



Plavist

Legend





Privacyist: No



Privacyist: Noode\*



Playvist: Song Entry



size\_

\_\_\_\_\_

head



tsini

\_\_\_\_\_

**— P R E V .**

size



stack memory

Heap memory

playivist • obiect









std::string



























































































































































































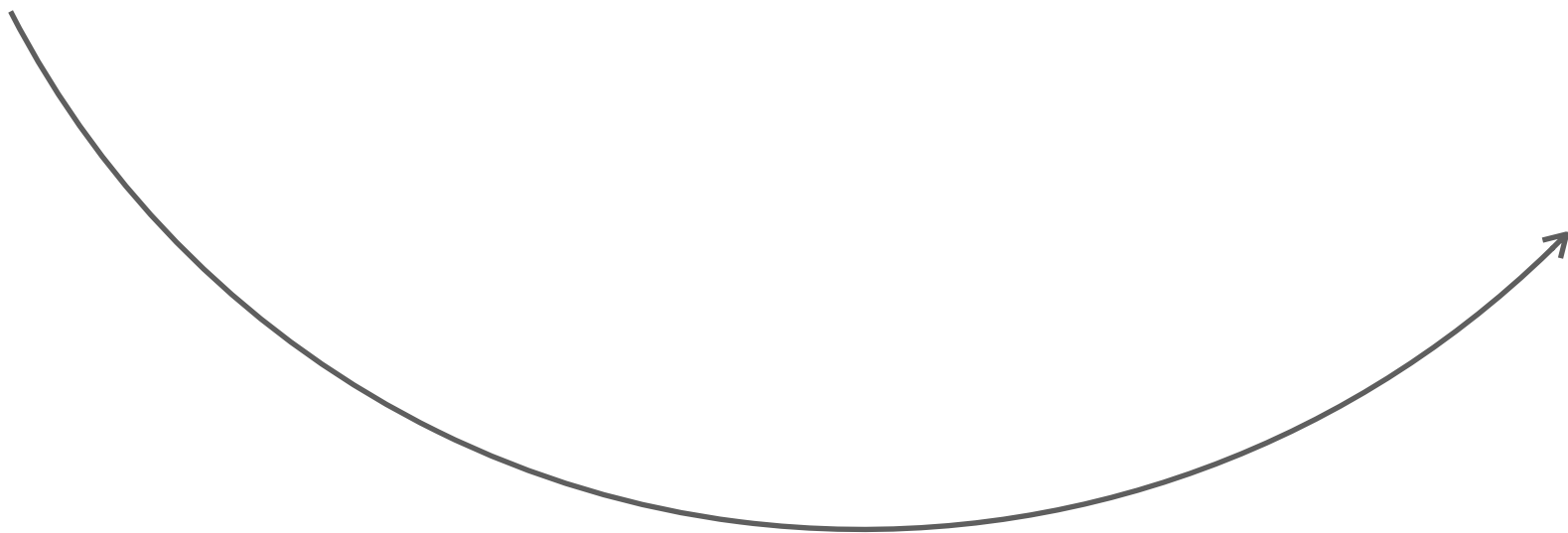














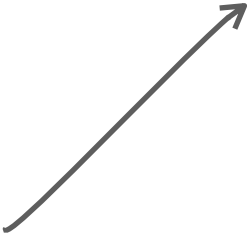
\_id

*-1*

\_name

*HEAD*

\_next



n u i p t r



\_id

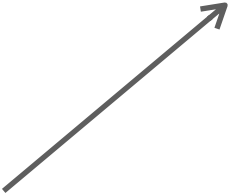
10

\_name

A

\_next





\_id

20

\_name

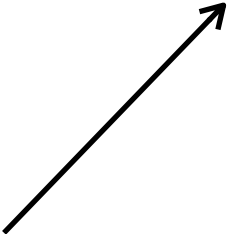
*B*

\_next



new\_node





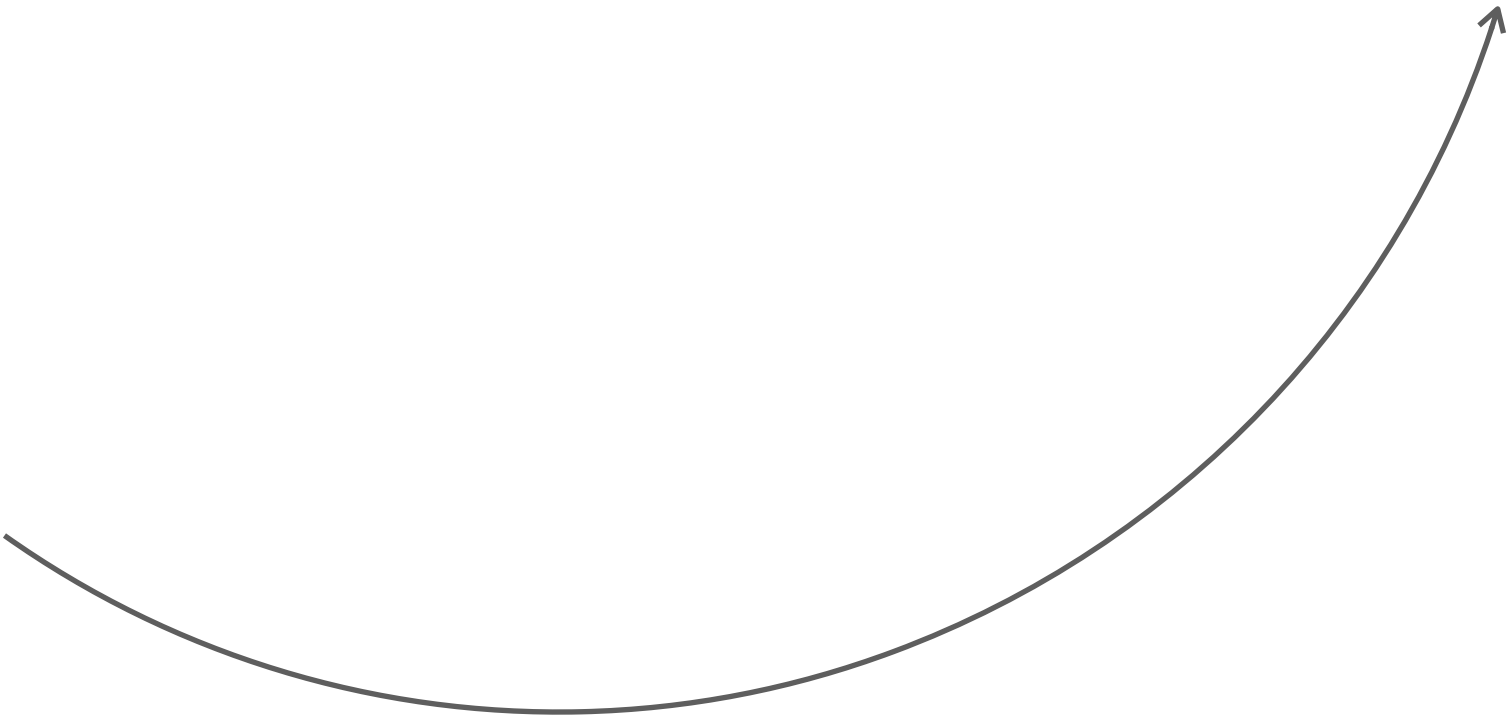


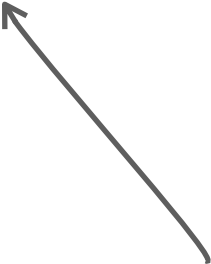
if  $u_{n+1}$  is not in  $S$ .

move, but we need to update the size before



Note that in this case, it does not need to





2

