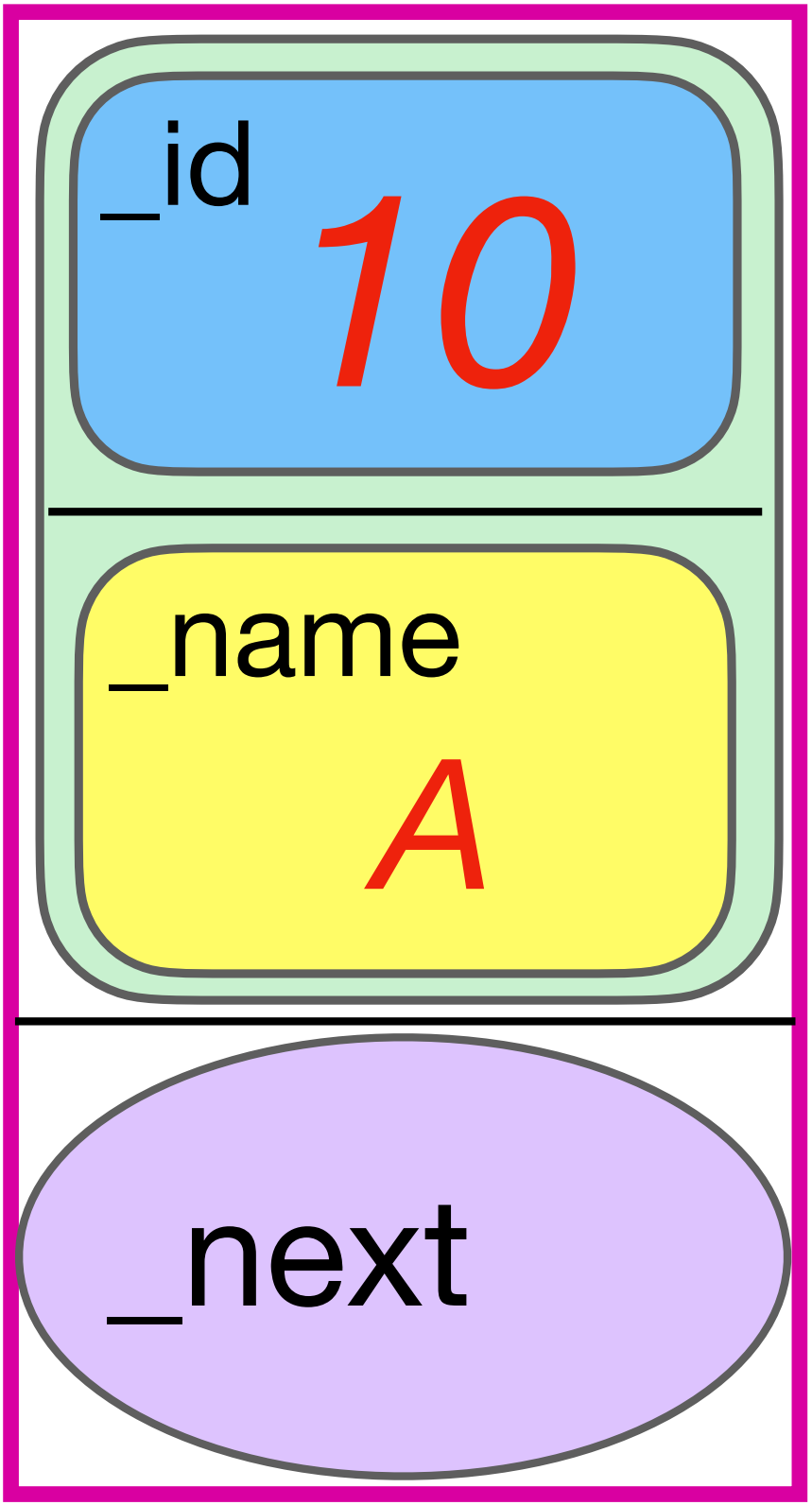
```
playlist.insert_at_cursor(Playlist::SongEntry(30, “C”);
```

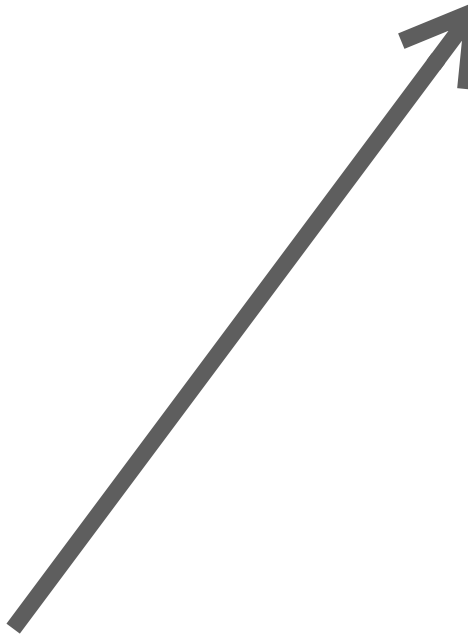


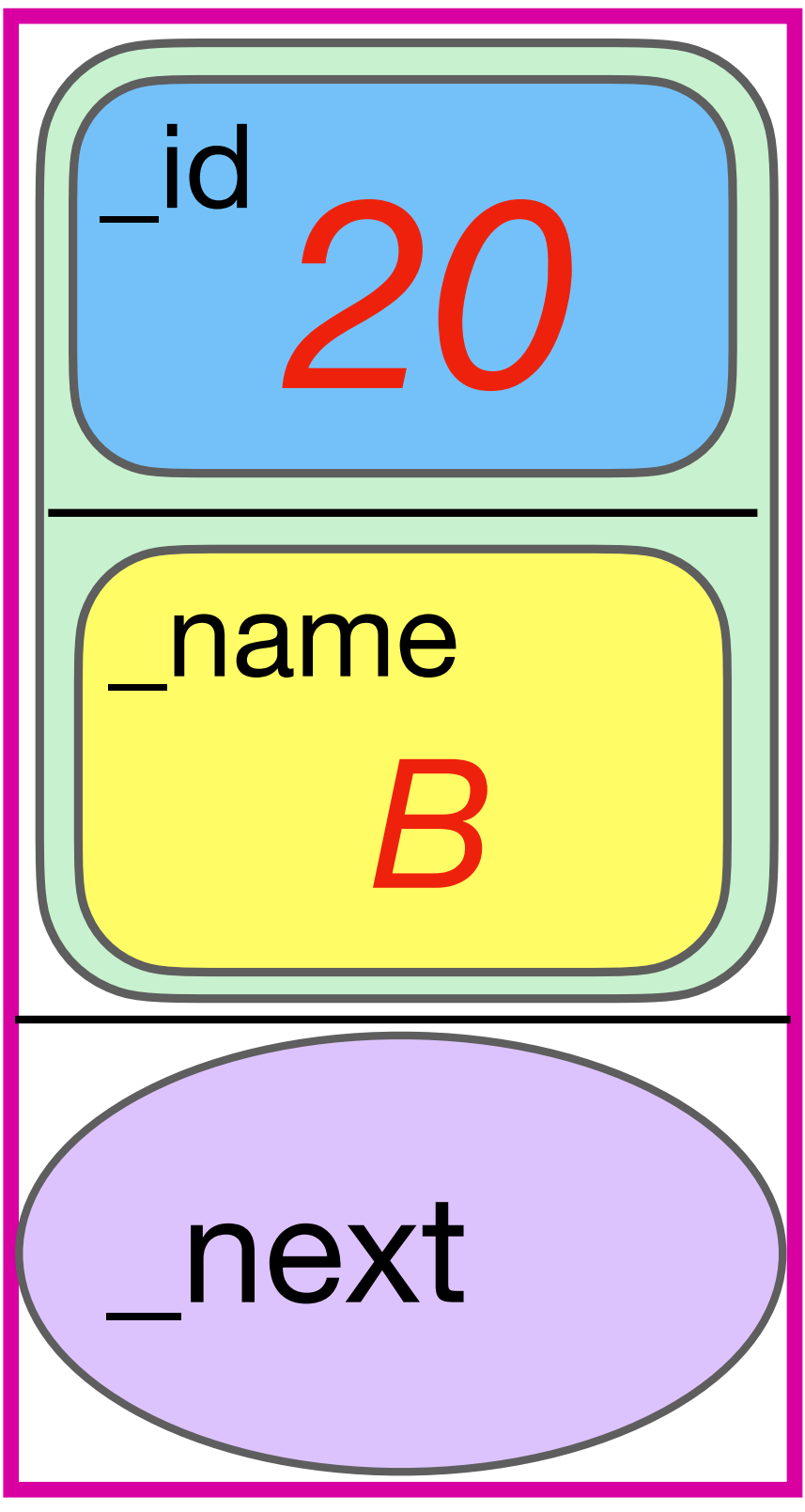

_id
-1
_name
HEAD
_next

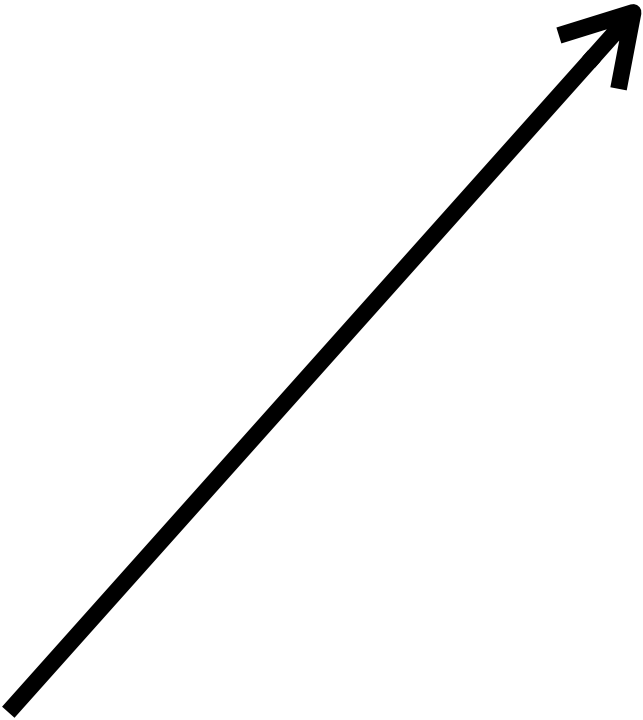


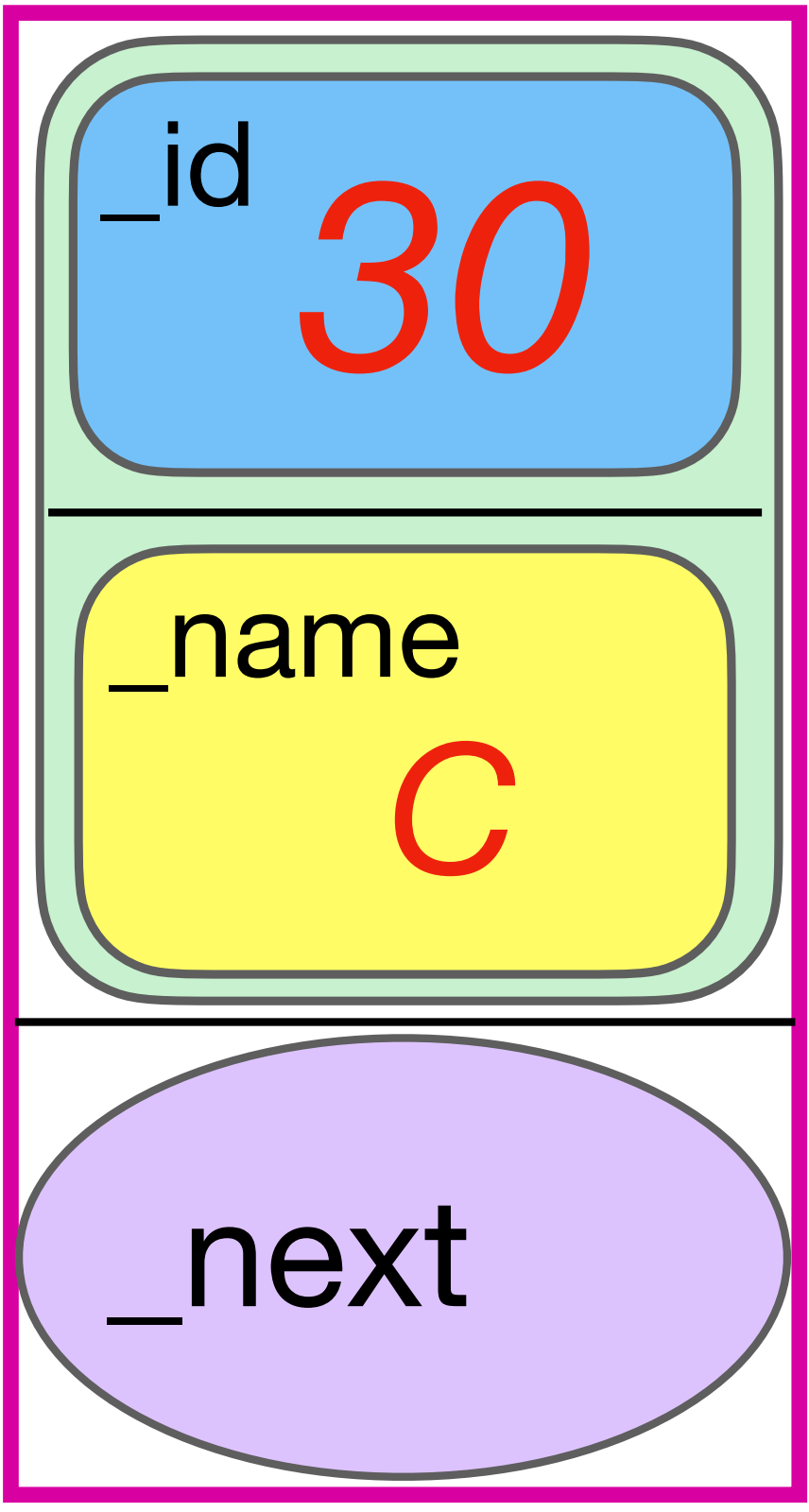
nullptr

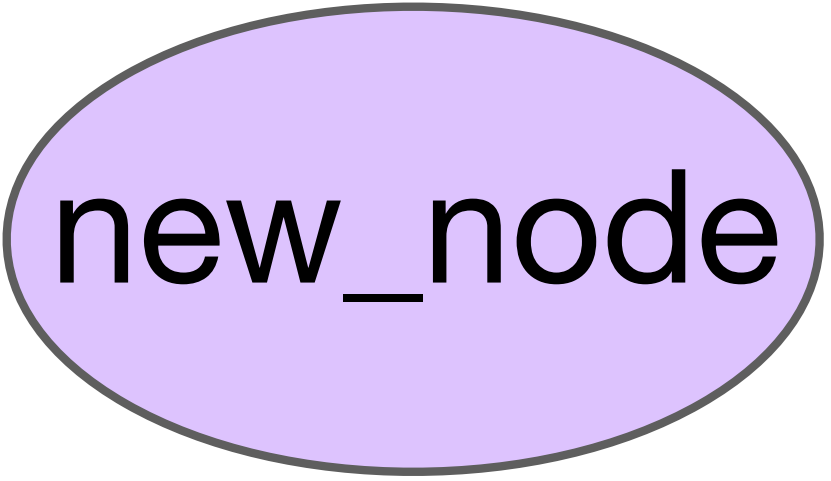

_id
10
_name
A
_next

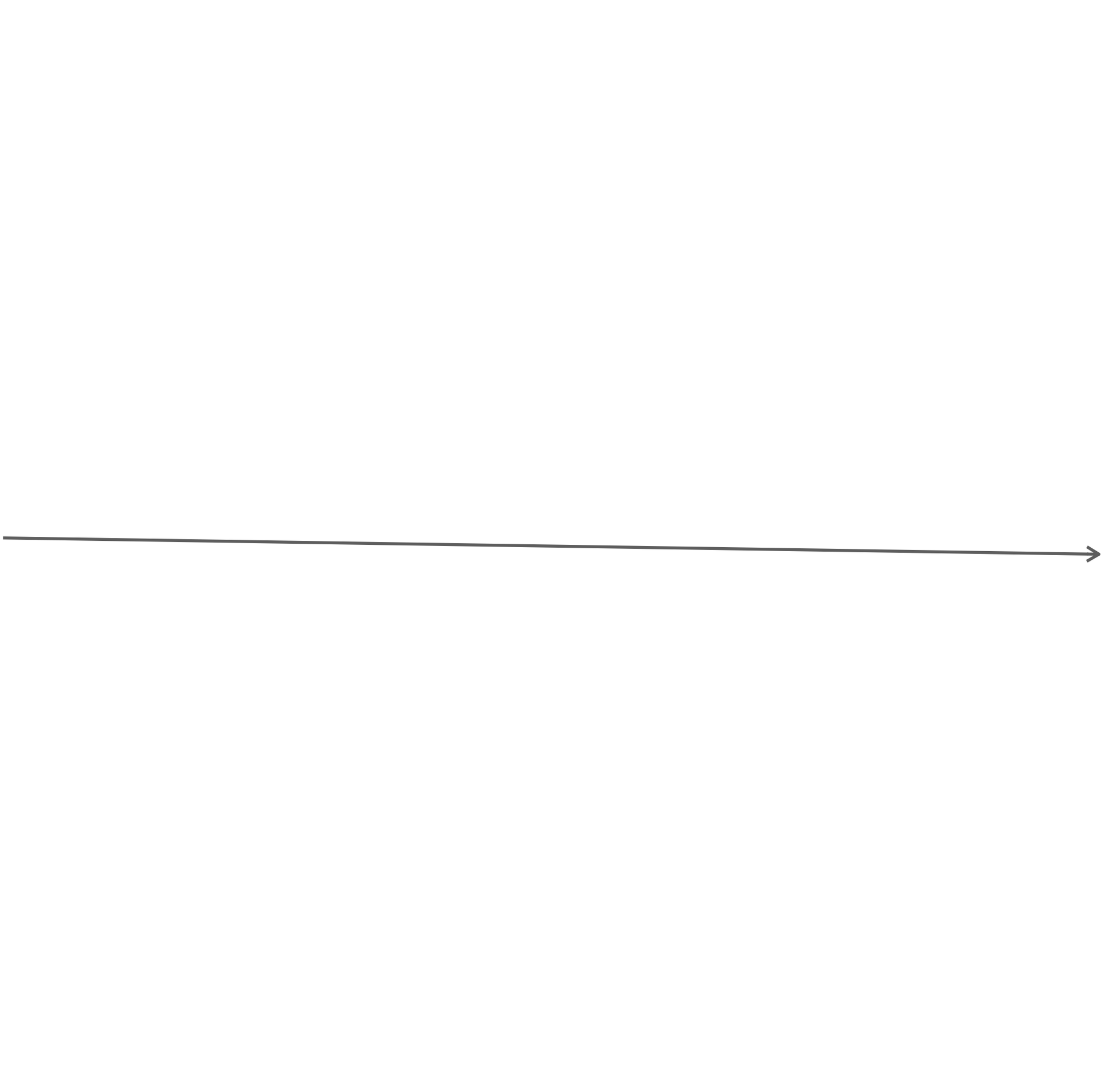


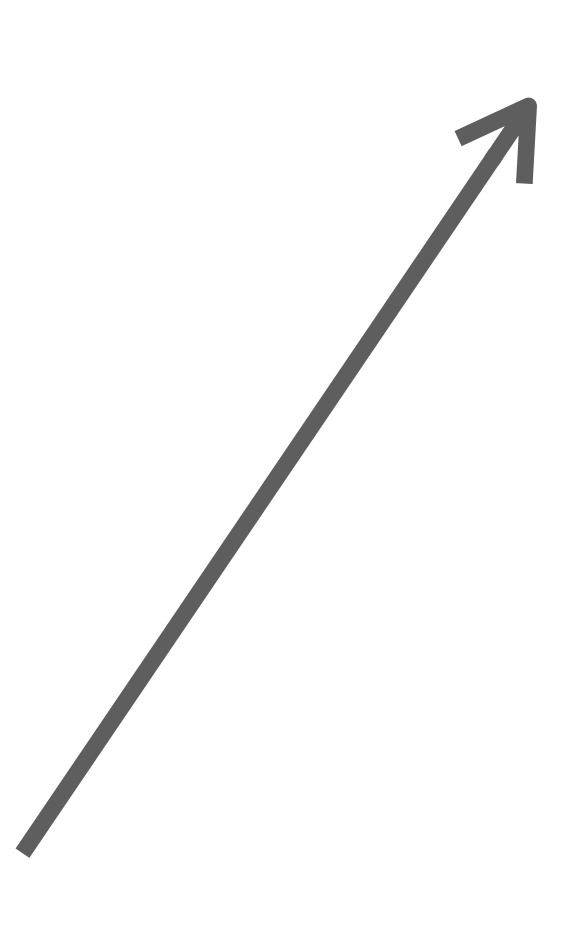

_id
20
_name
B
_next




_id
30
_name
C
_next

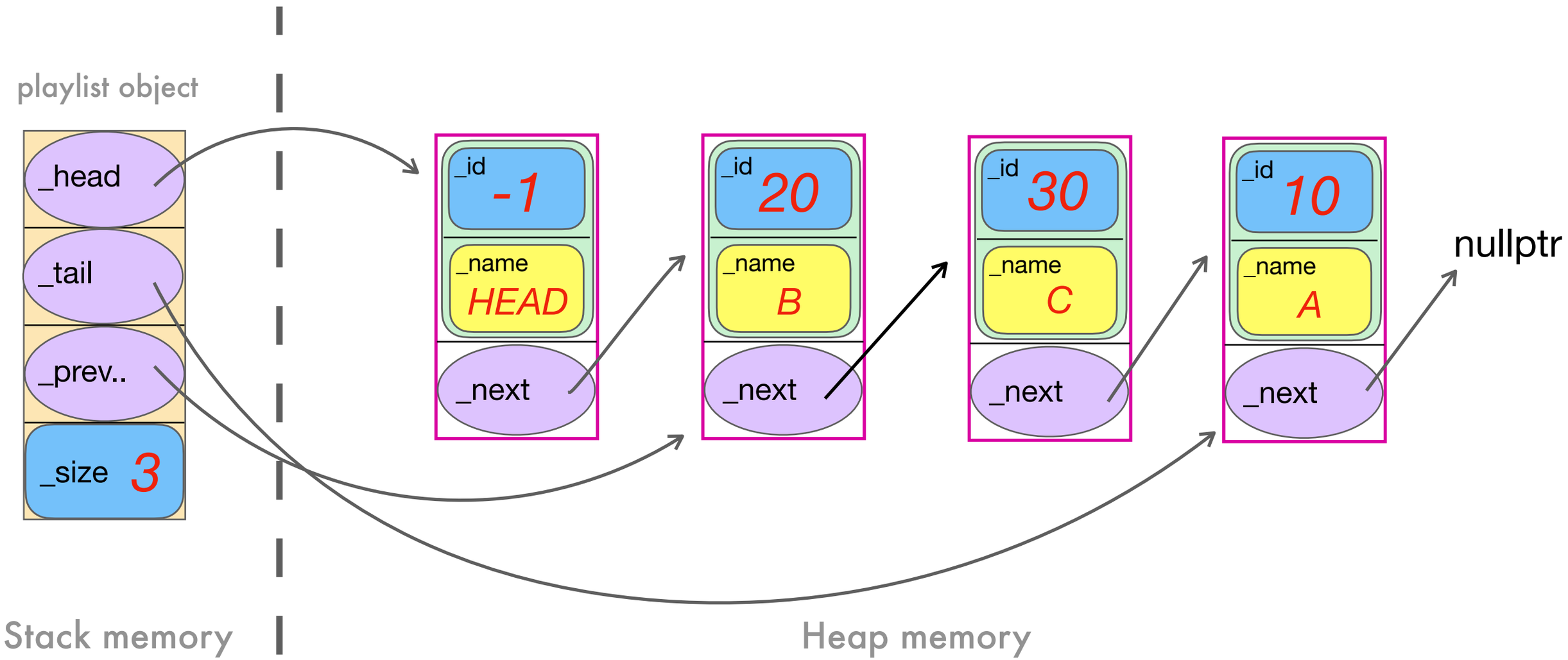

new_node

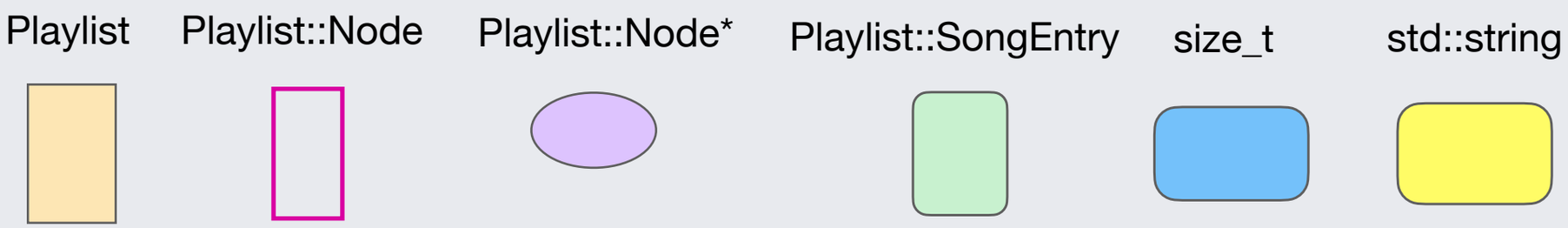


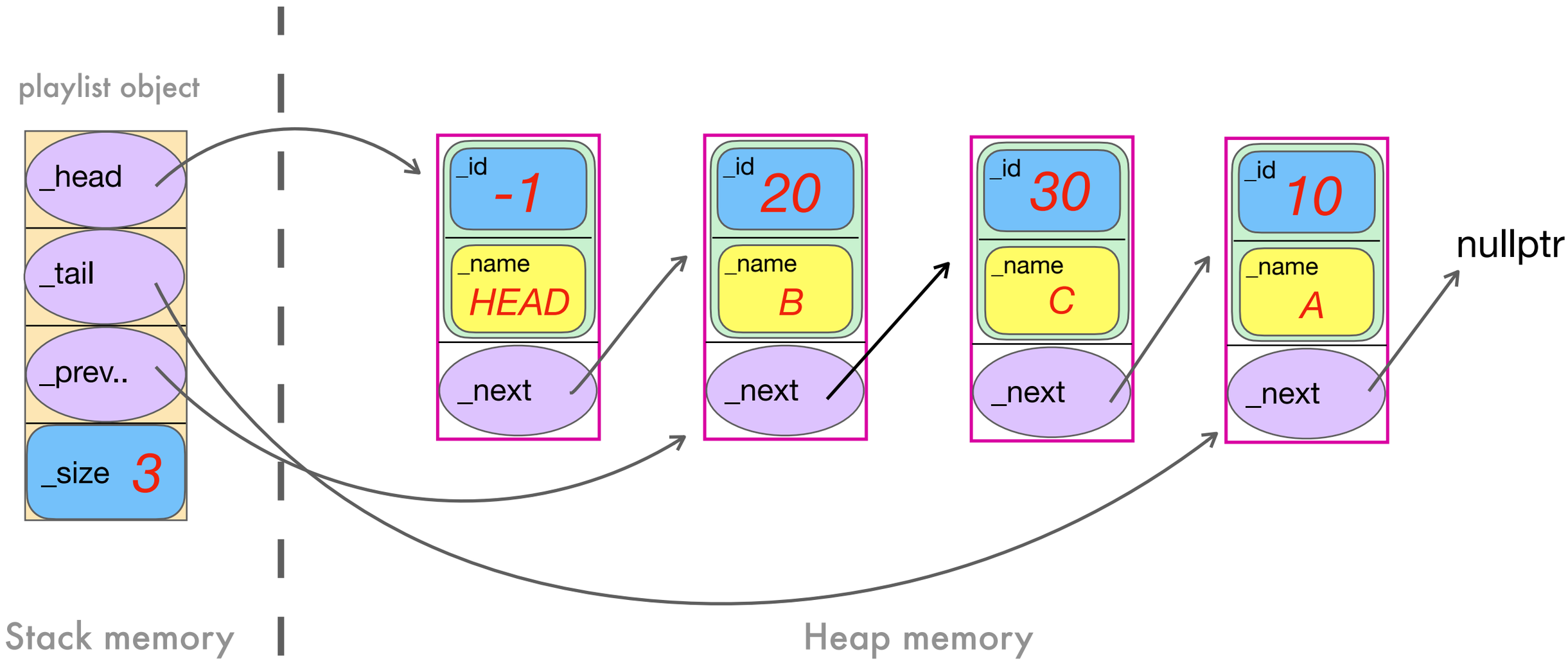


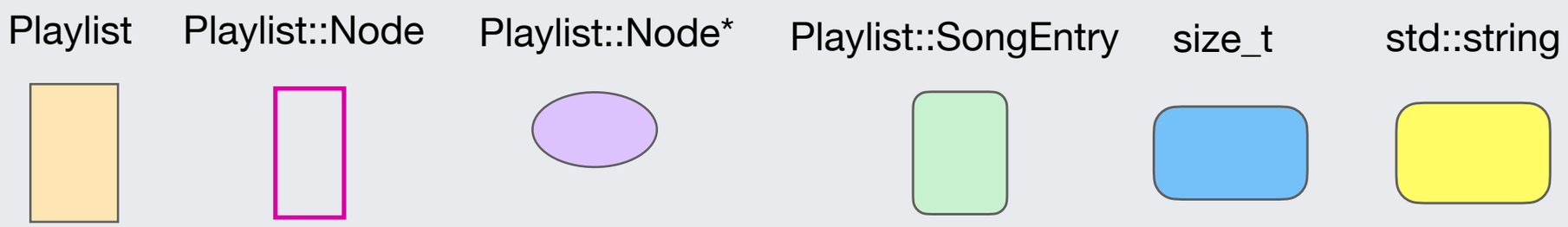
And insert once more:

```
playlist.insert_at_cursor(Playlist::SongEntry(30, “C”);
```






playlist object
_head
_tail
_prev..
_size 3
_id -1
_name HEAD
_next
_id 20
_name B
_next
_id 30
_name C
_next
_id 10
_name A
_next
nullptr
Stack memory
Heap memory


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