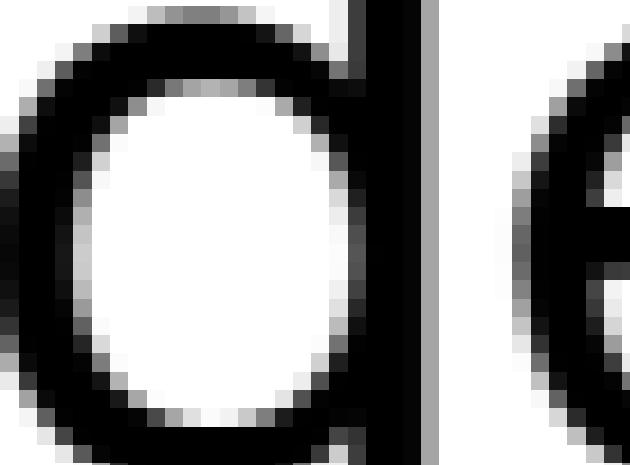
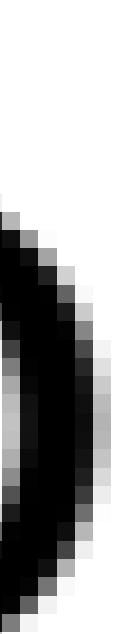
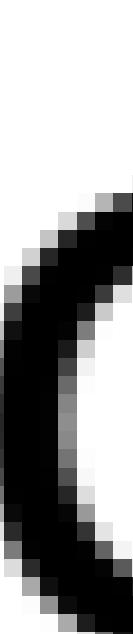
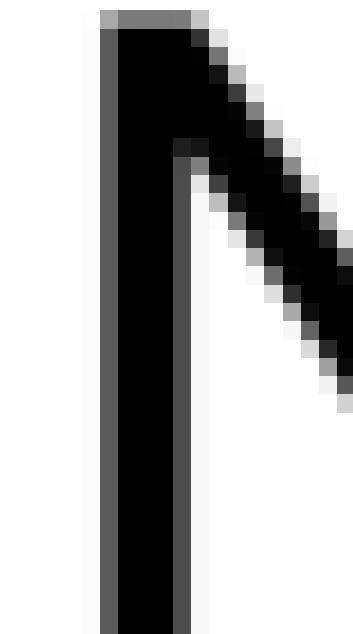
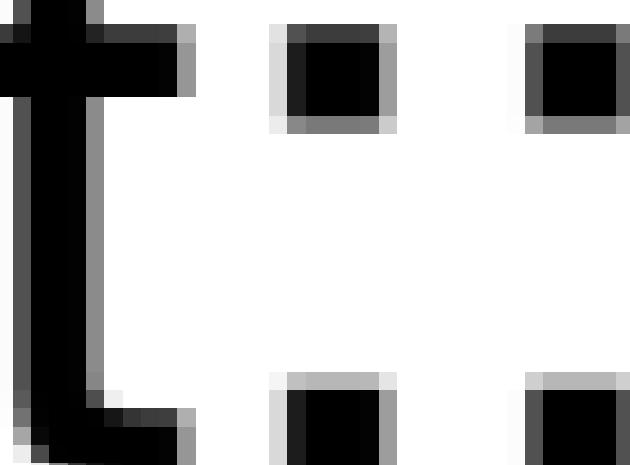
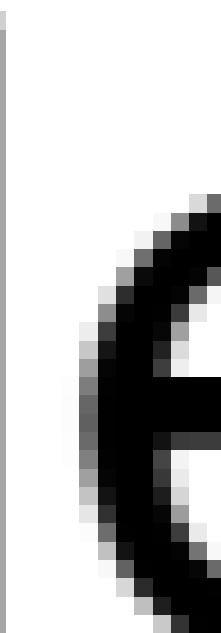
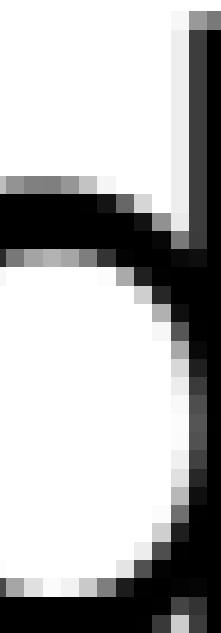
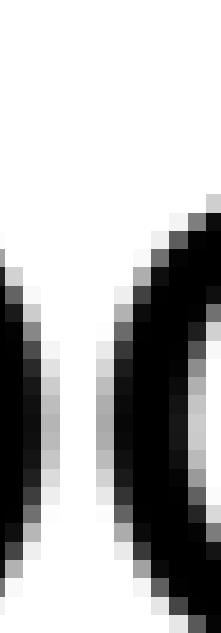
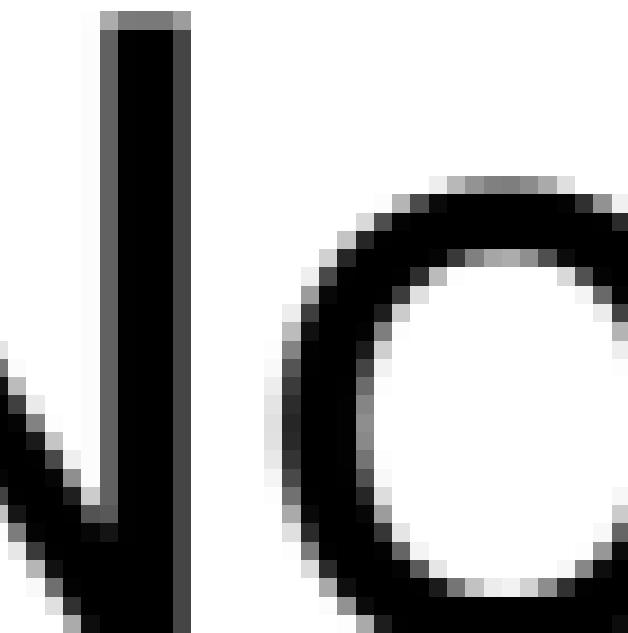
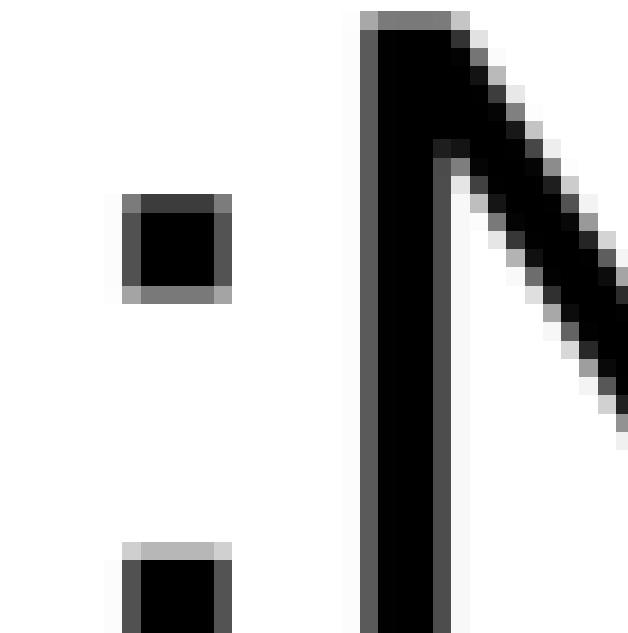
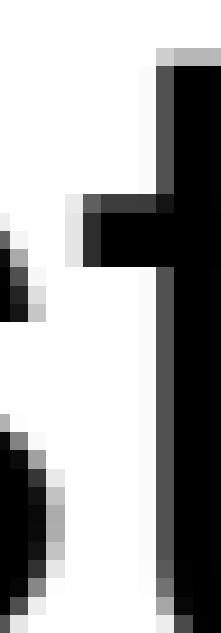
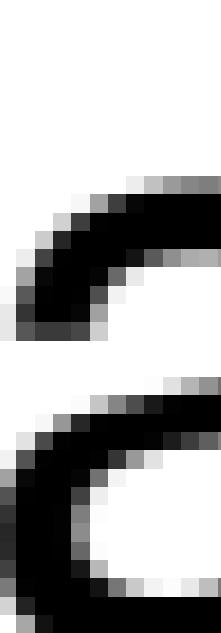


Legend





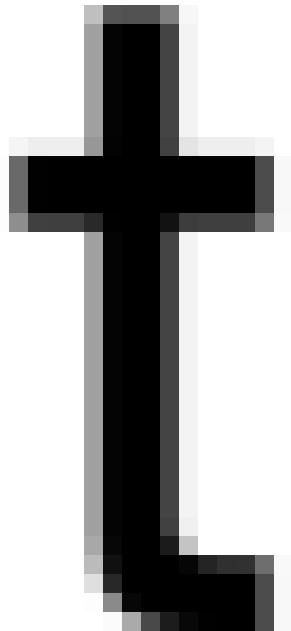
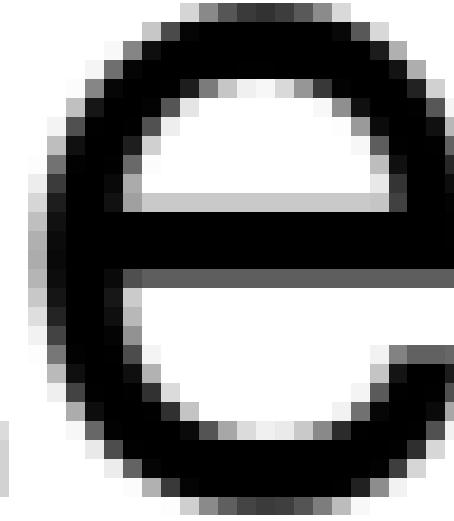
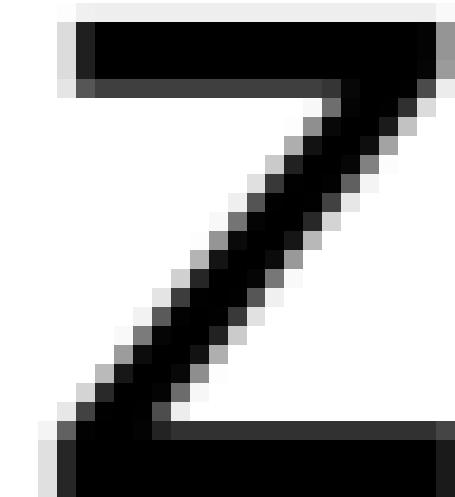
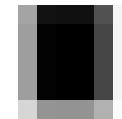






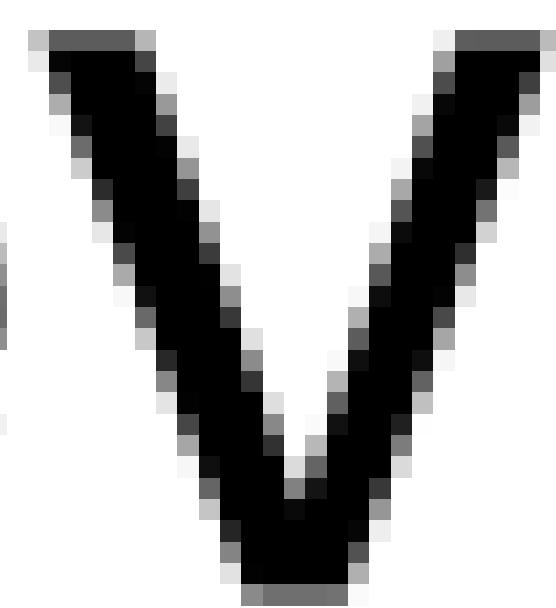
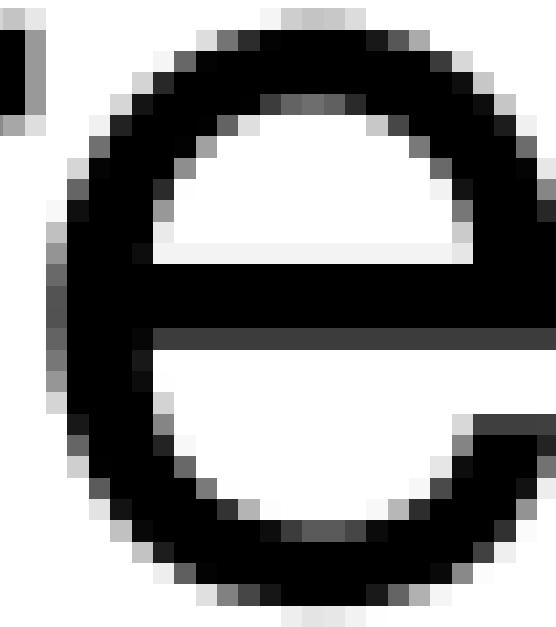
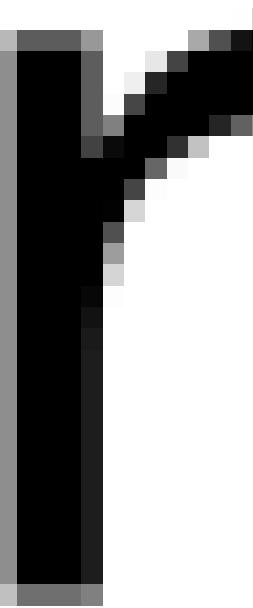
Playist . Songlist

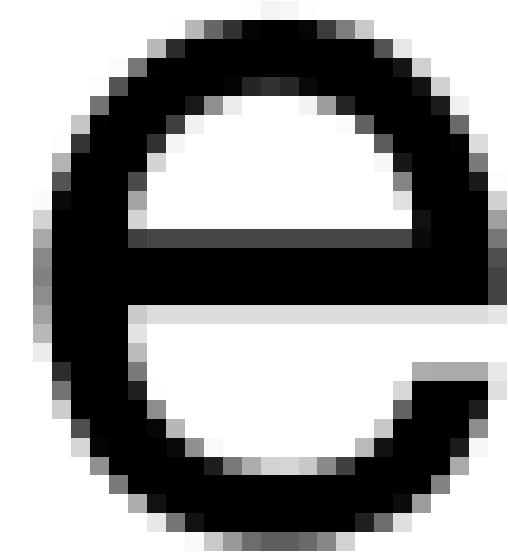
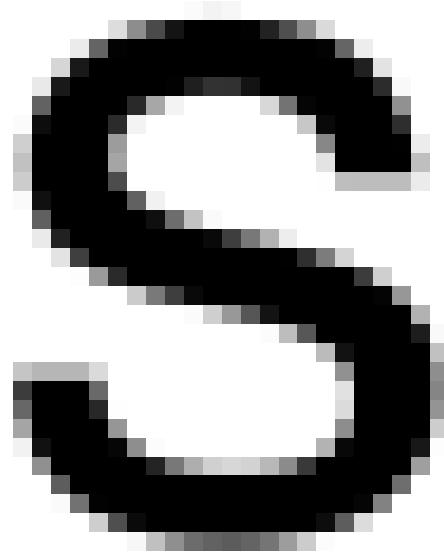












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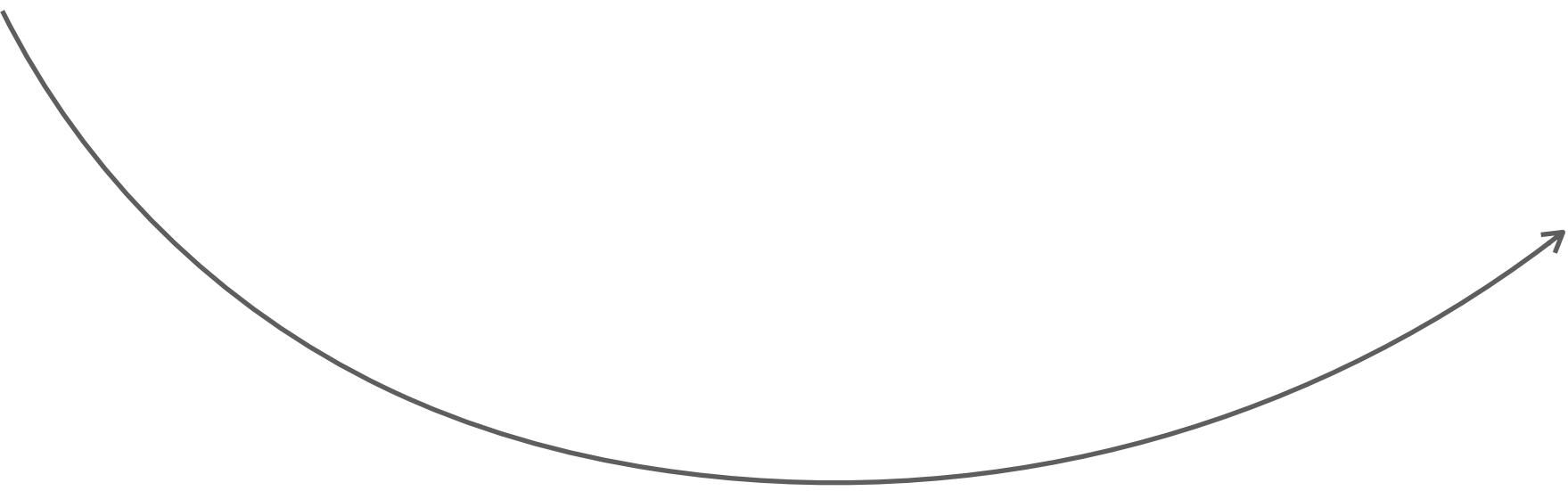




And insert once more:

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







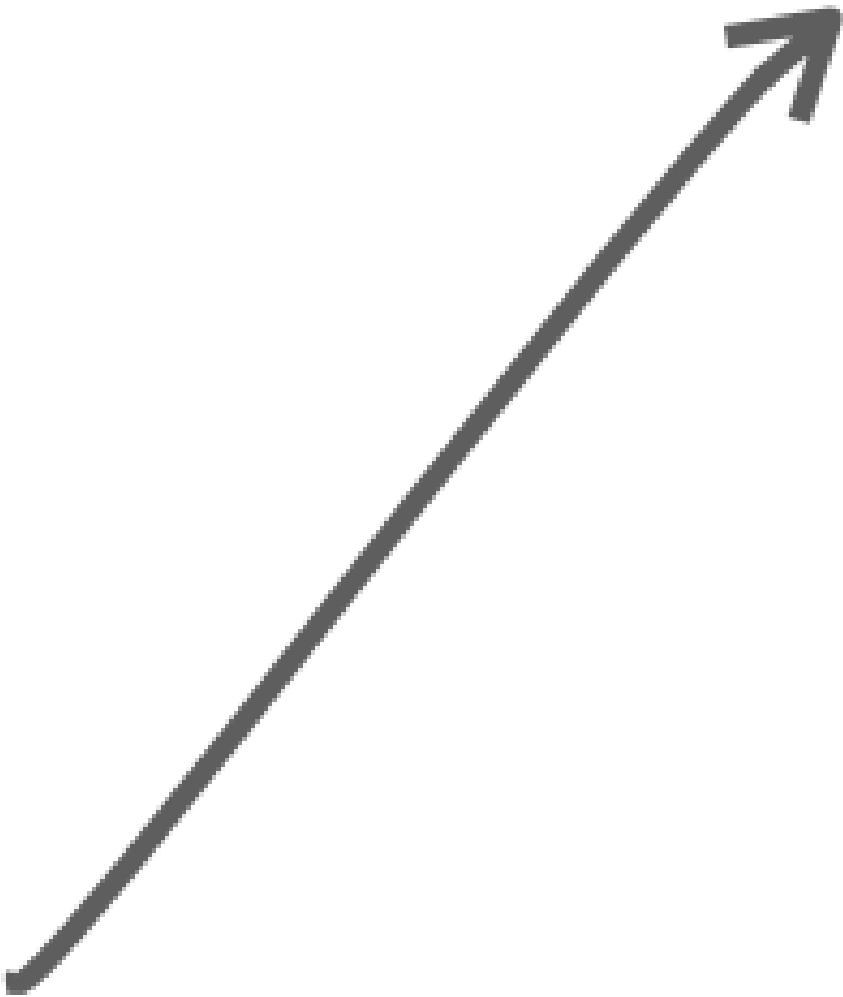
_id

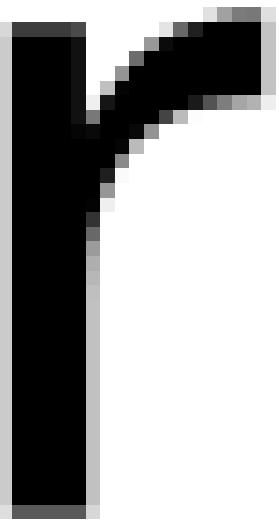
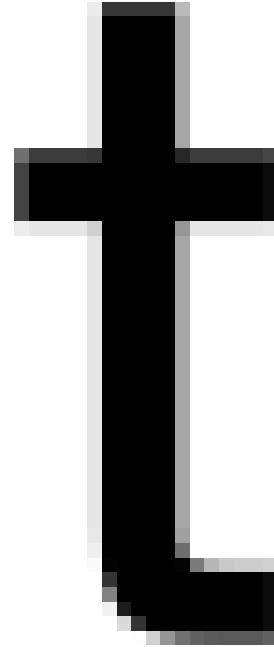
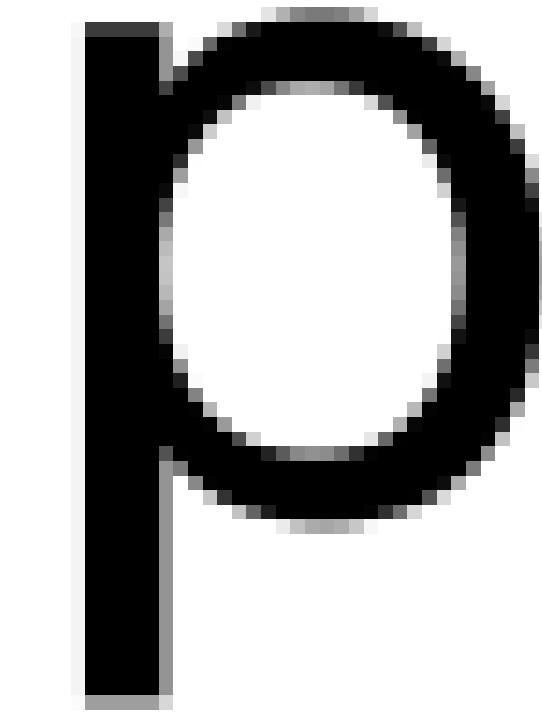
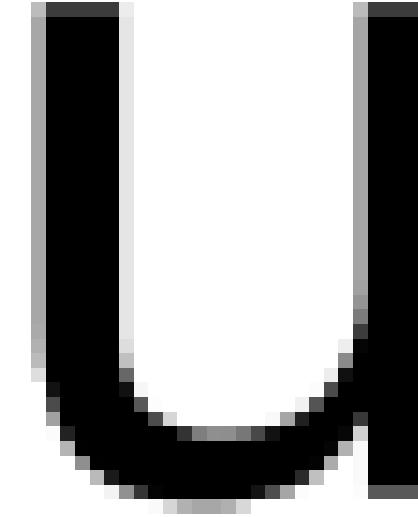
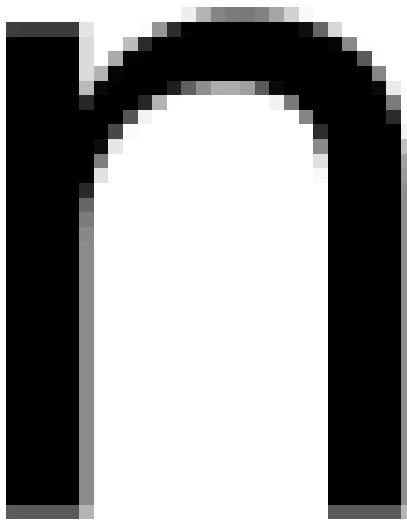
-1

_name

HEAD

_next







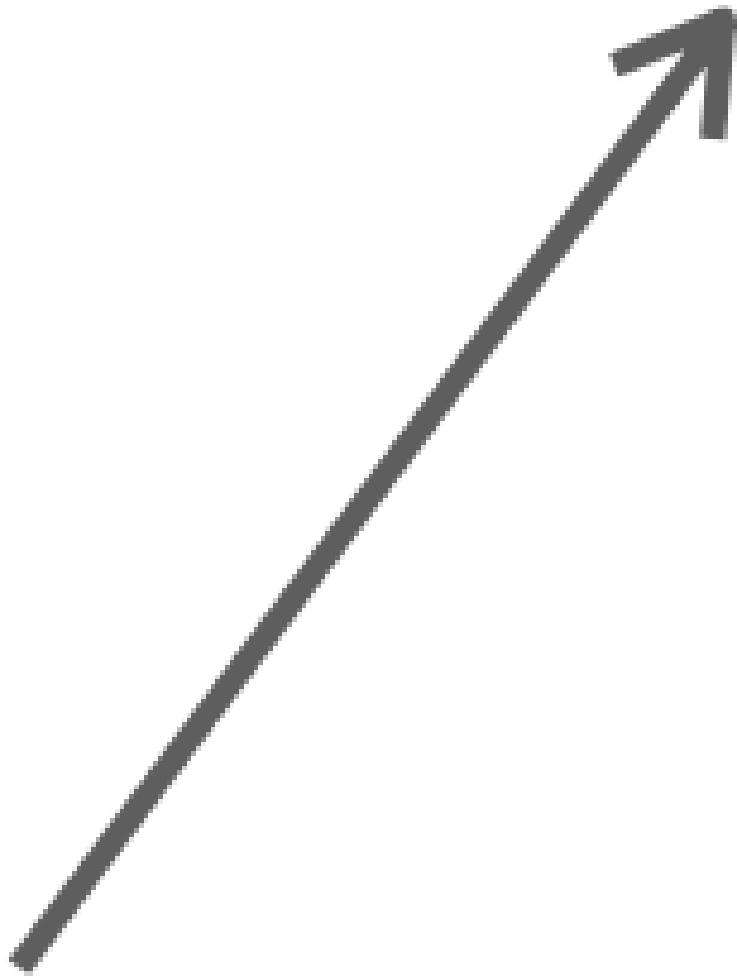
_id

10

_name

A

_next



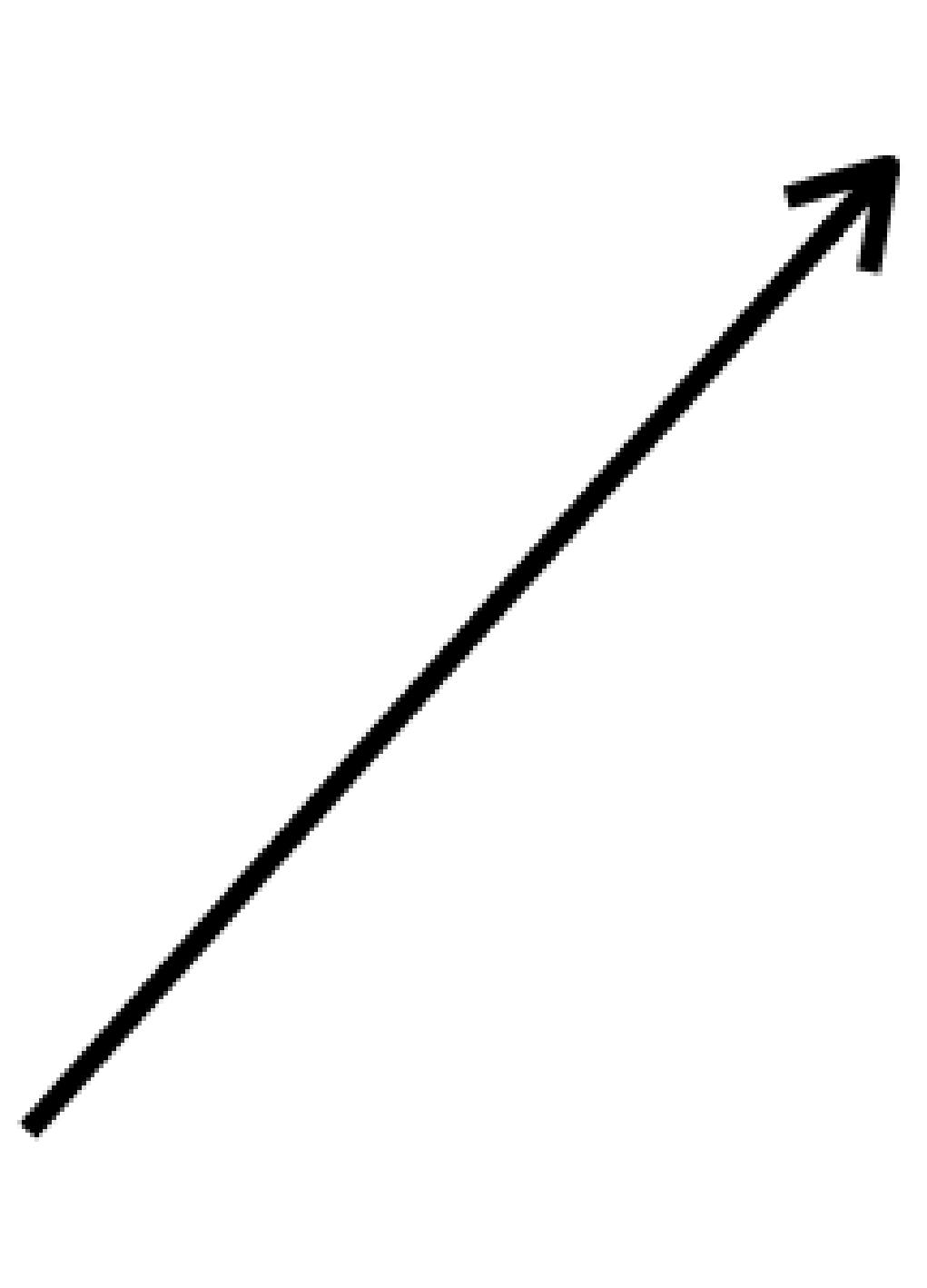
_id

20

_name

B

_next



_id

30

_name

C

_next

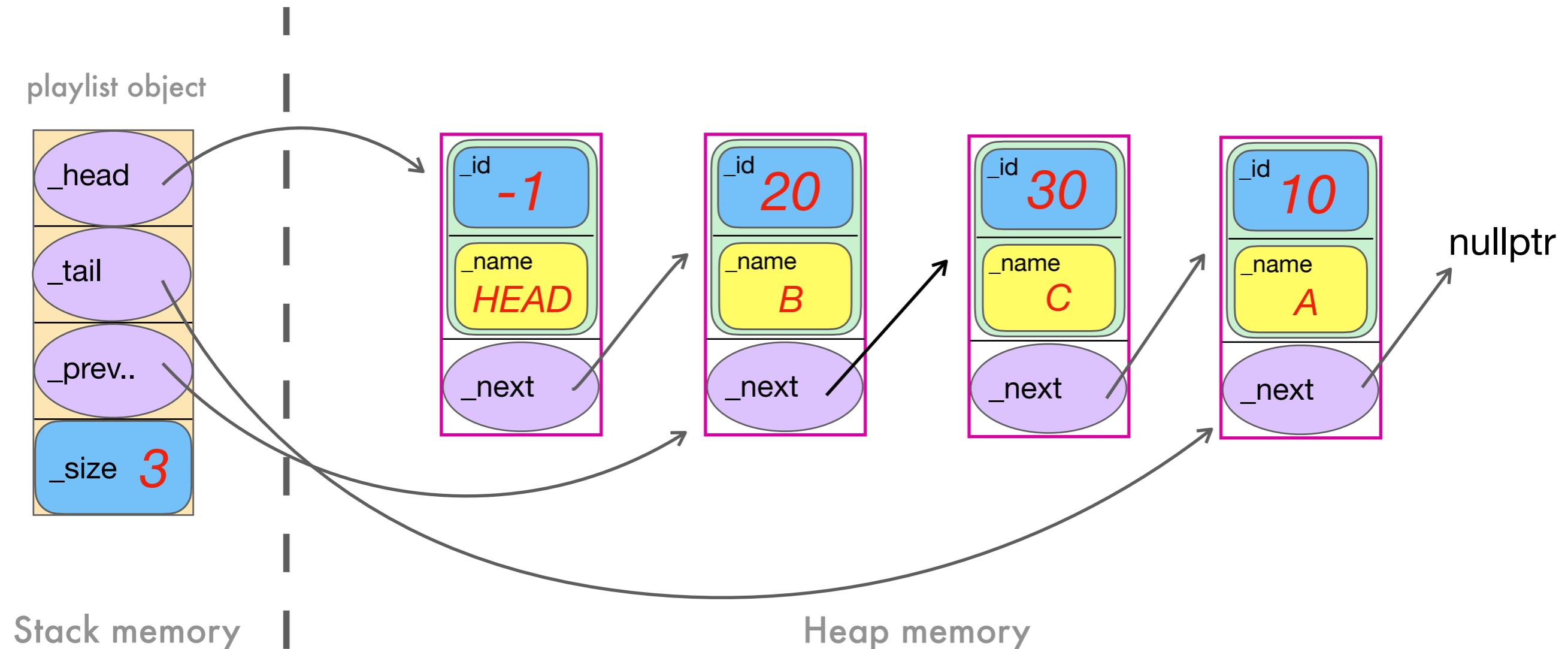
new_node





And insert once more:

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



Playlist

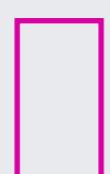
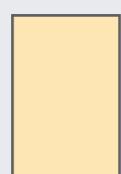
Playlist::Node

Playlist::Node*

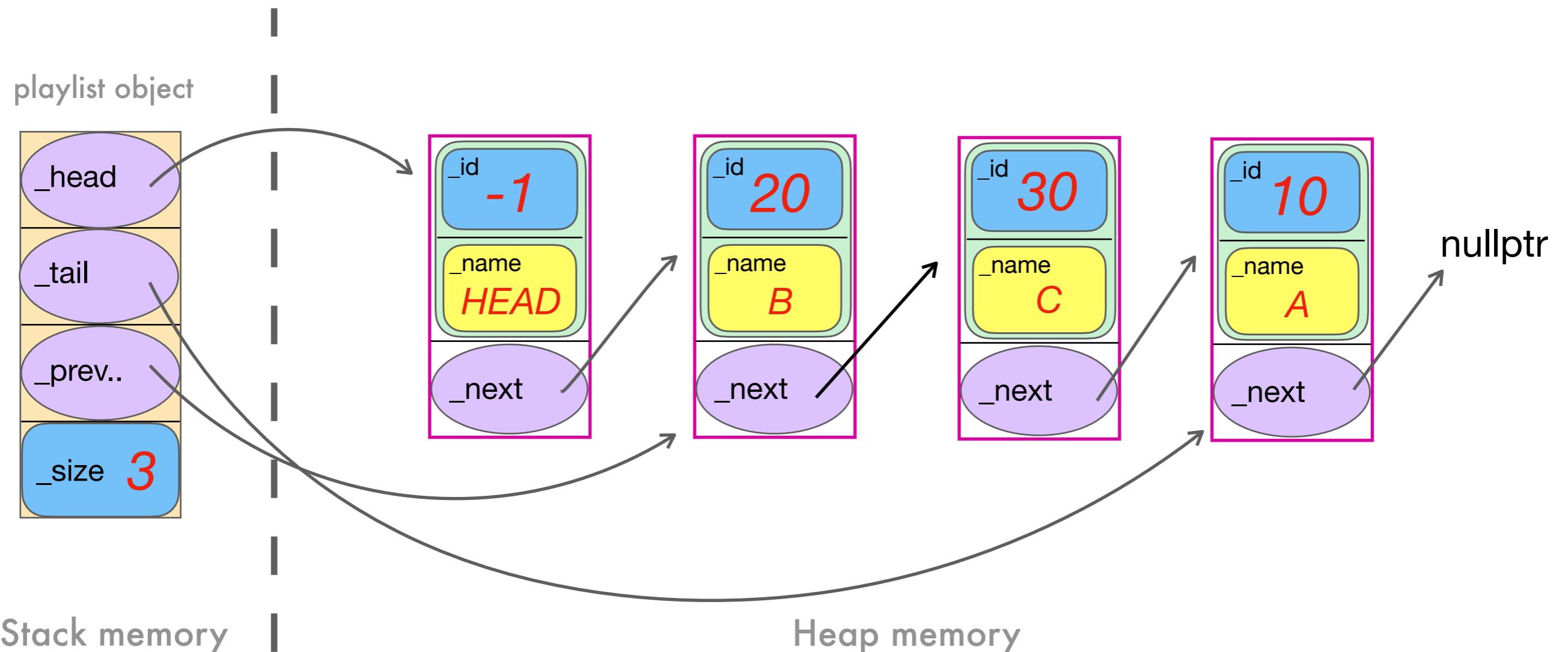
Playlist::SongEntry

size_t

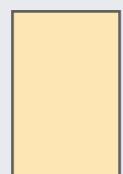
std::string



Legend



Playlist



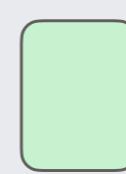
Playlist::Node



Playlist::Node*



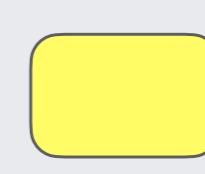
Playlist::SongEntry



size_t



std::string



Legend