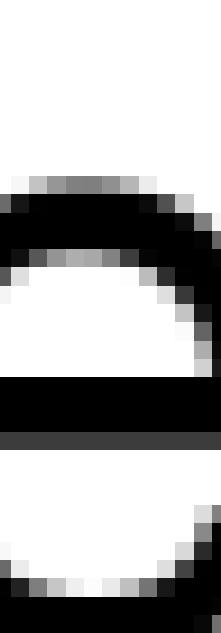
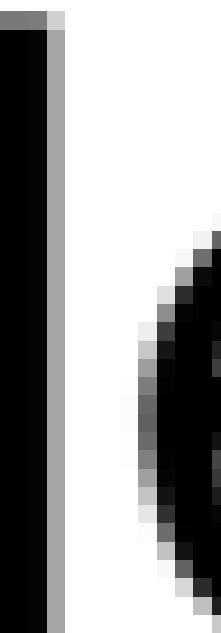
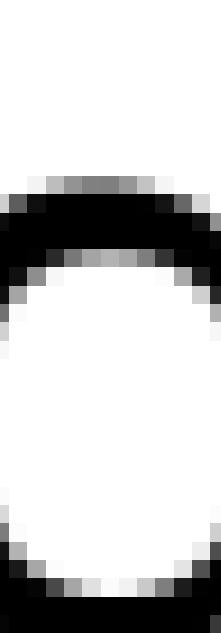
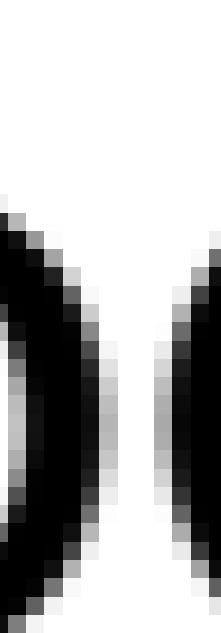
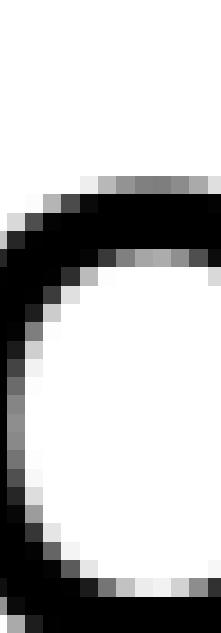
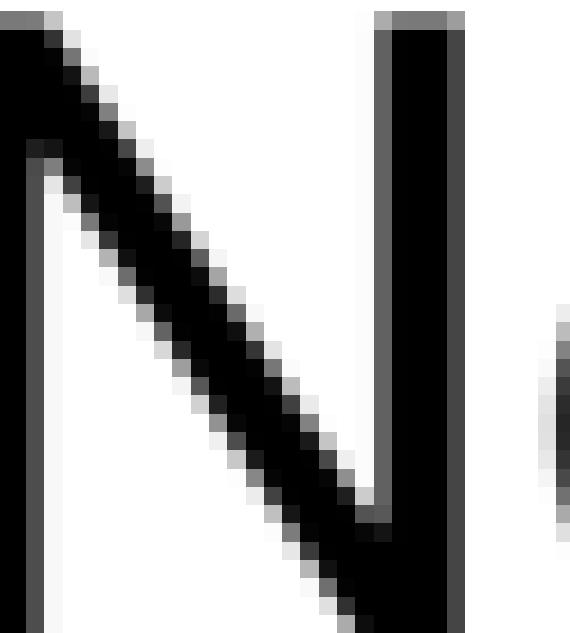
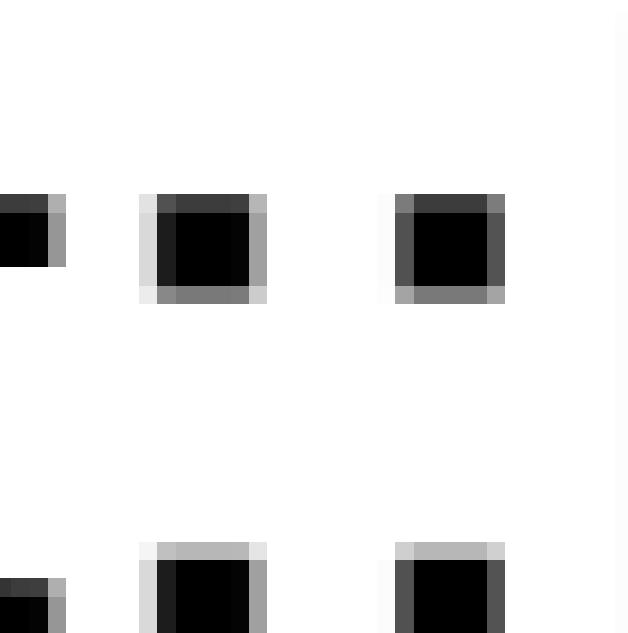
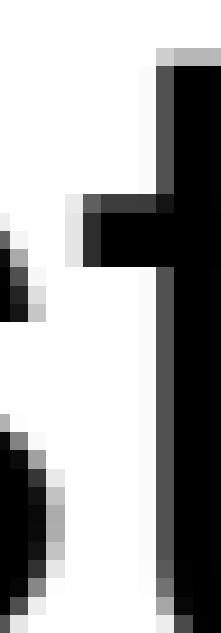
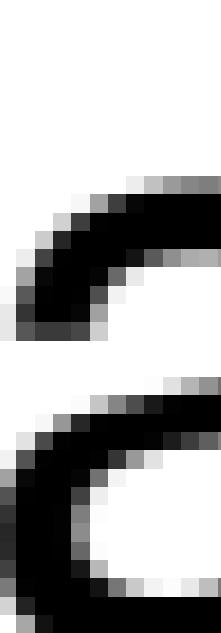


Legend





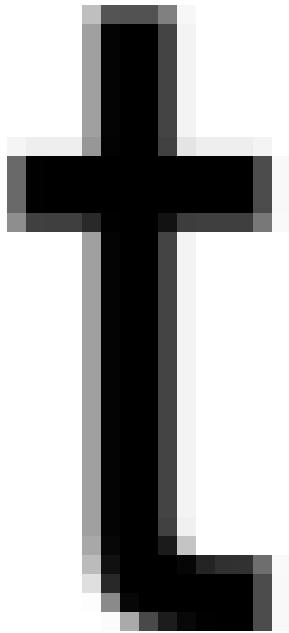






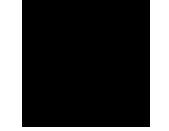
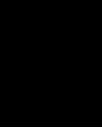
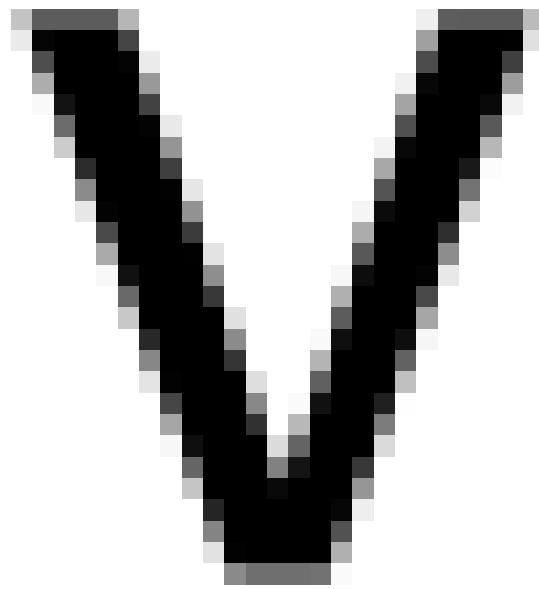
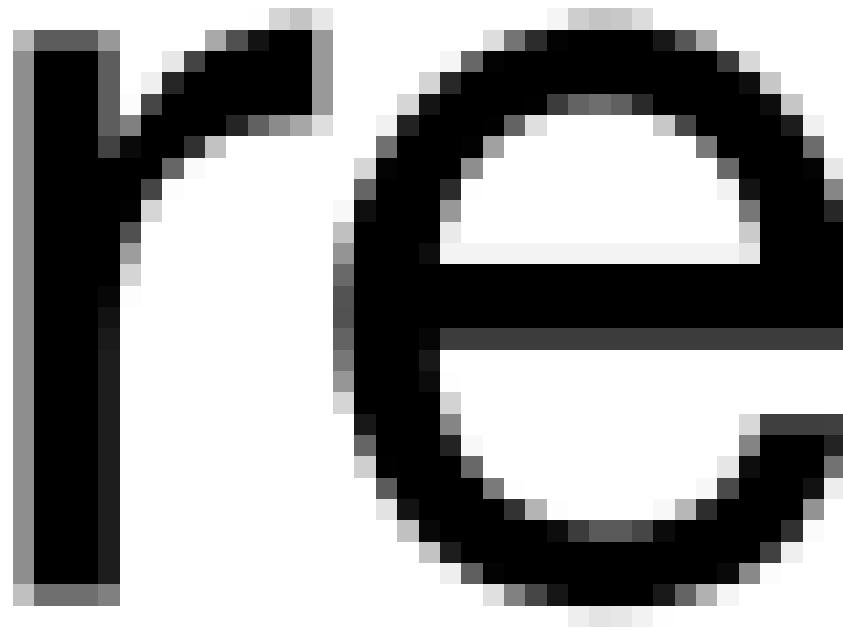
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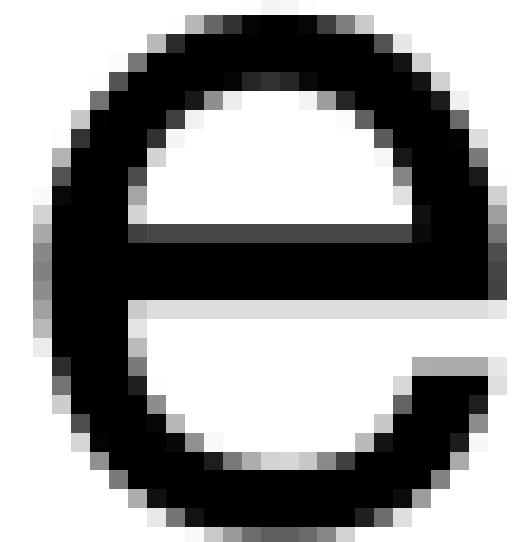












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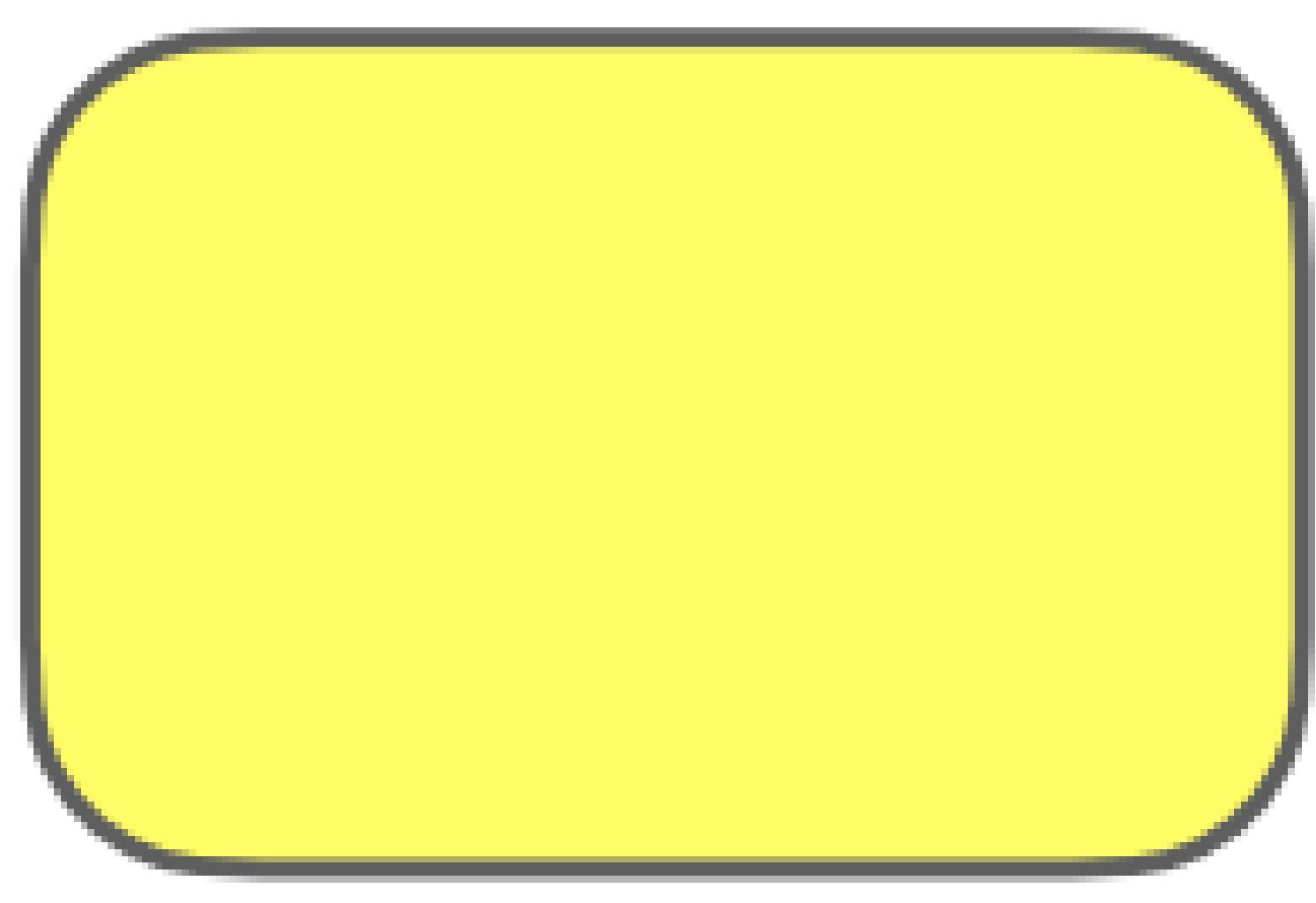
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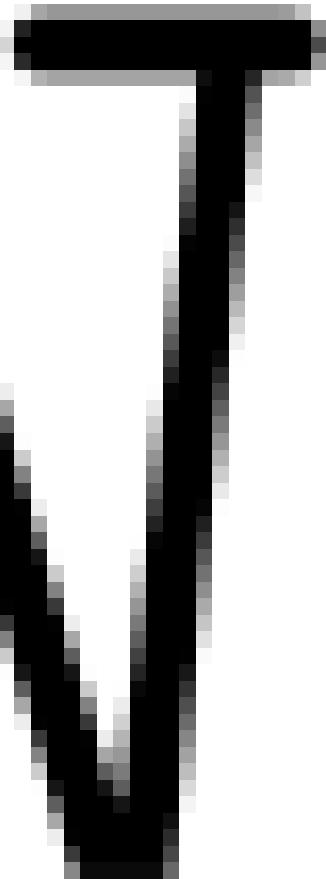
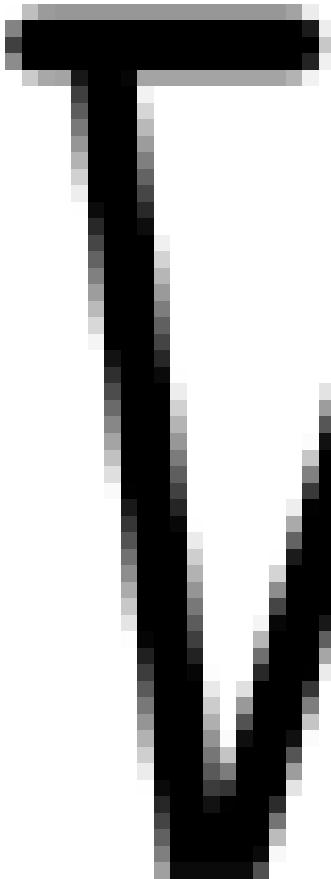
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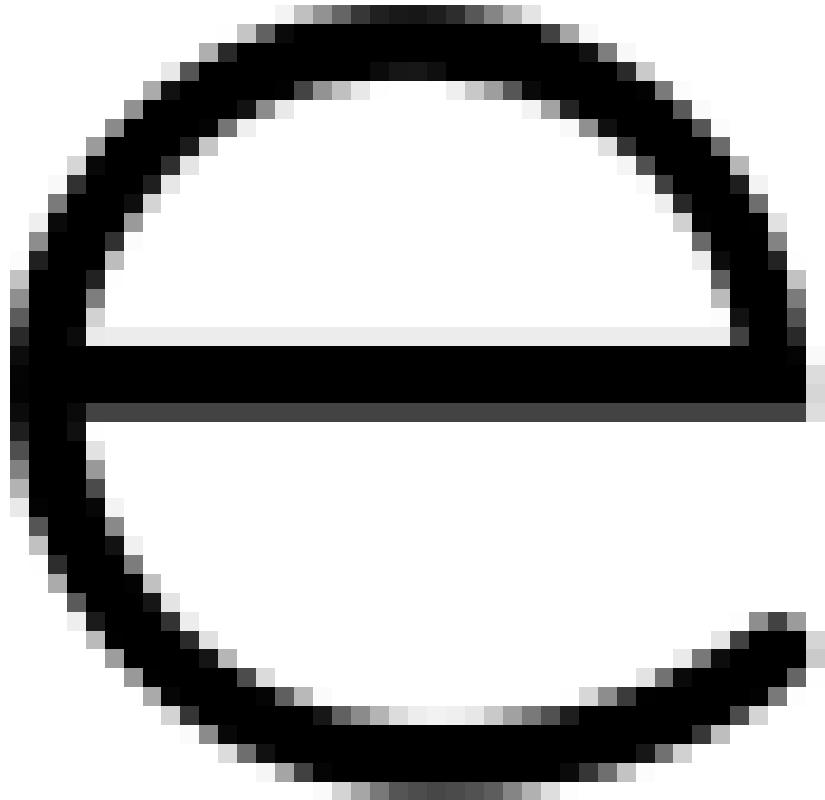
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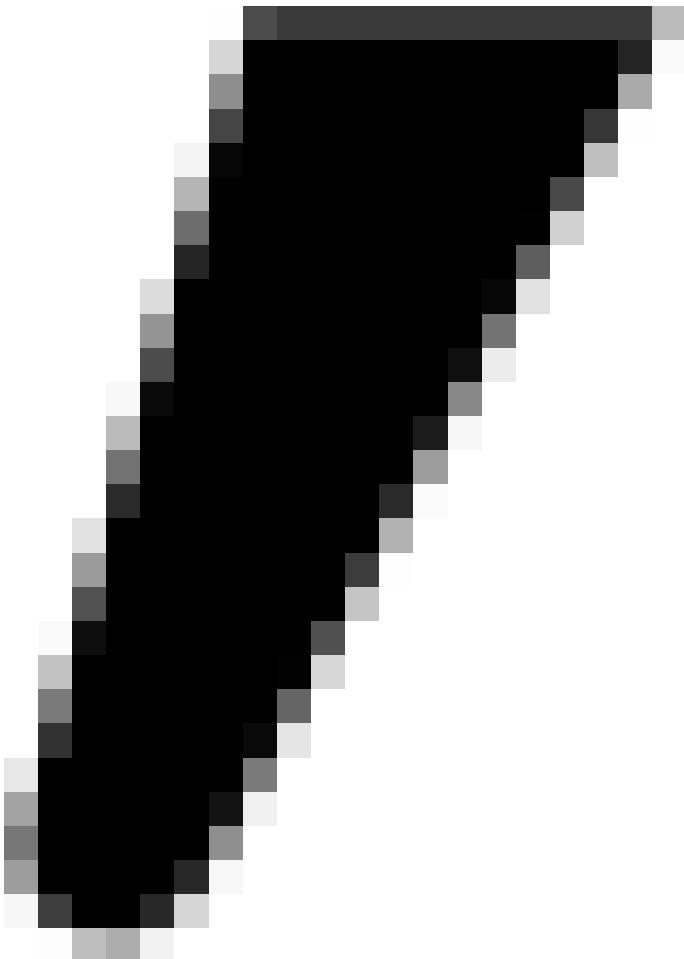
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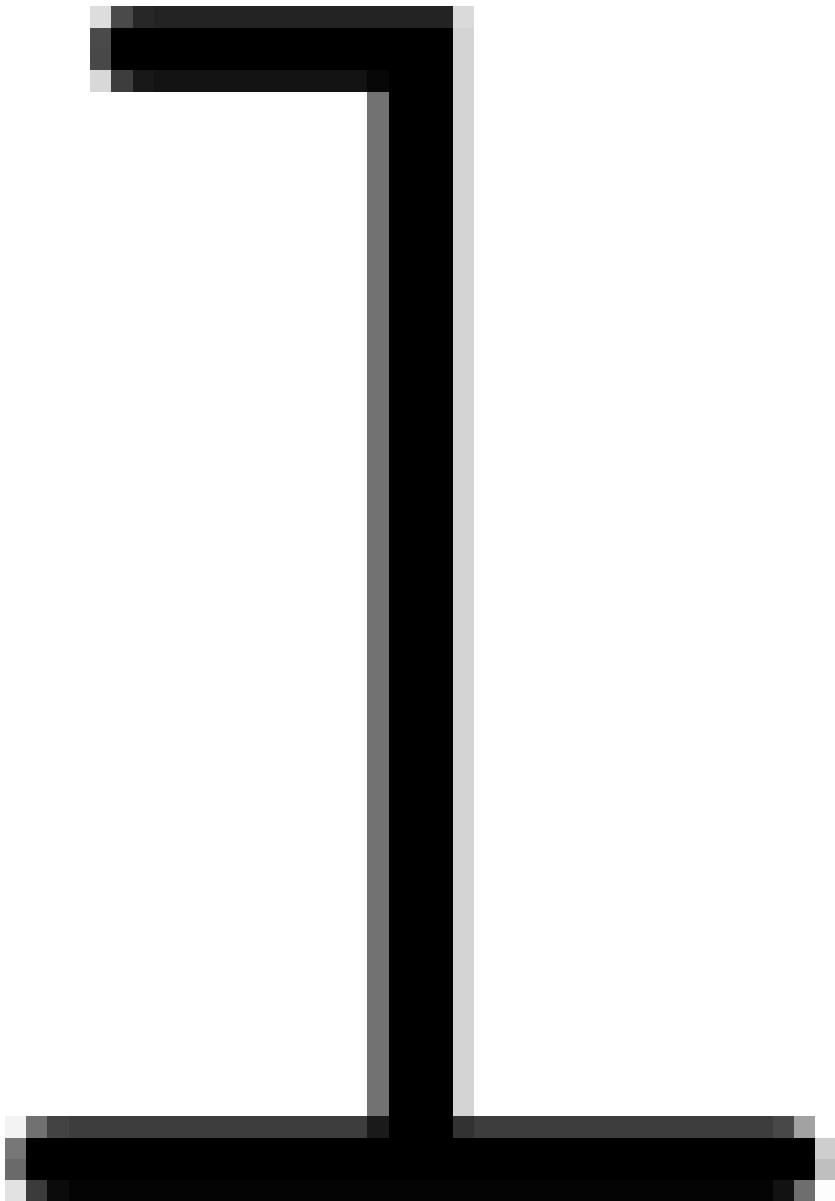


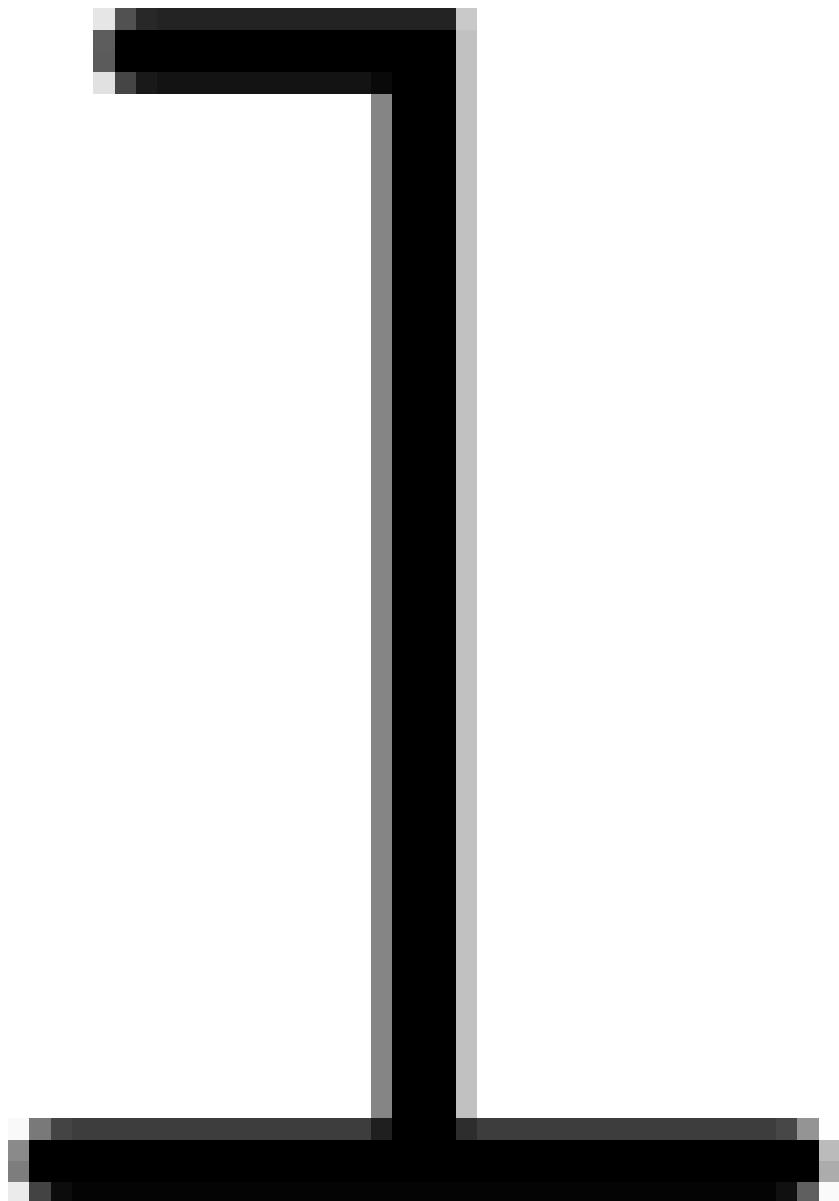


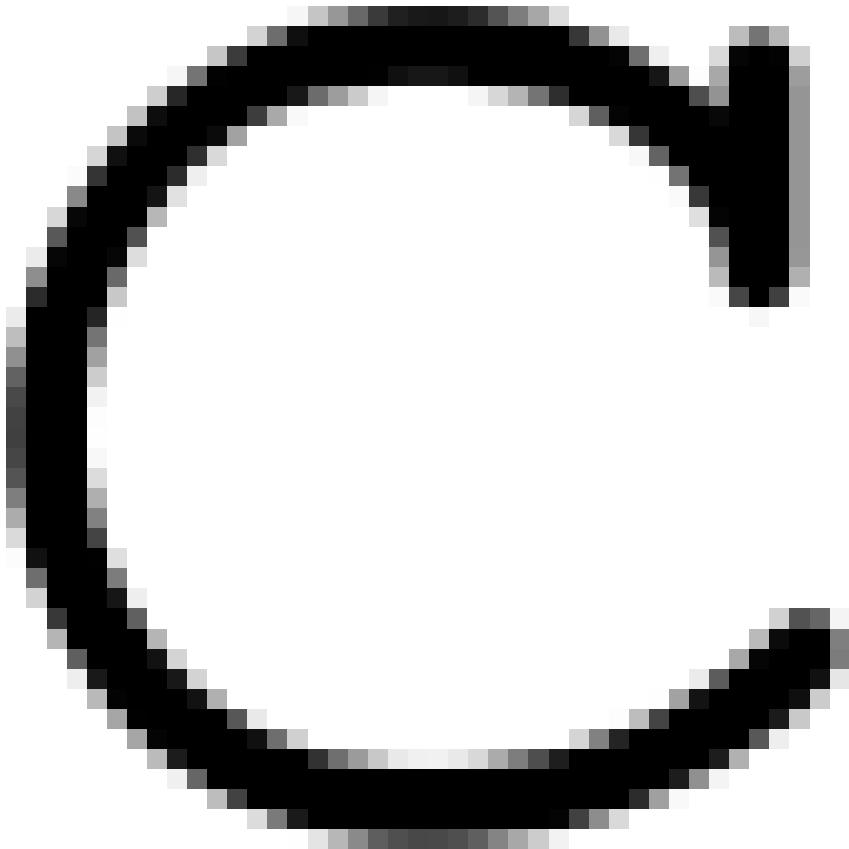


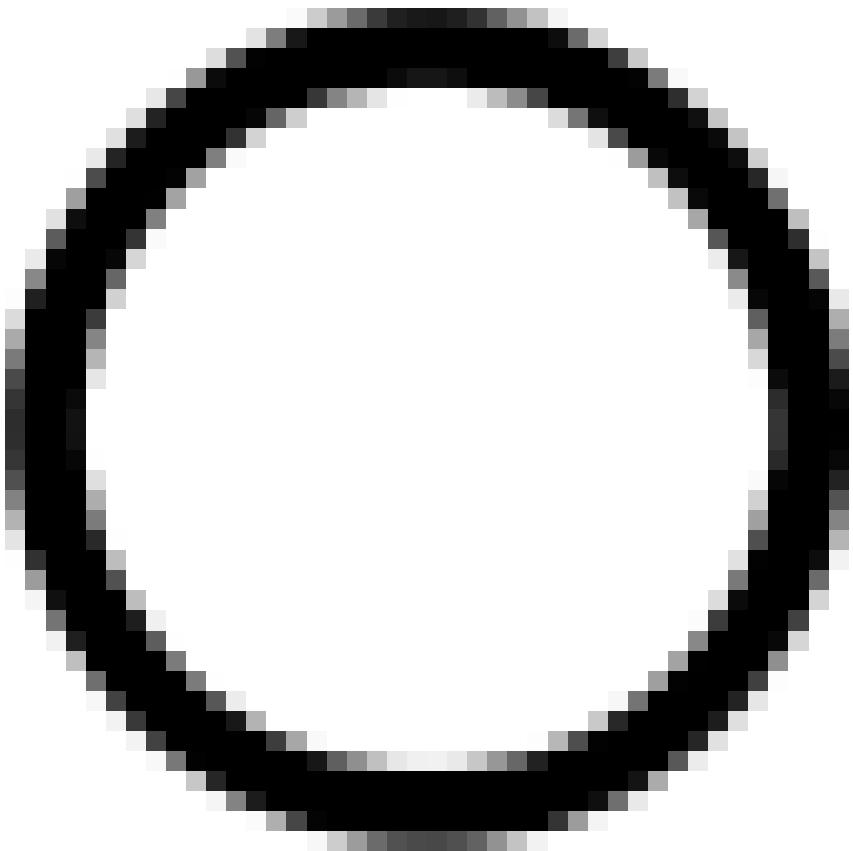


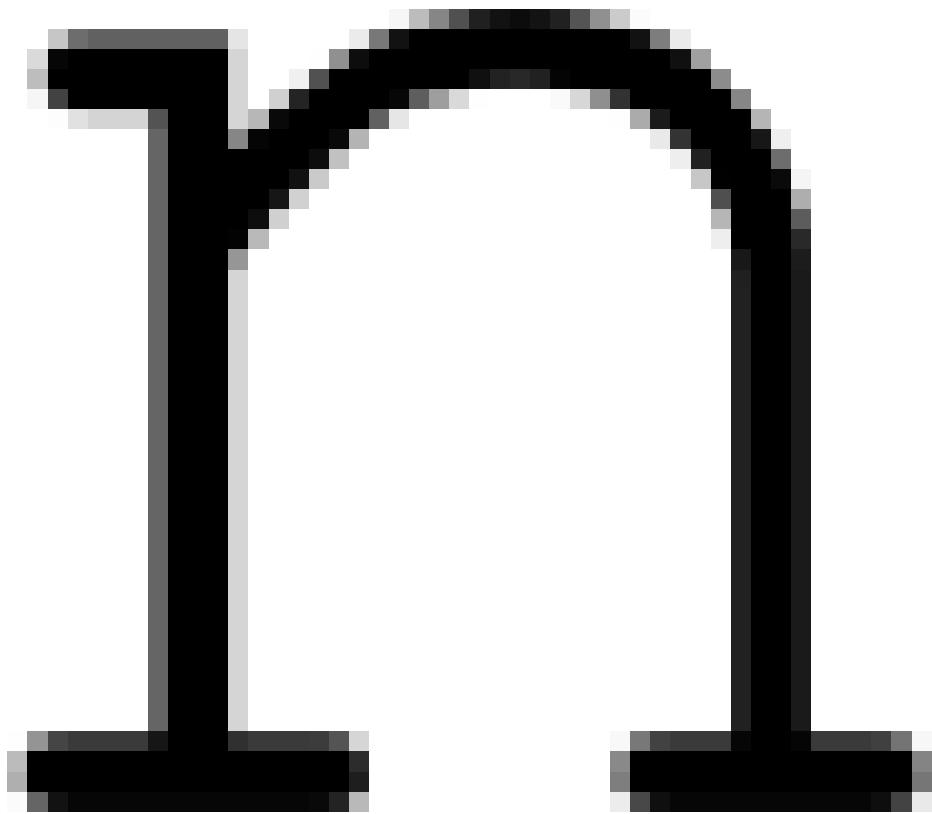


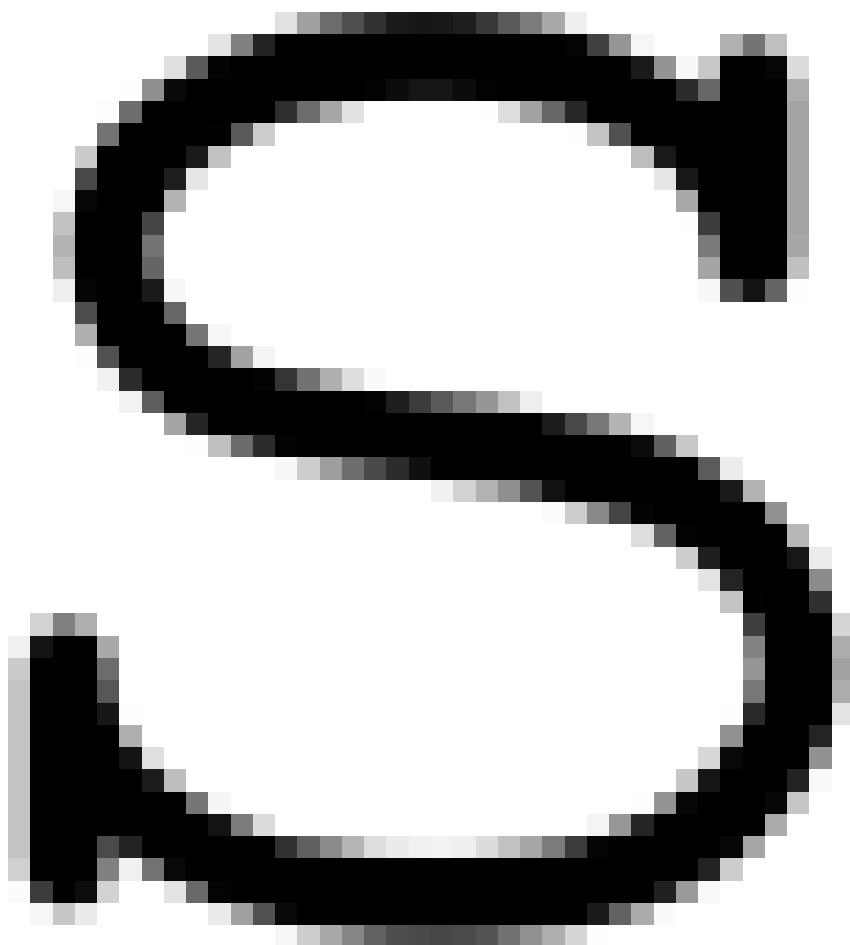


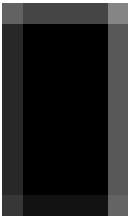




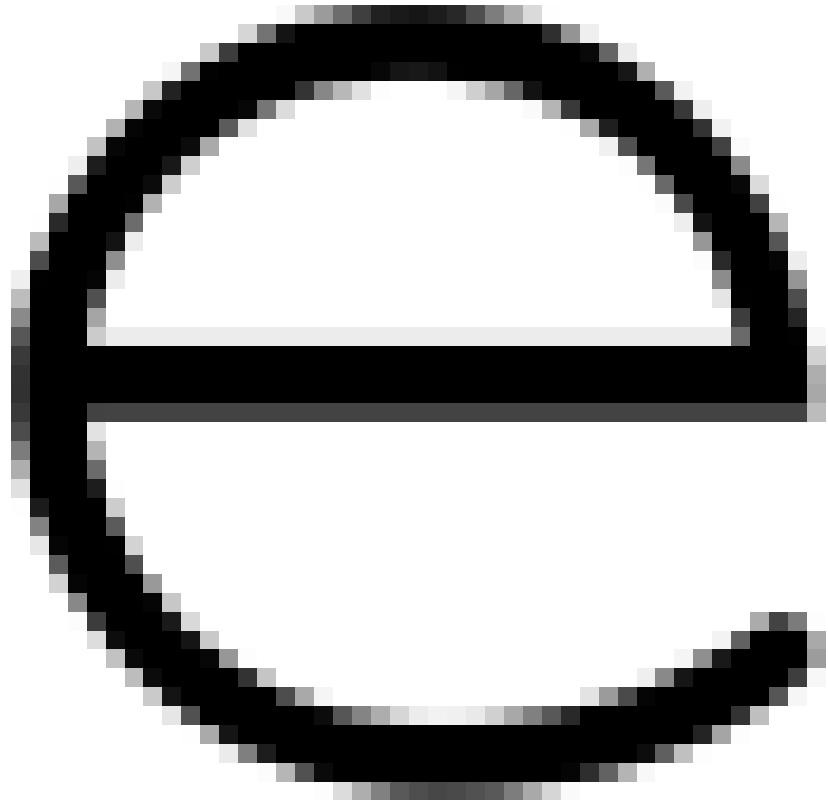


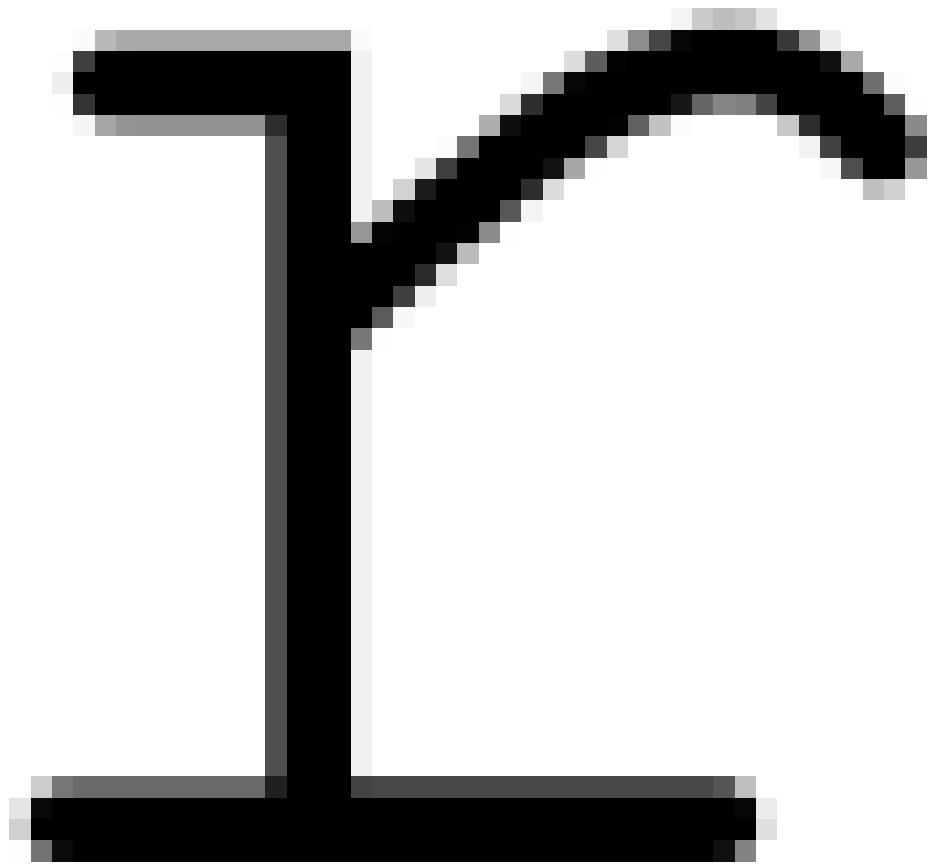




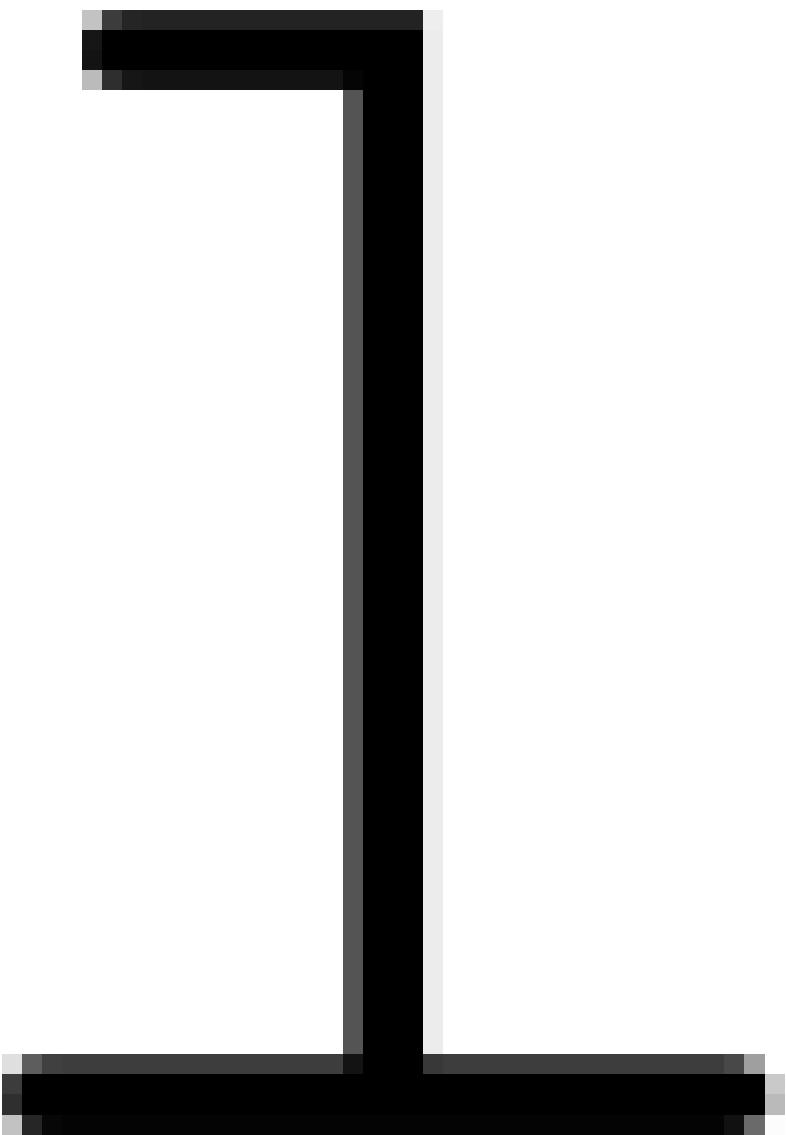


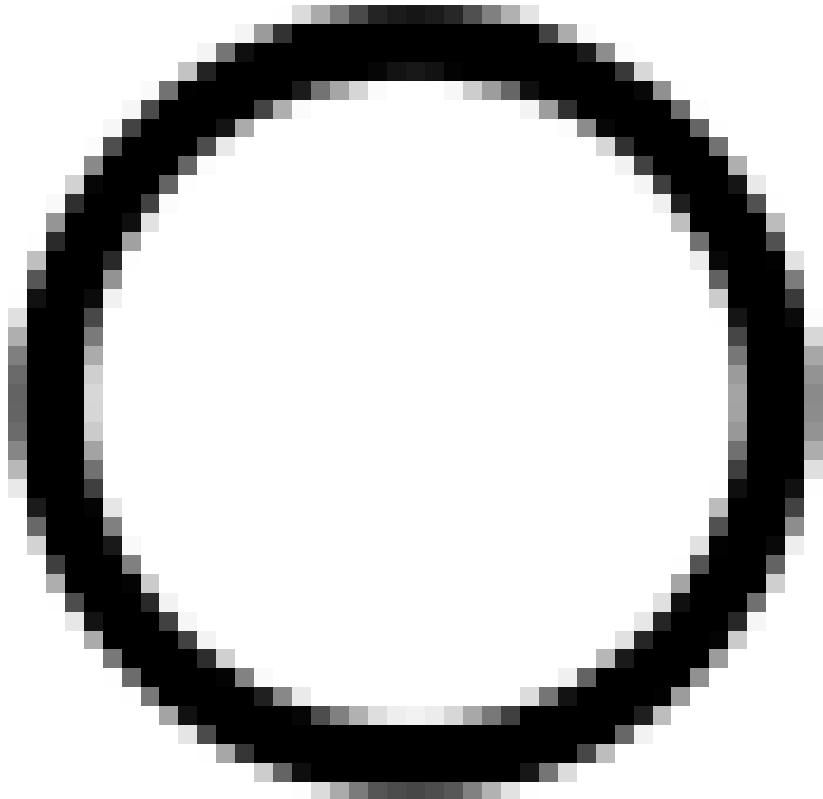






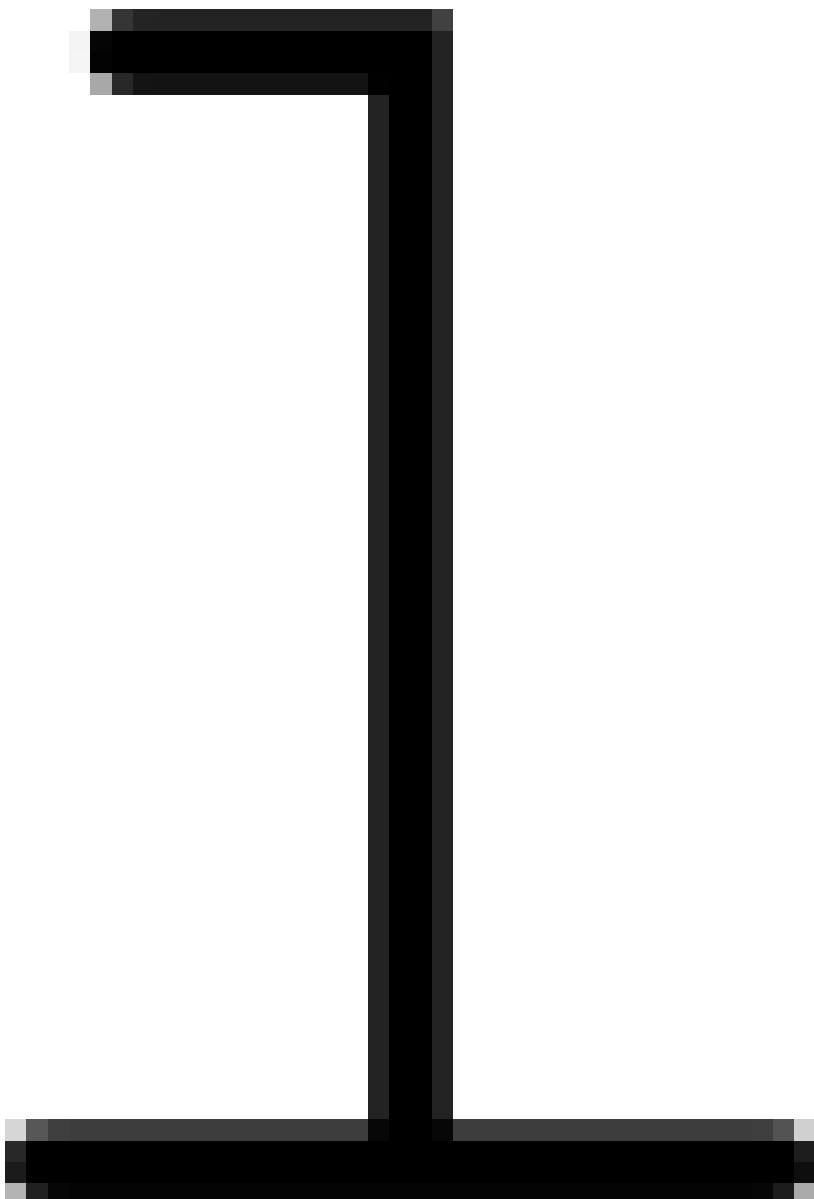




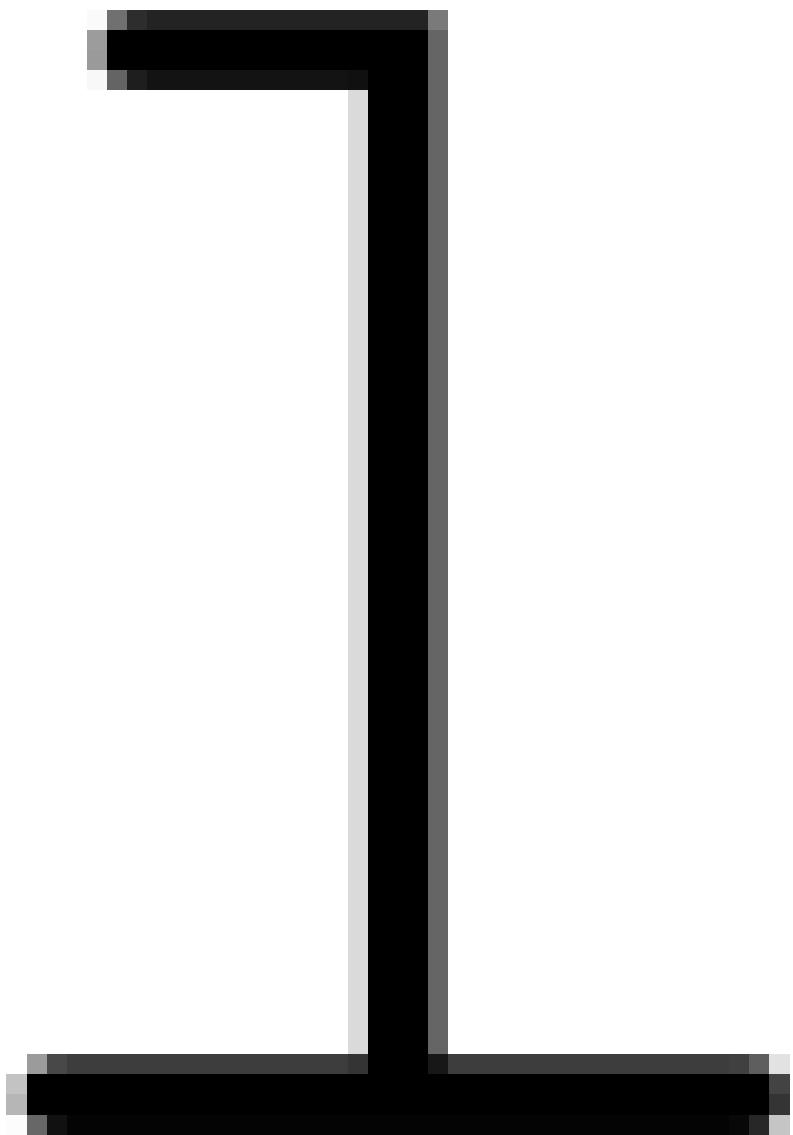




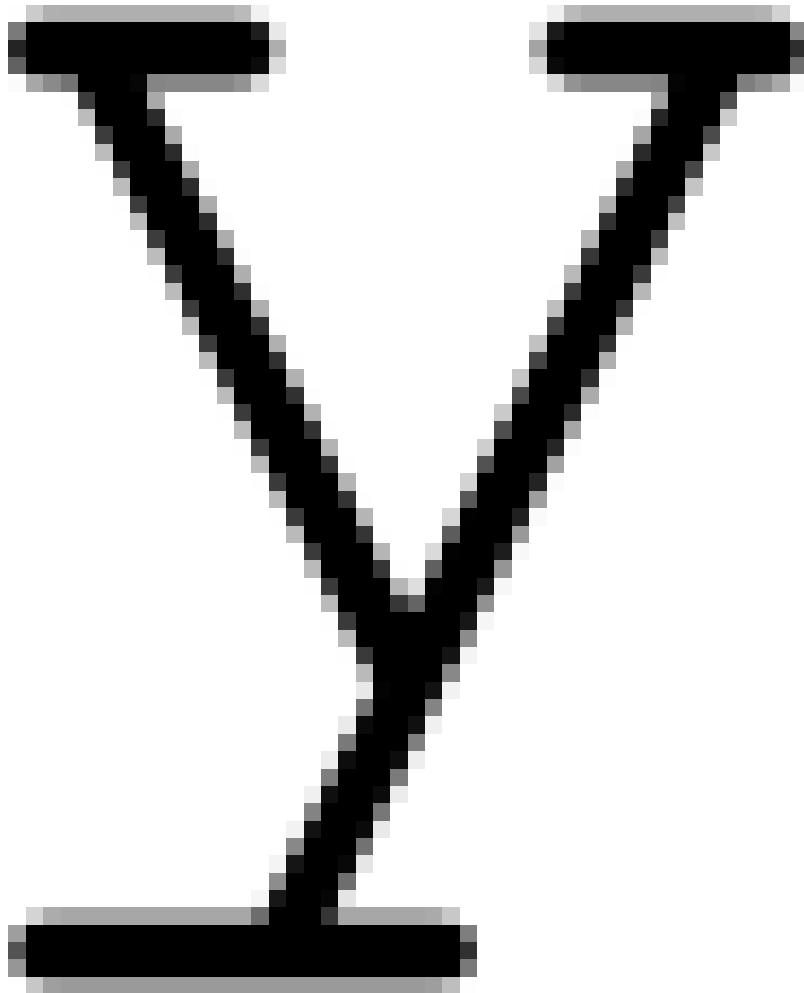


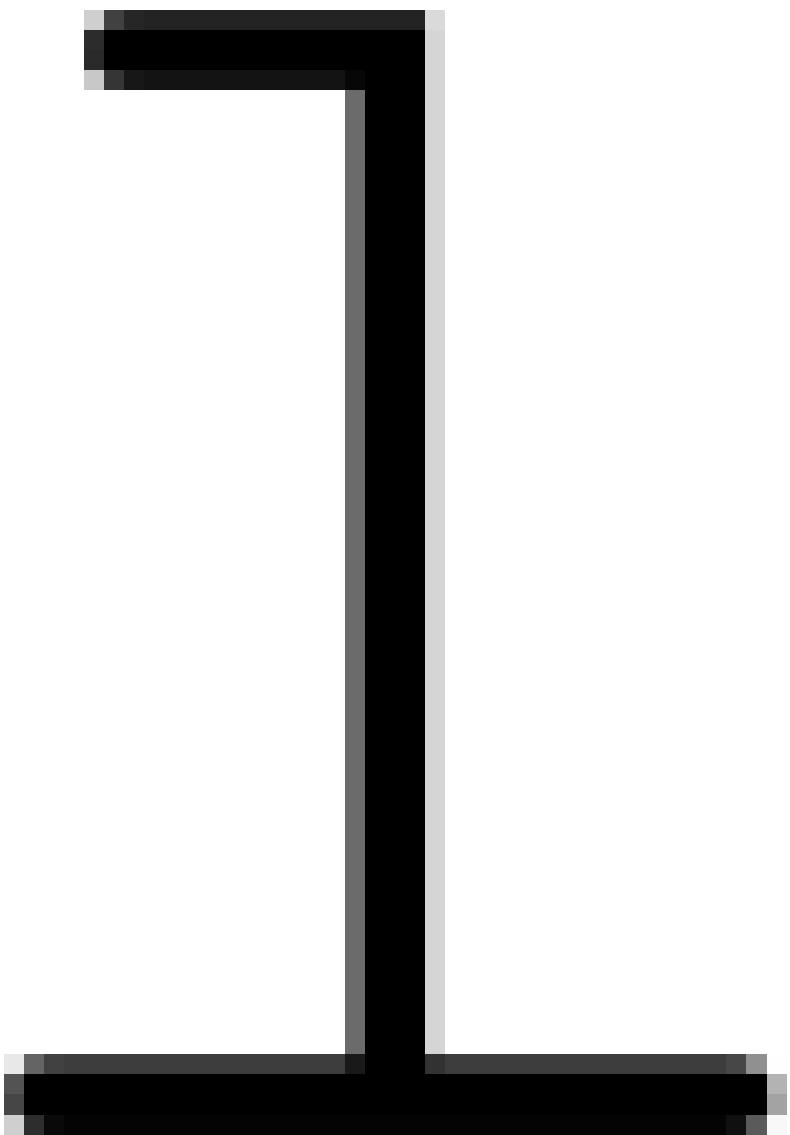


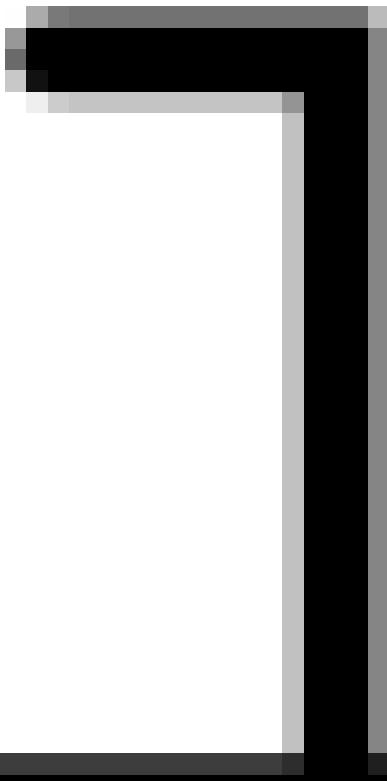
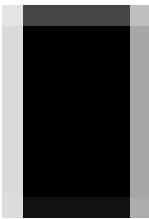


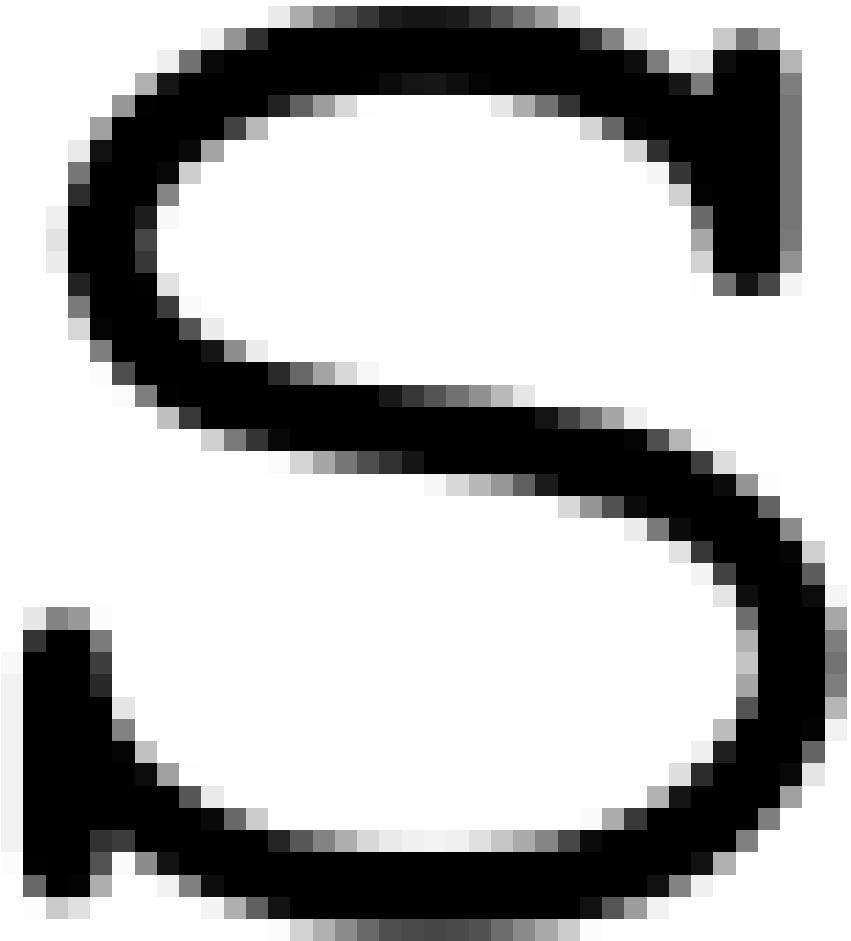


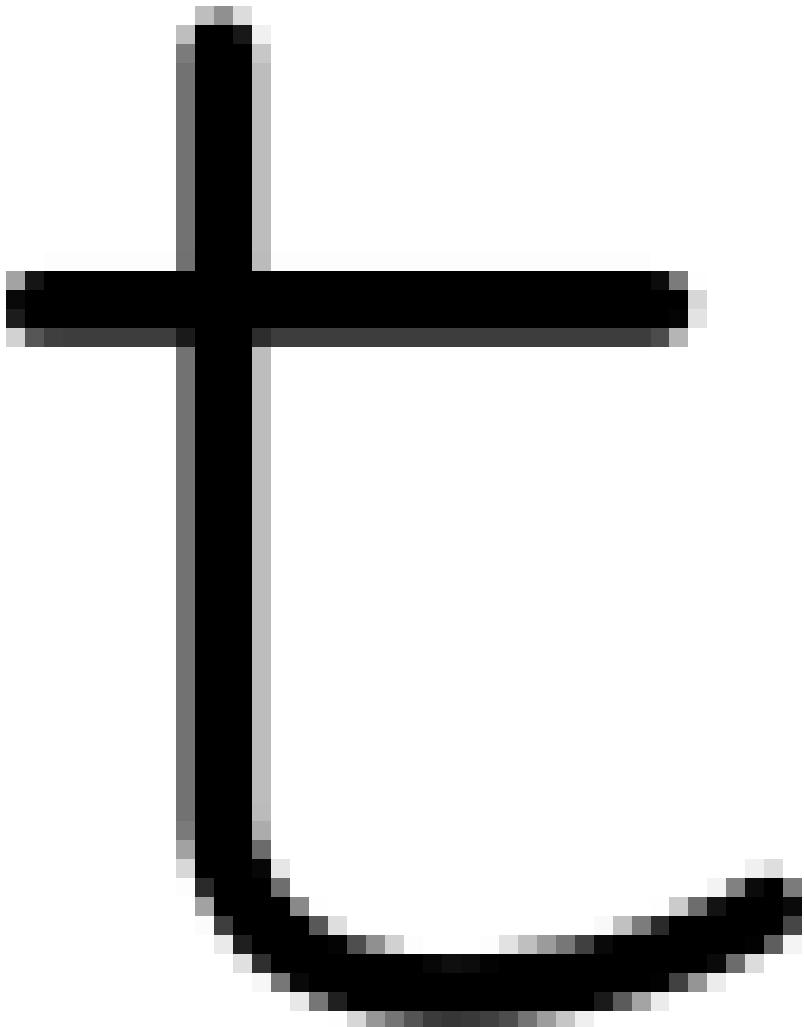


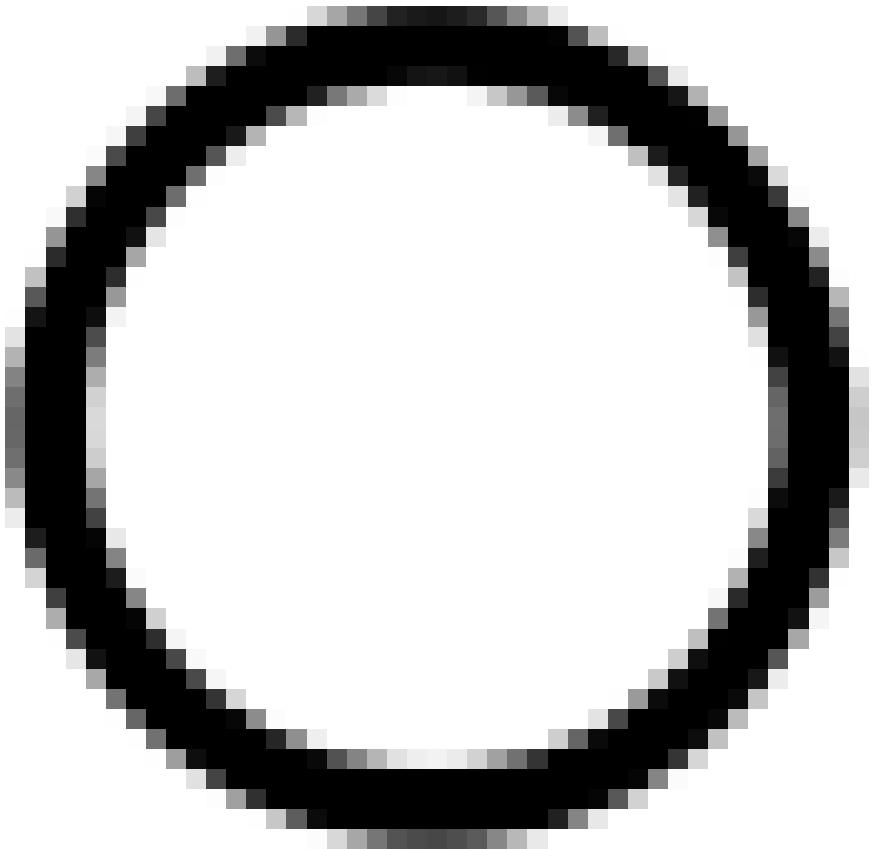




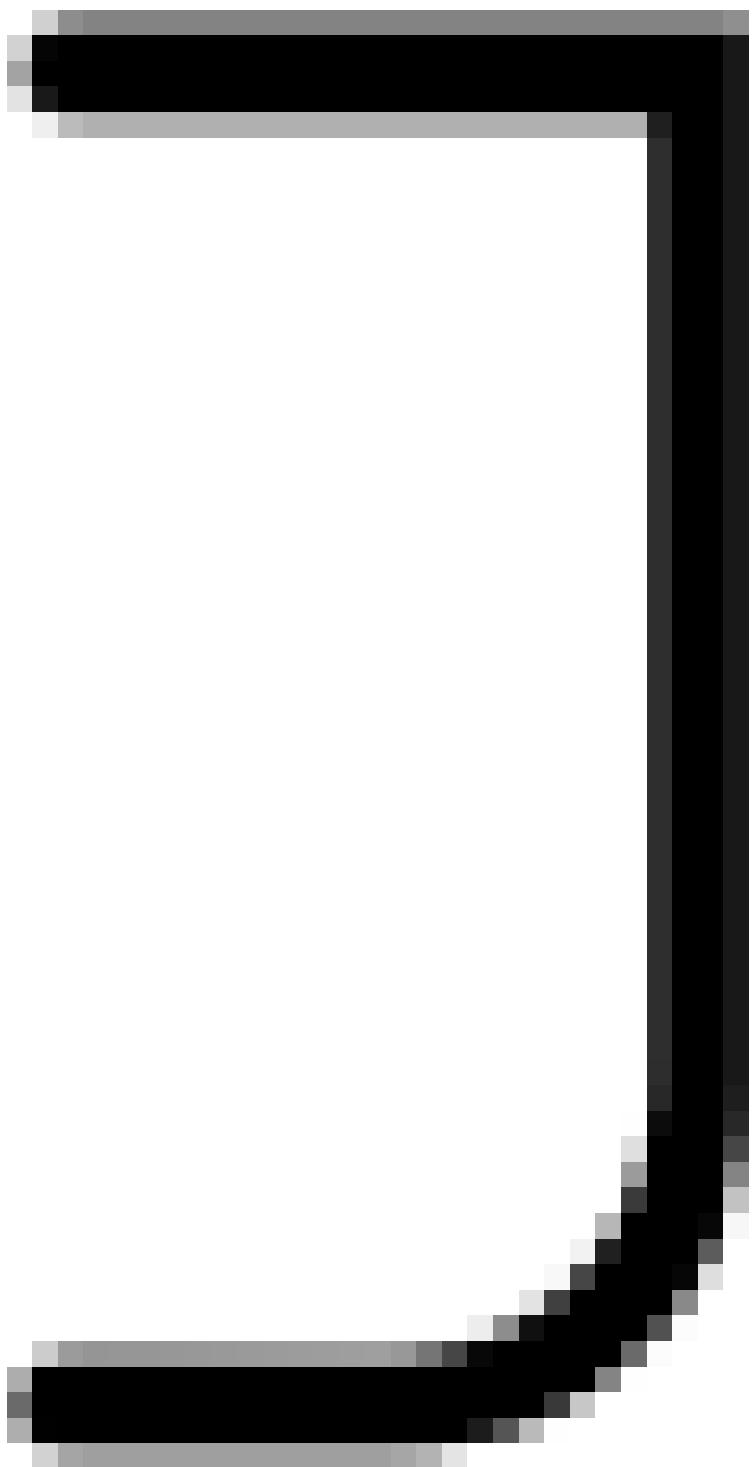
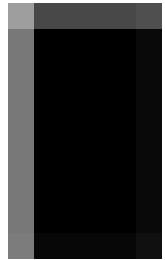


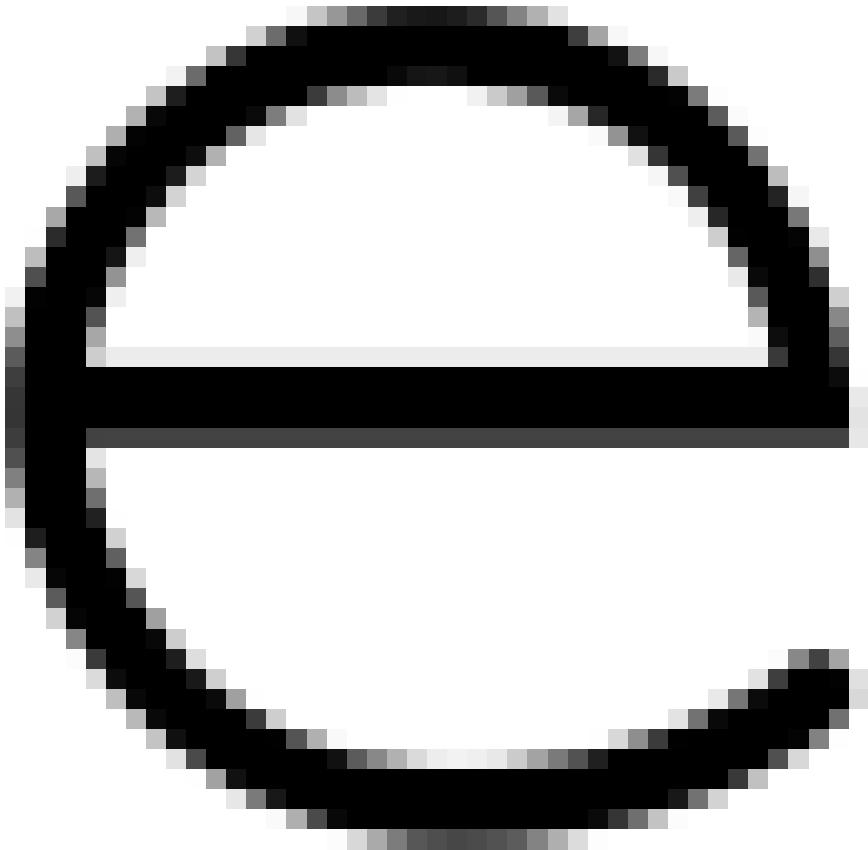


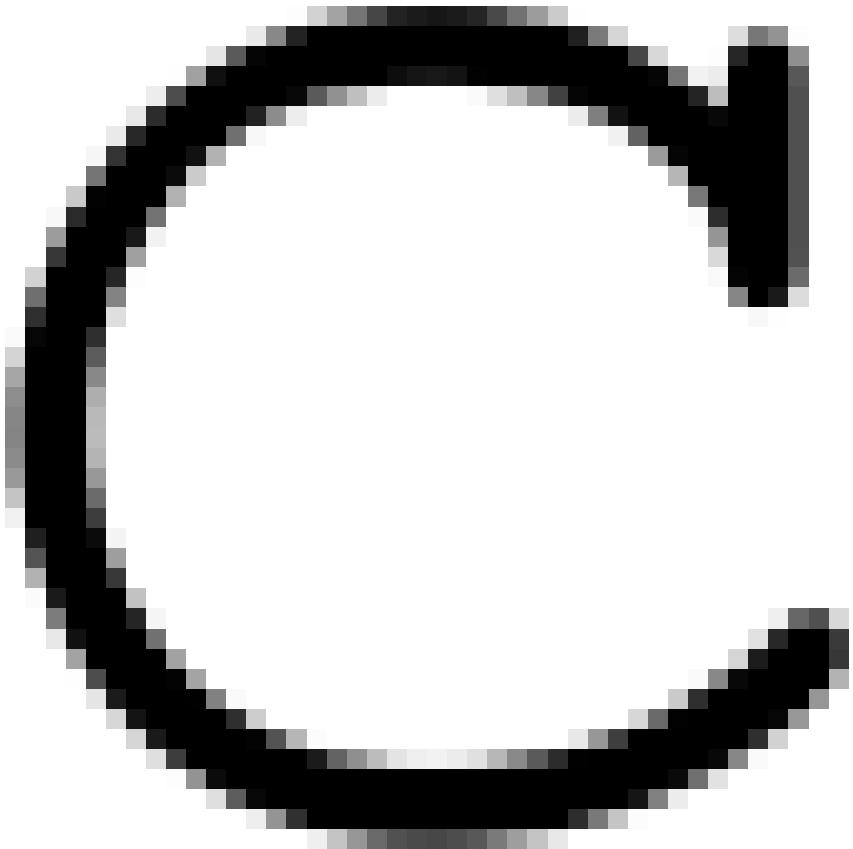


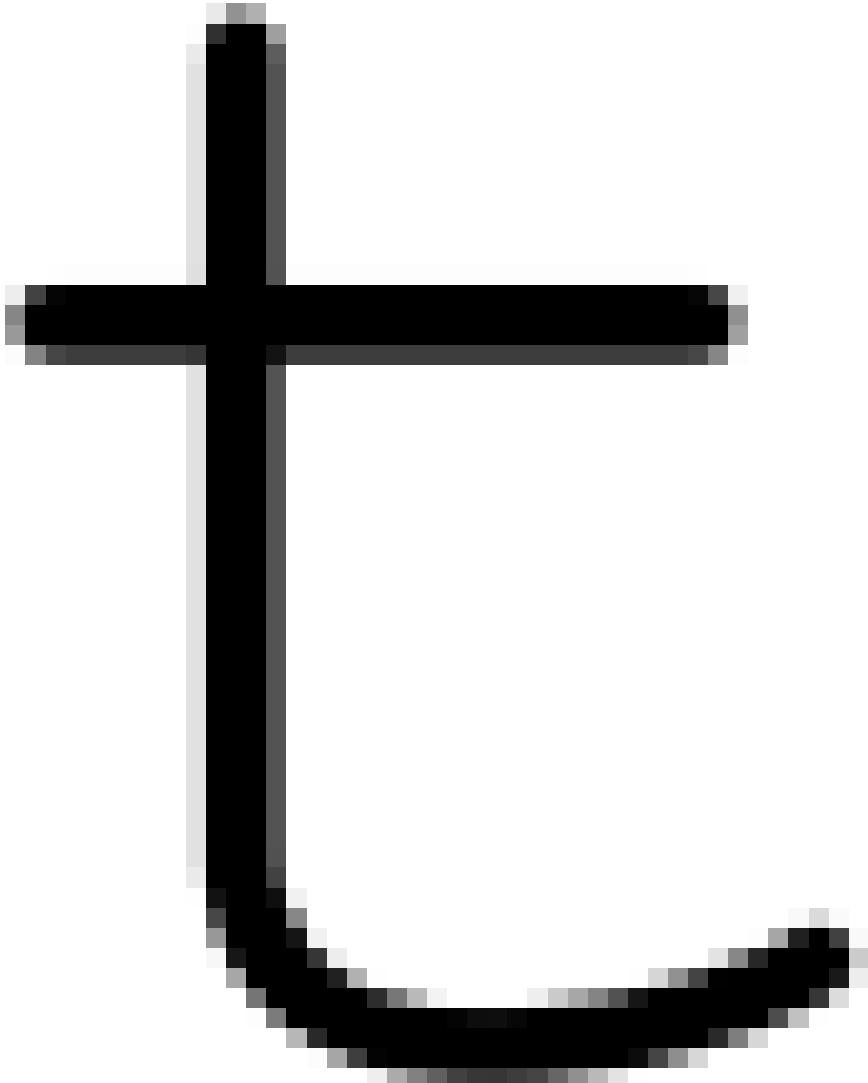




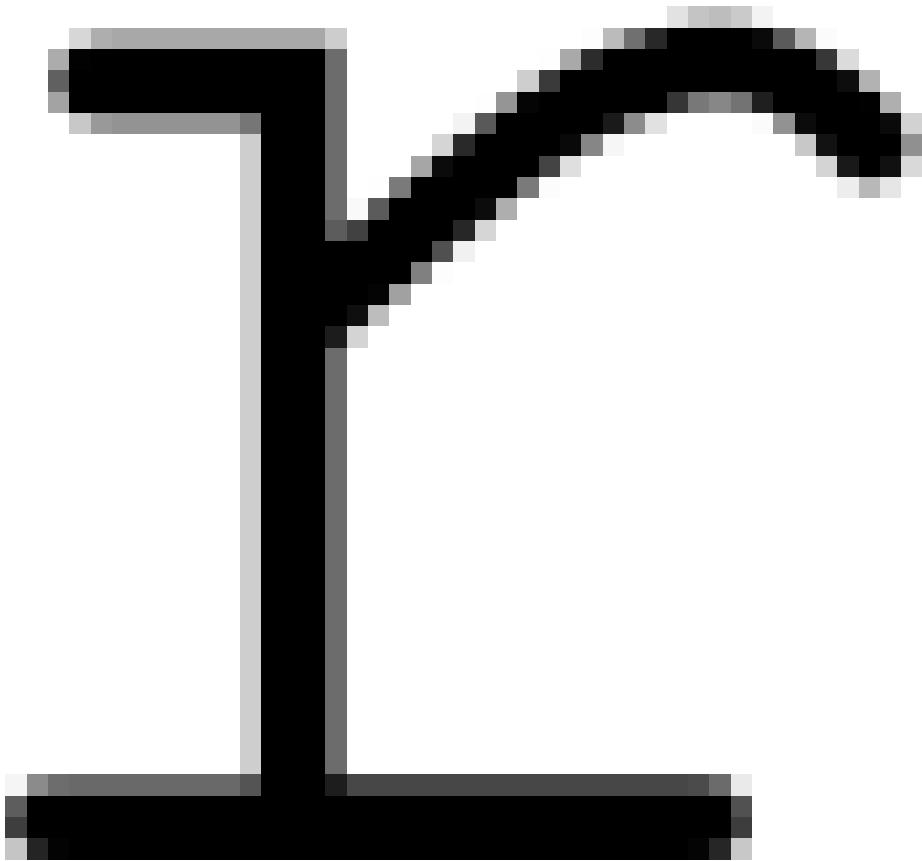


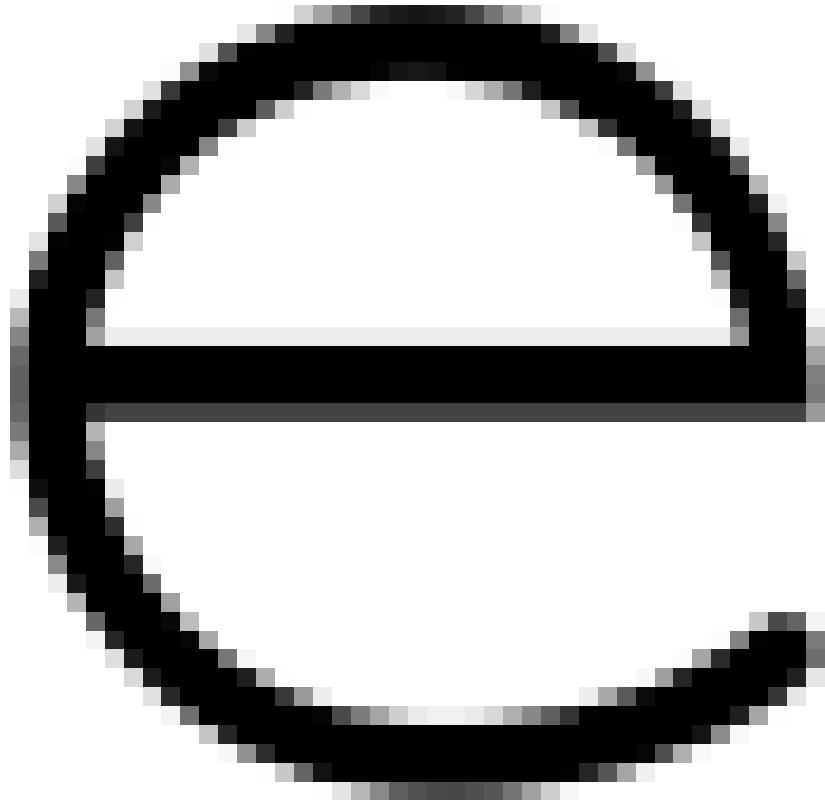




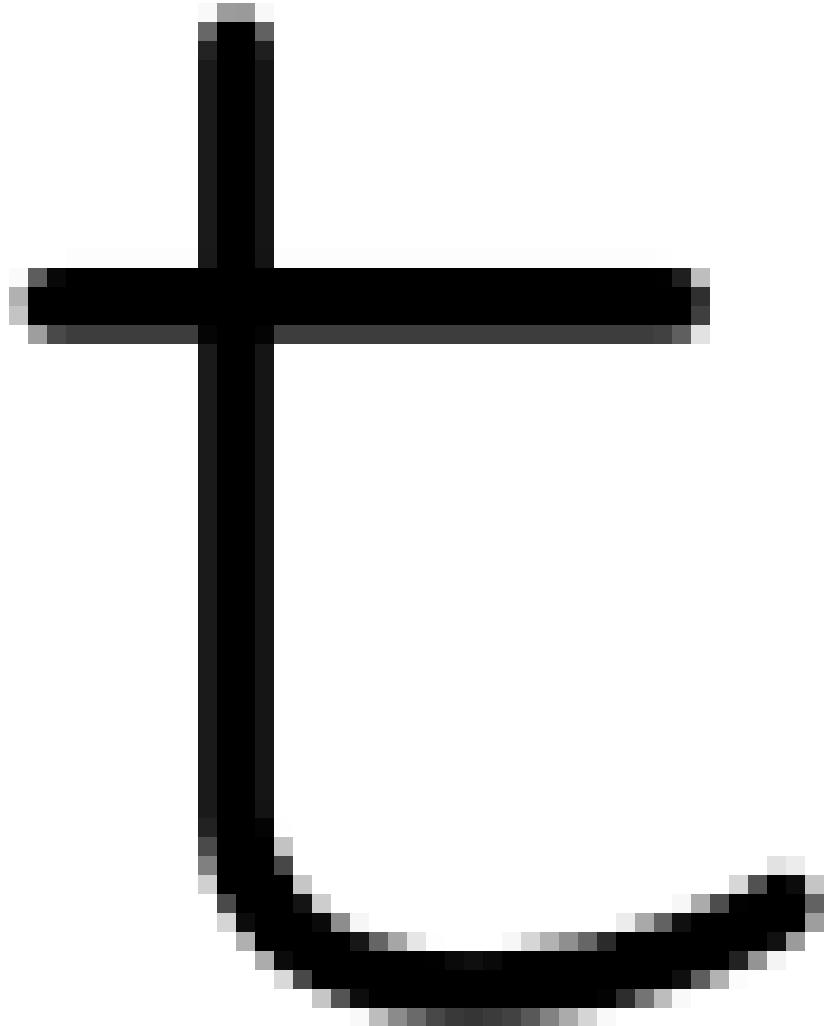


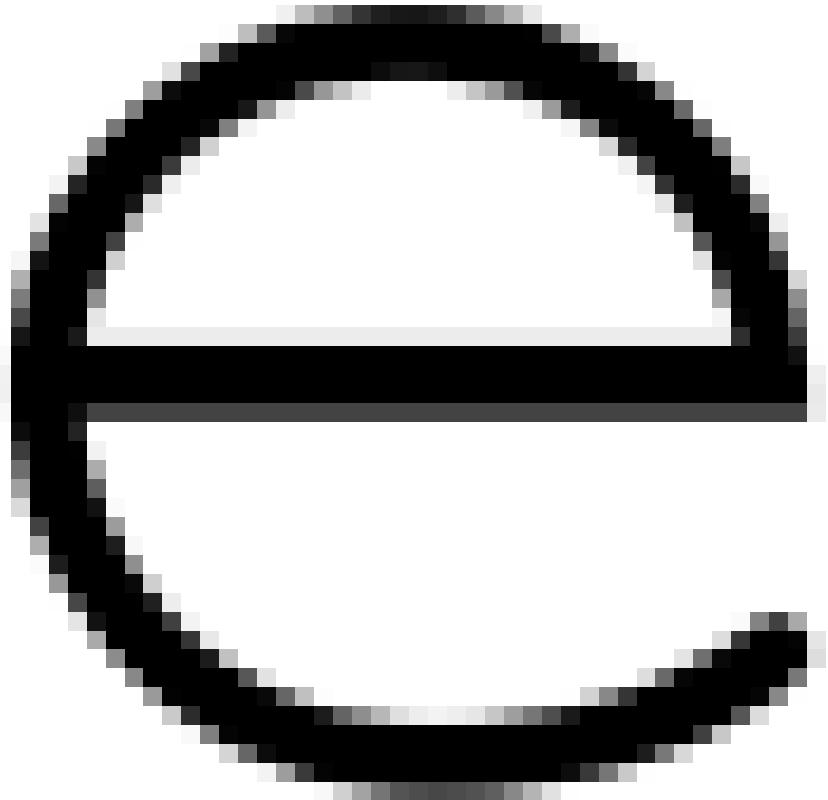






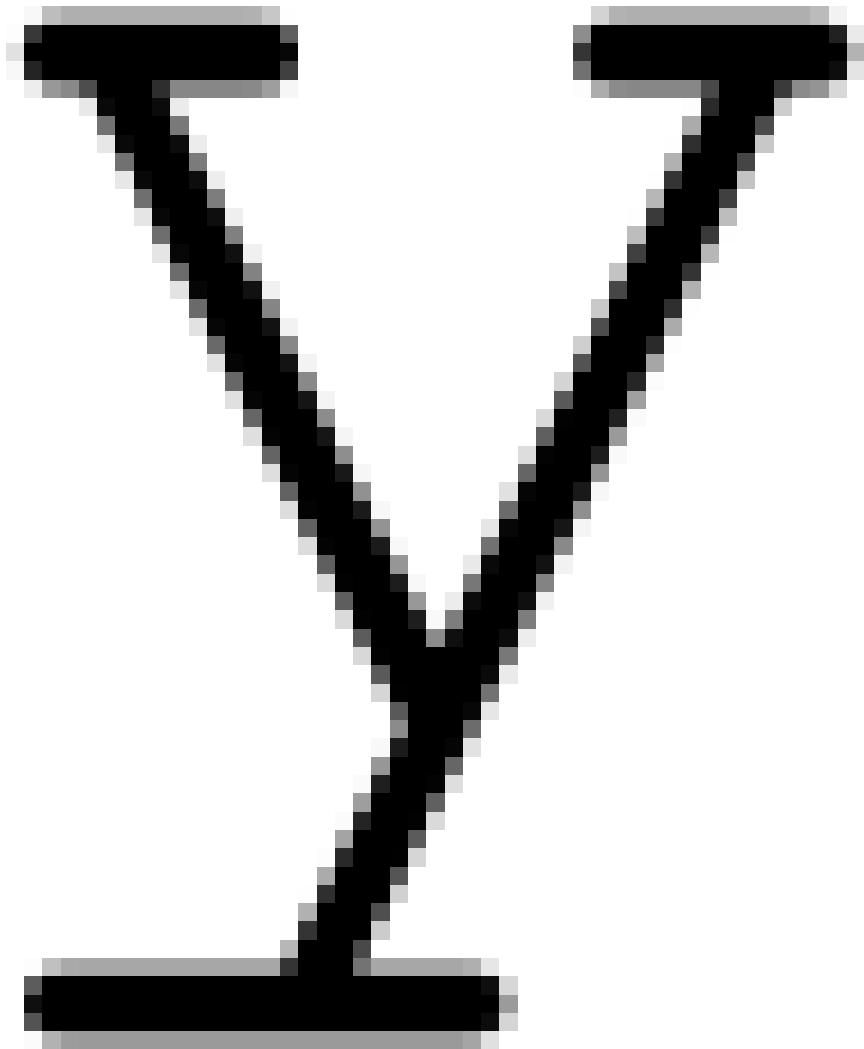


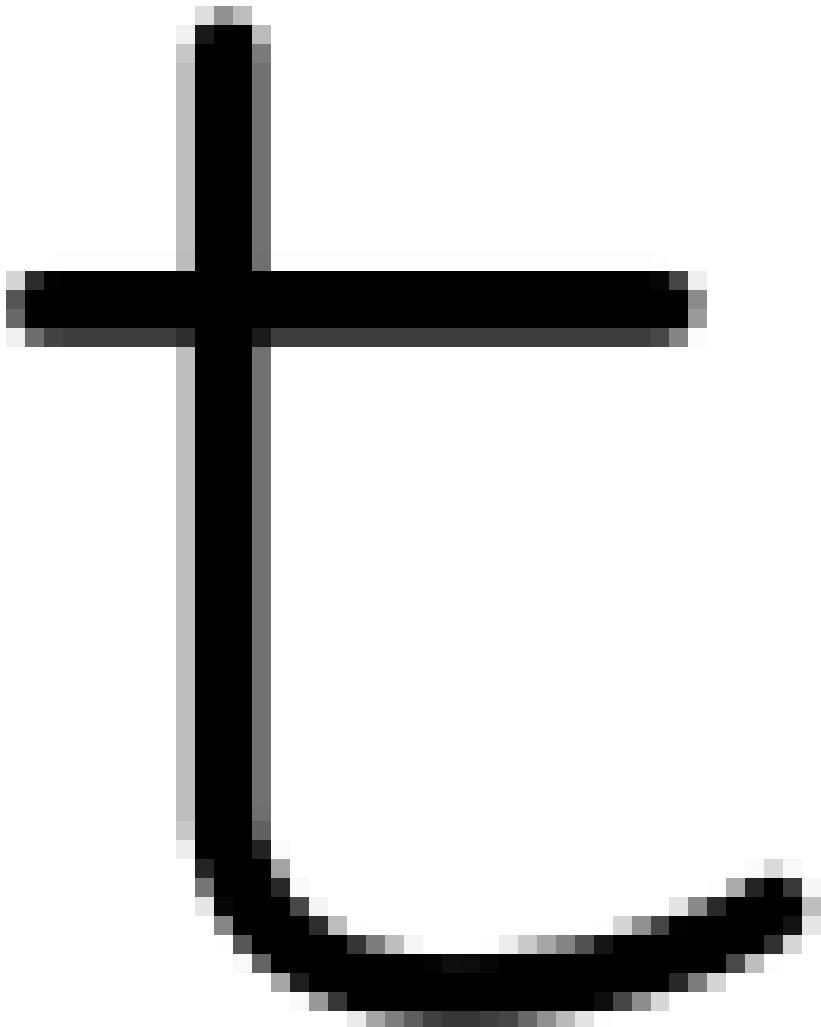


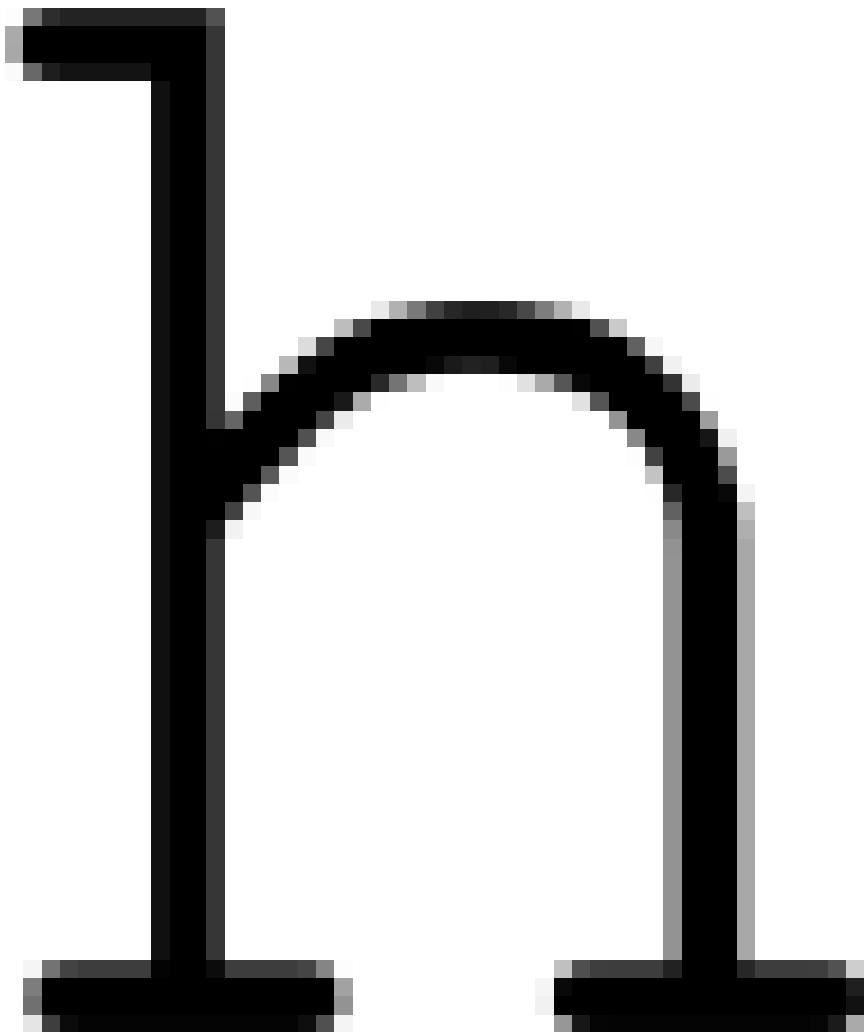


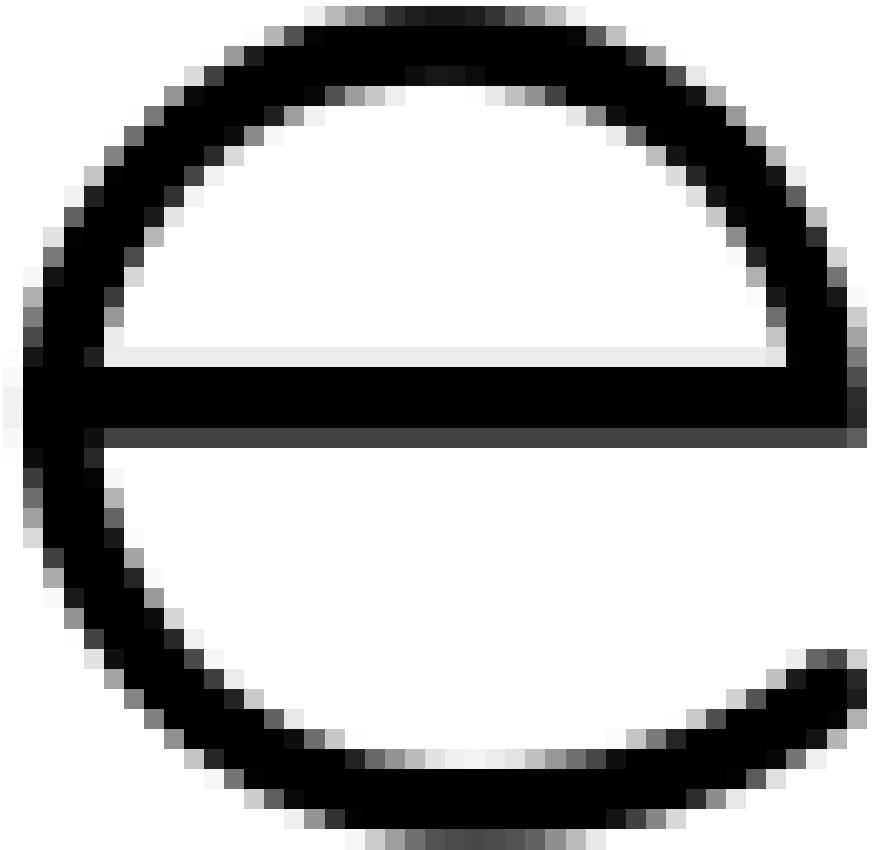


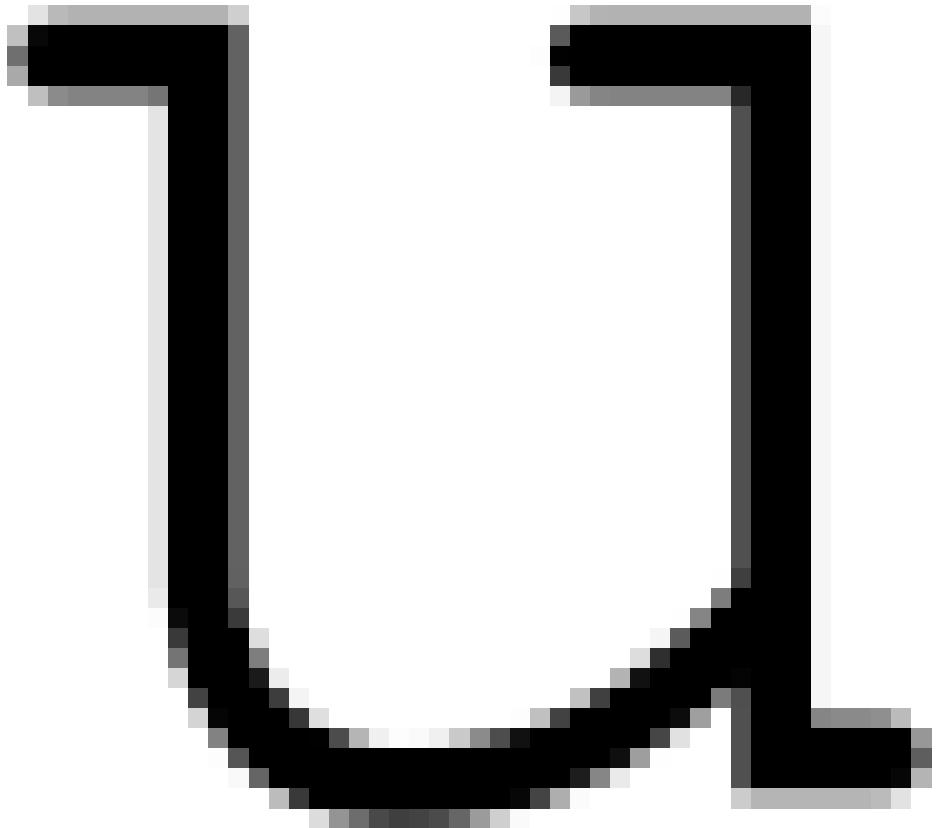


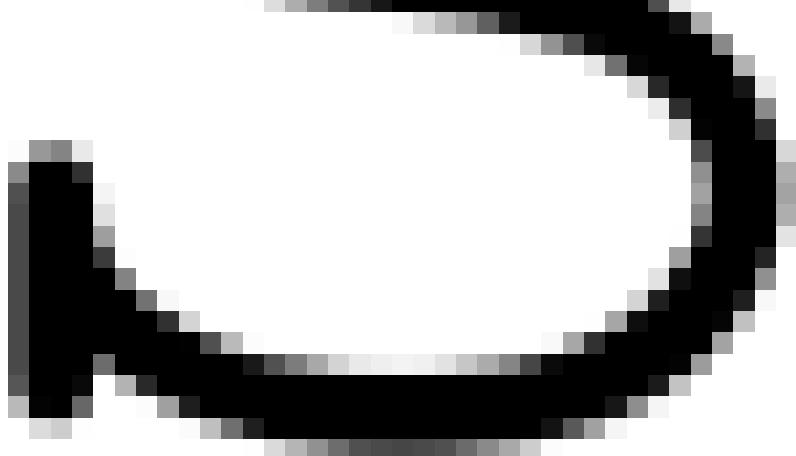
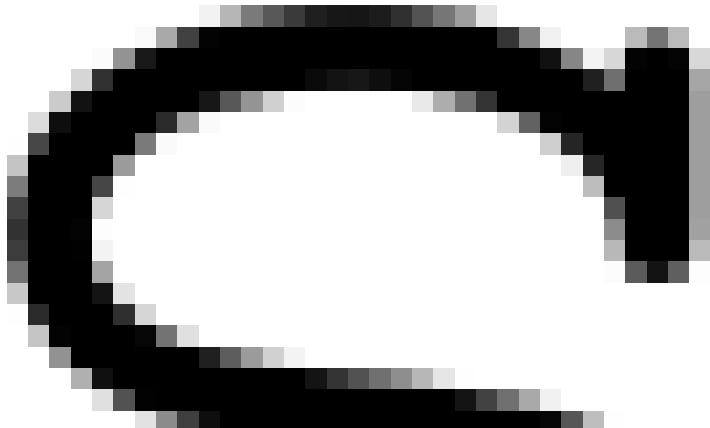


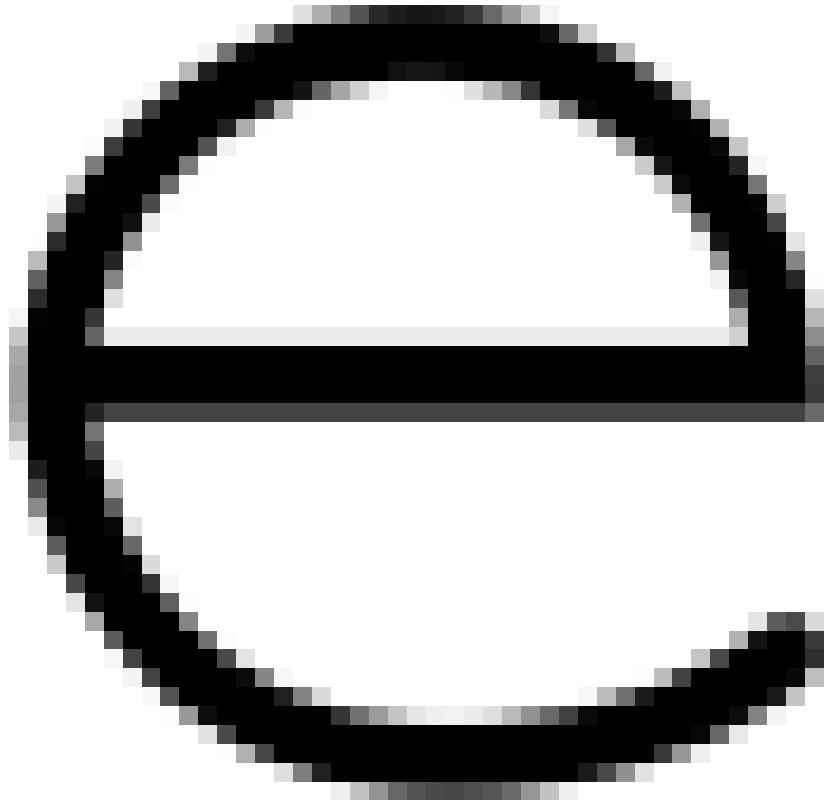


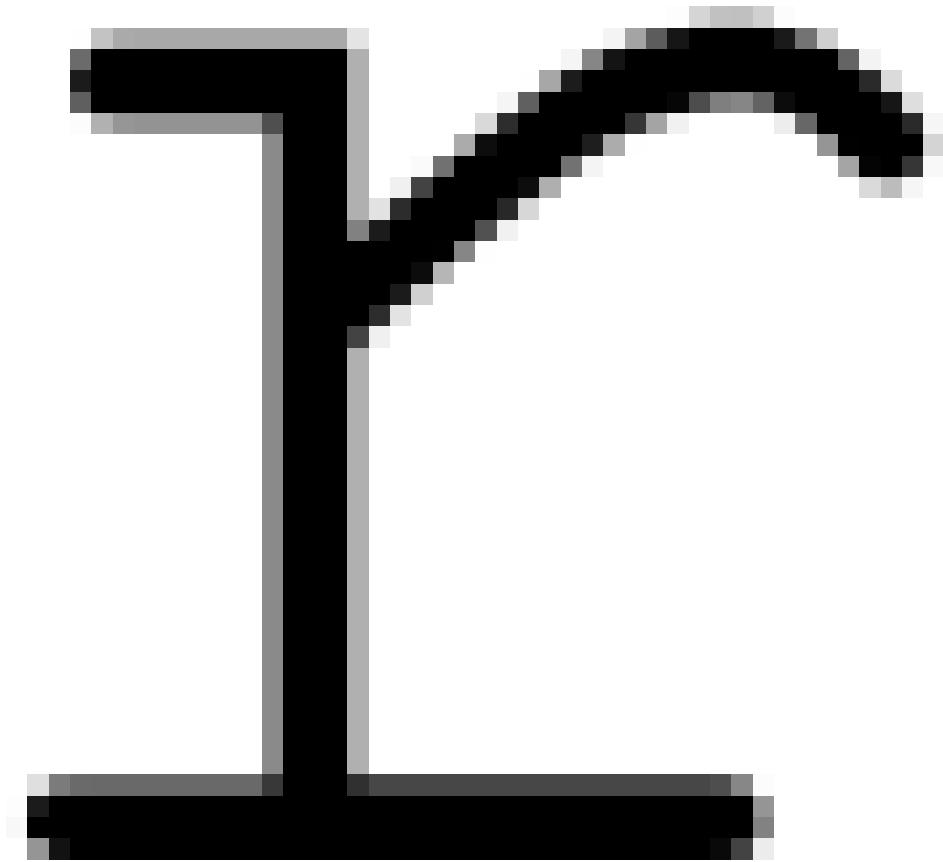


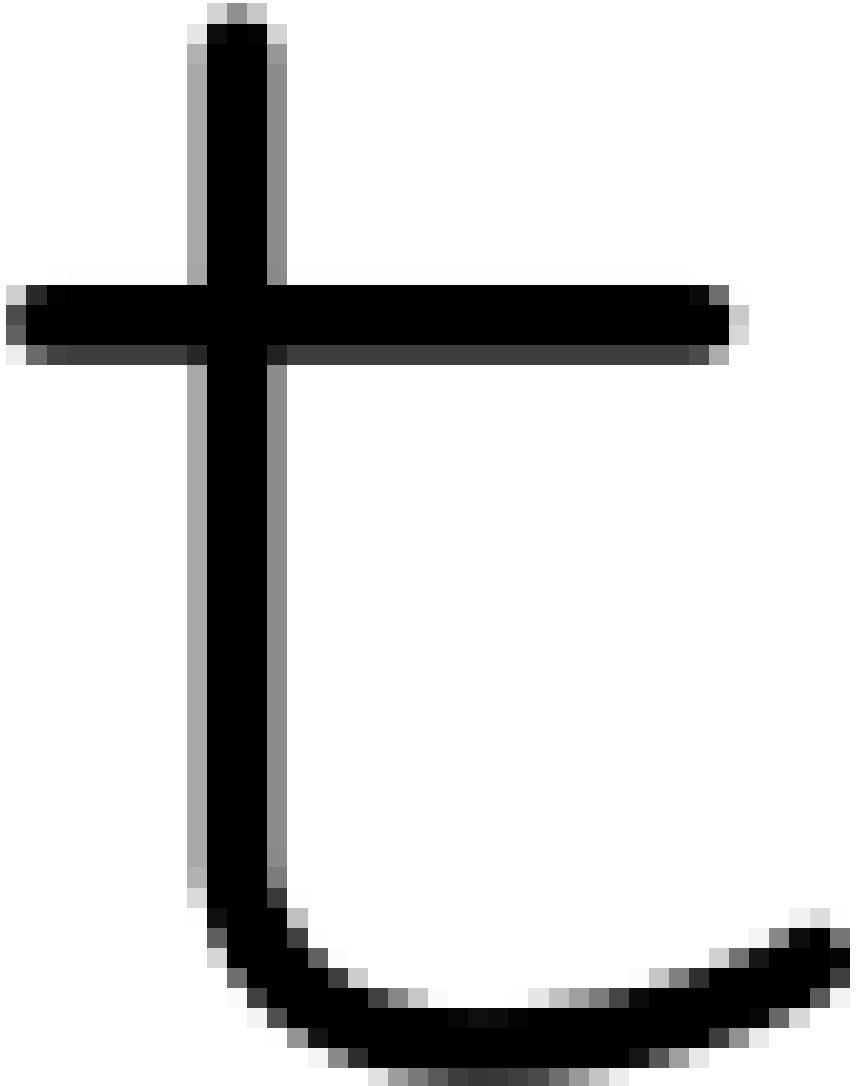


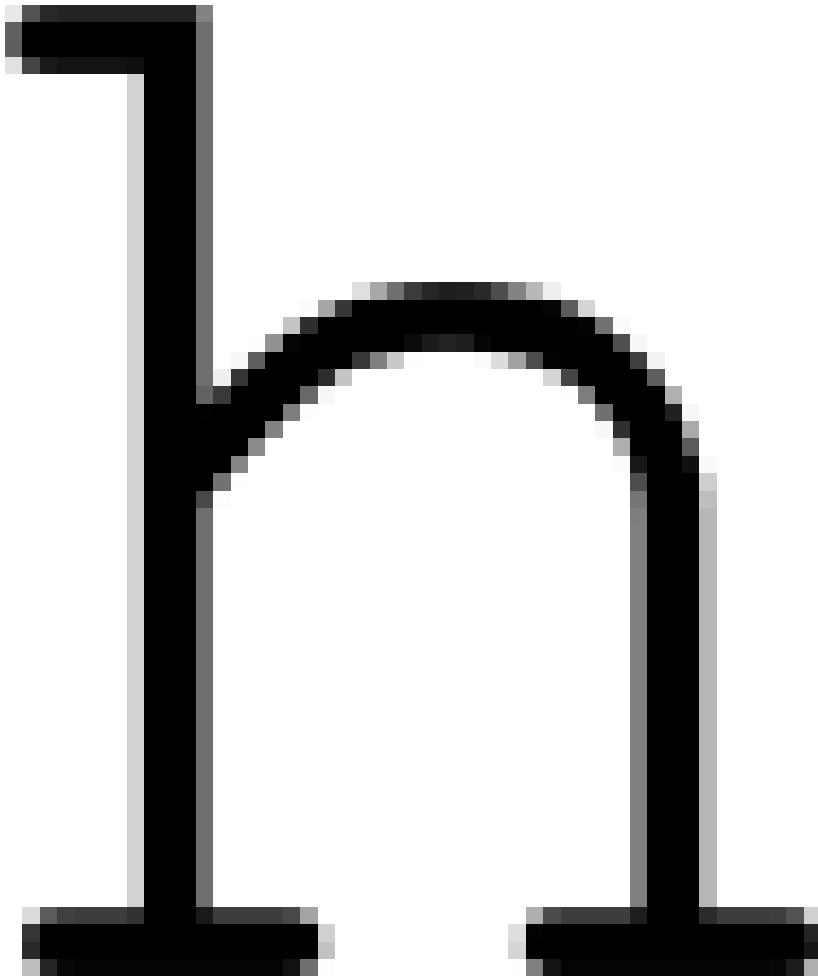




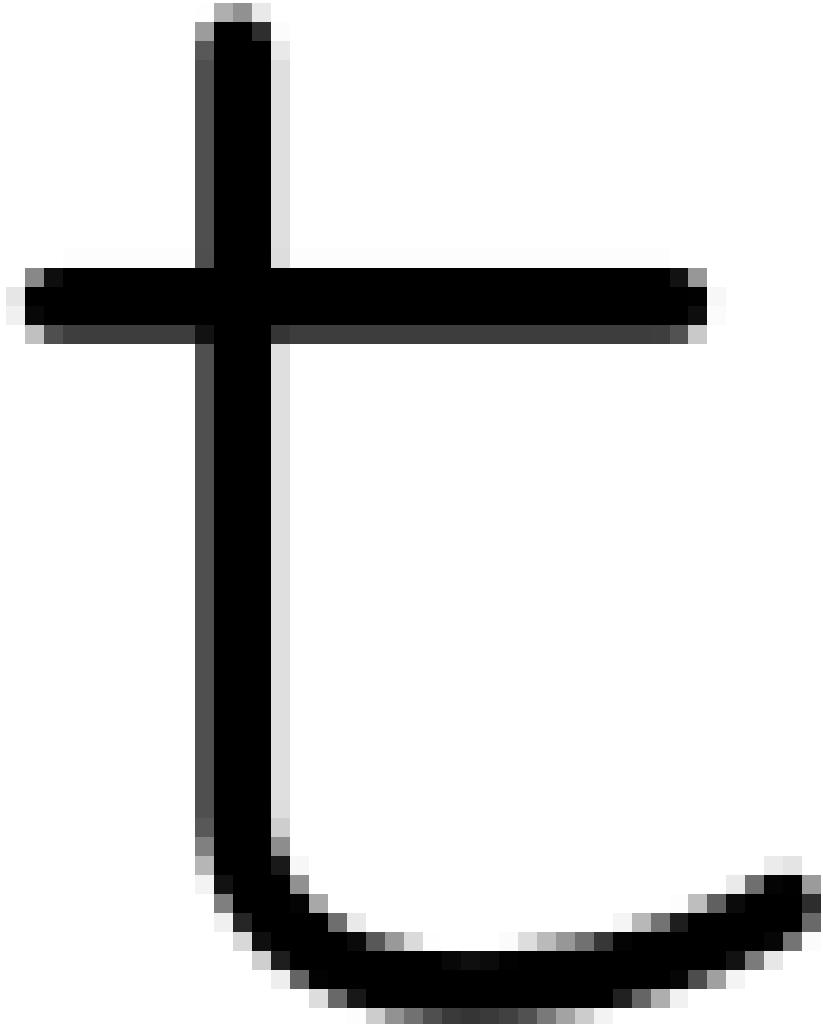


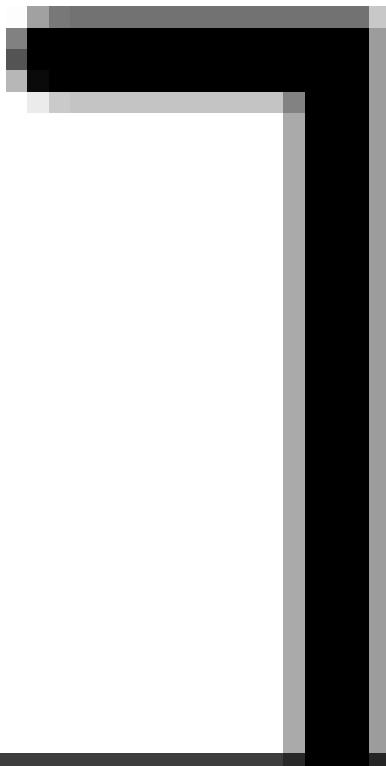
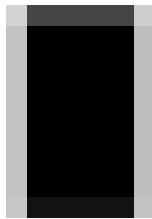


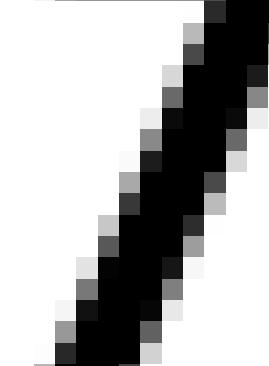
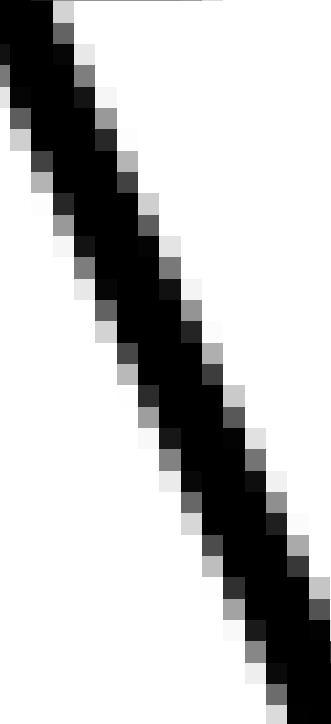


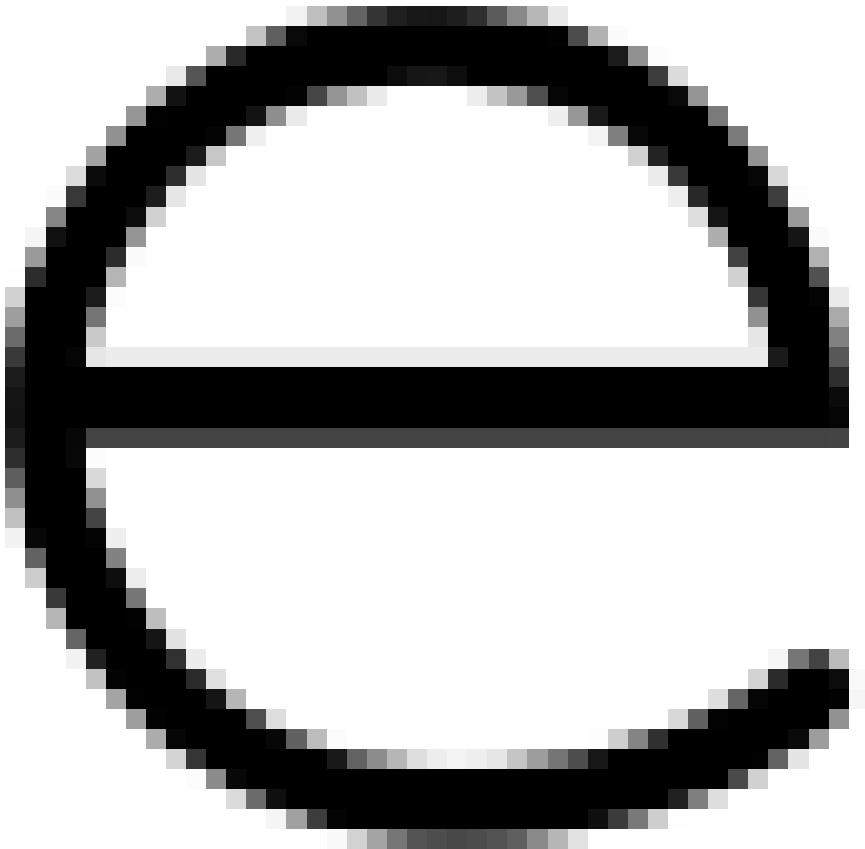


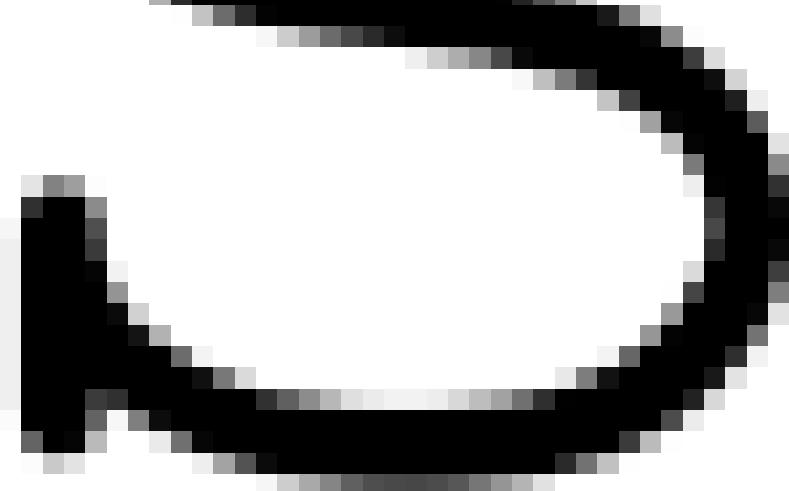


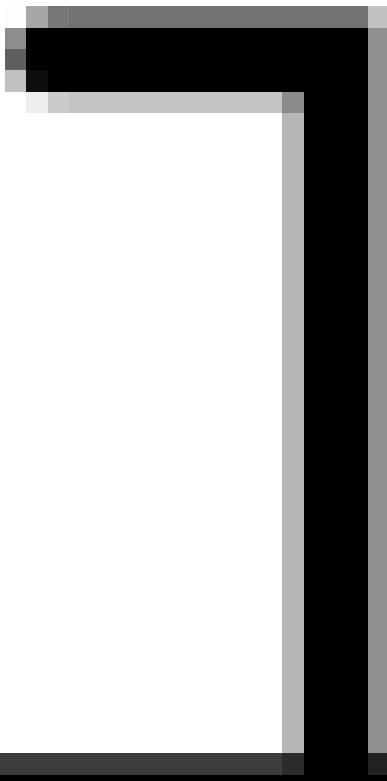
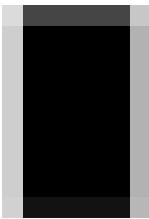


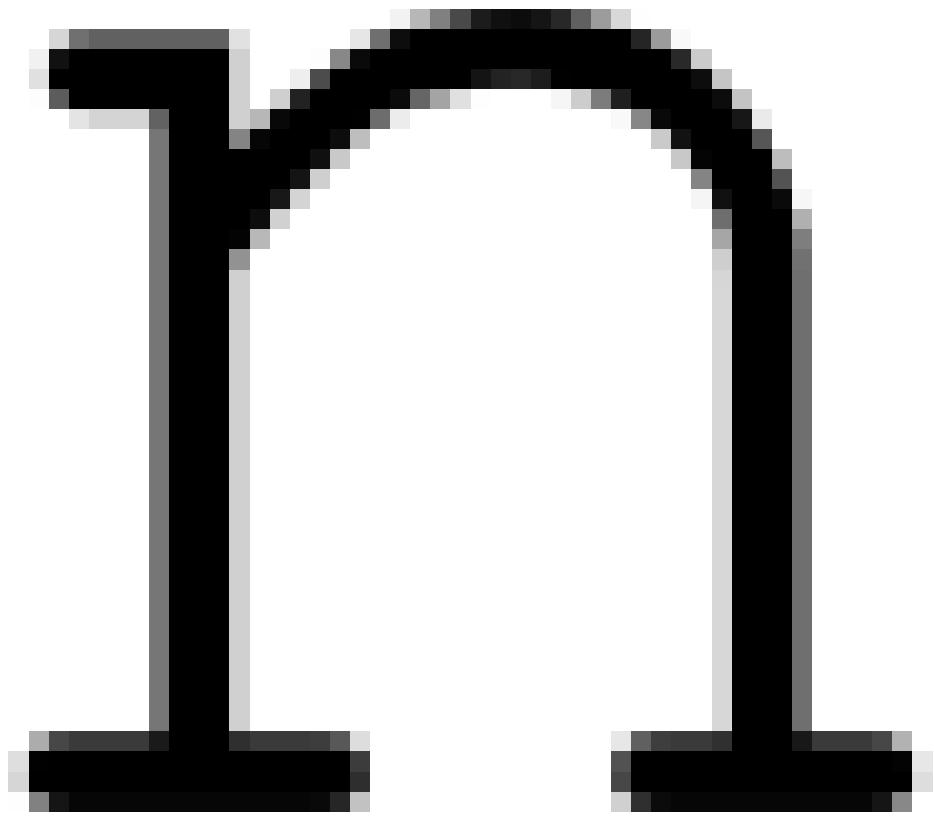


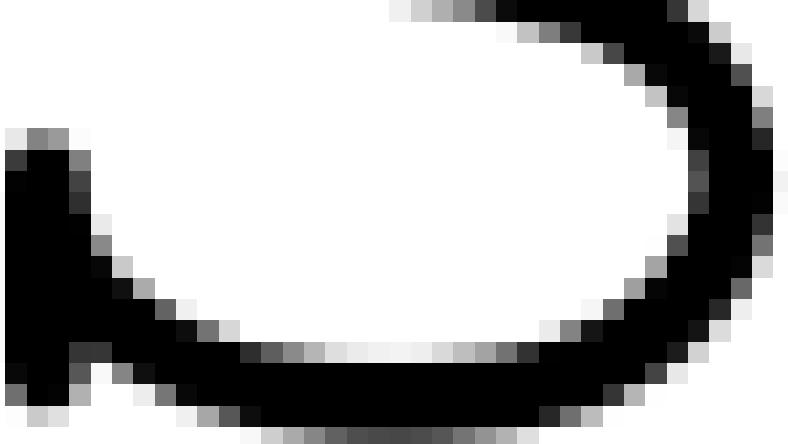


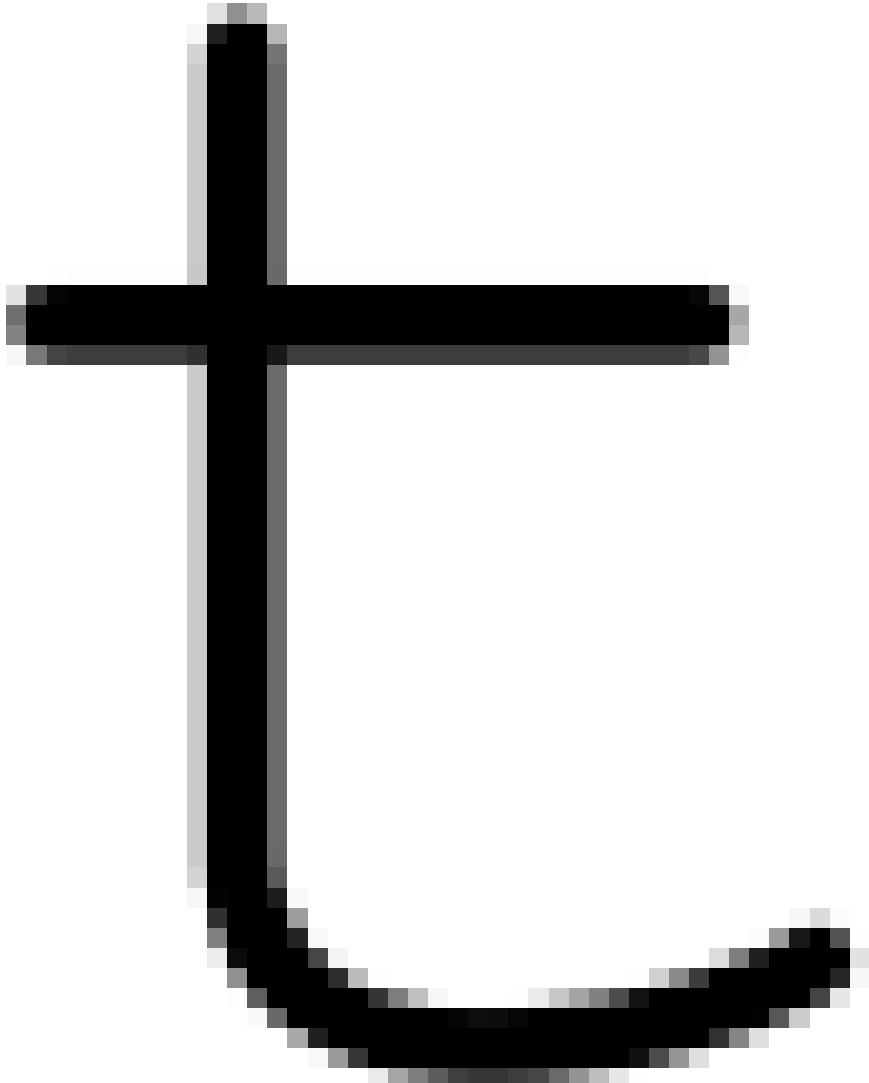






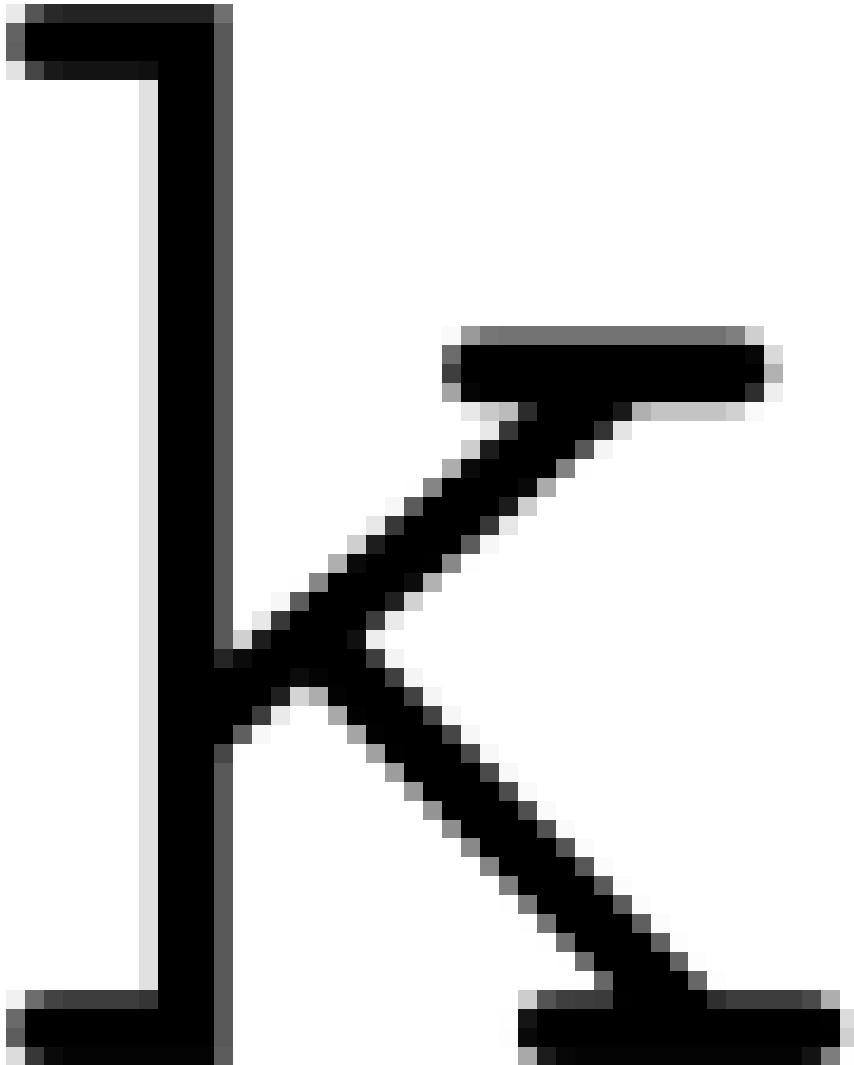




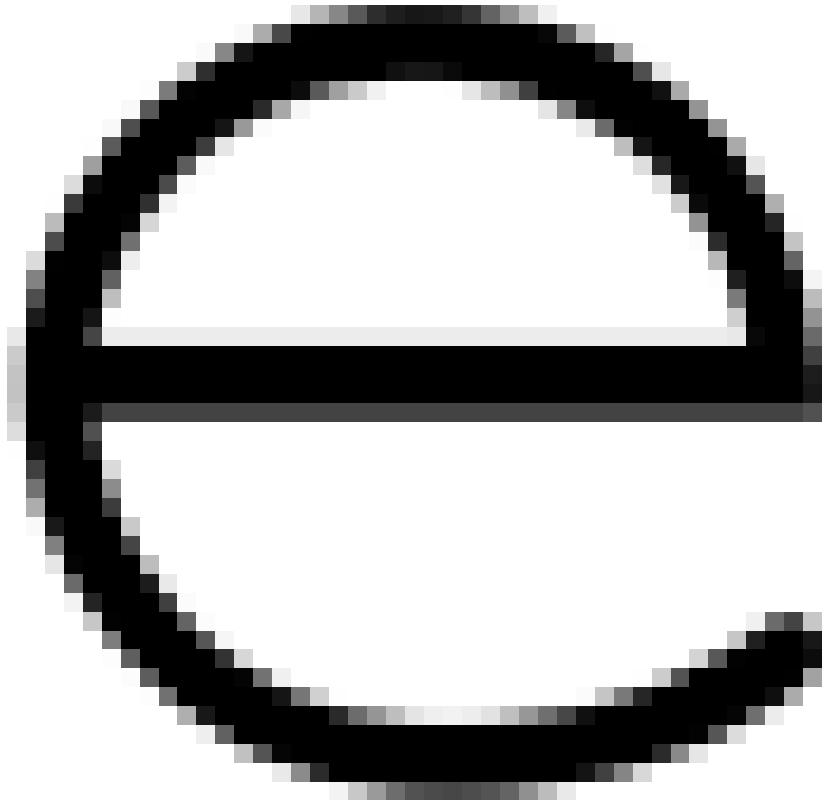




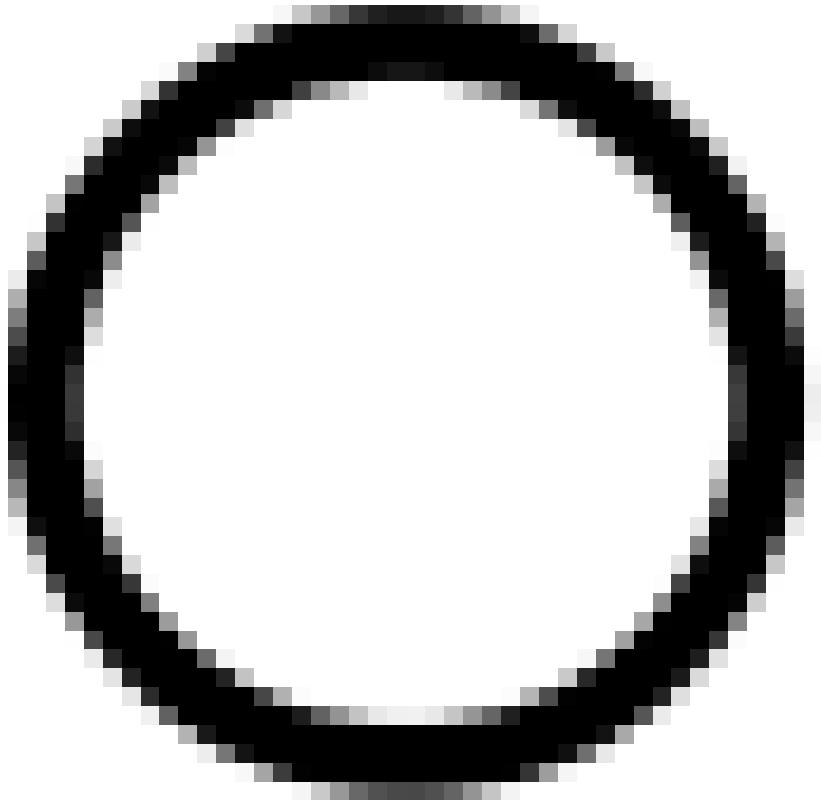




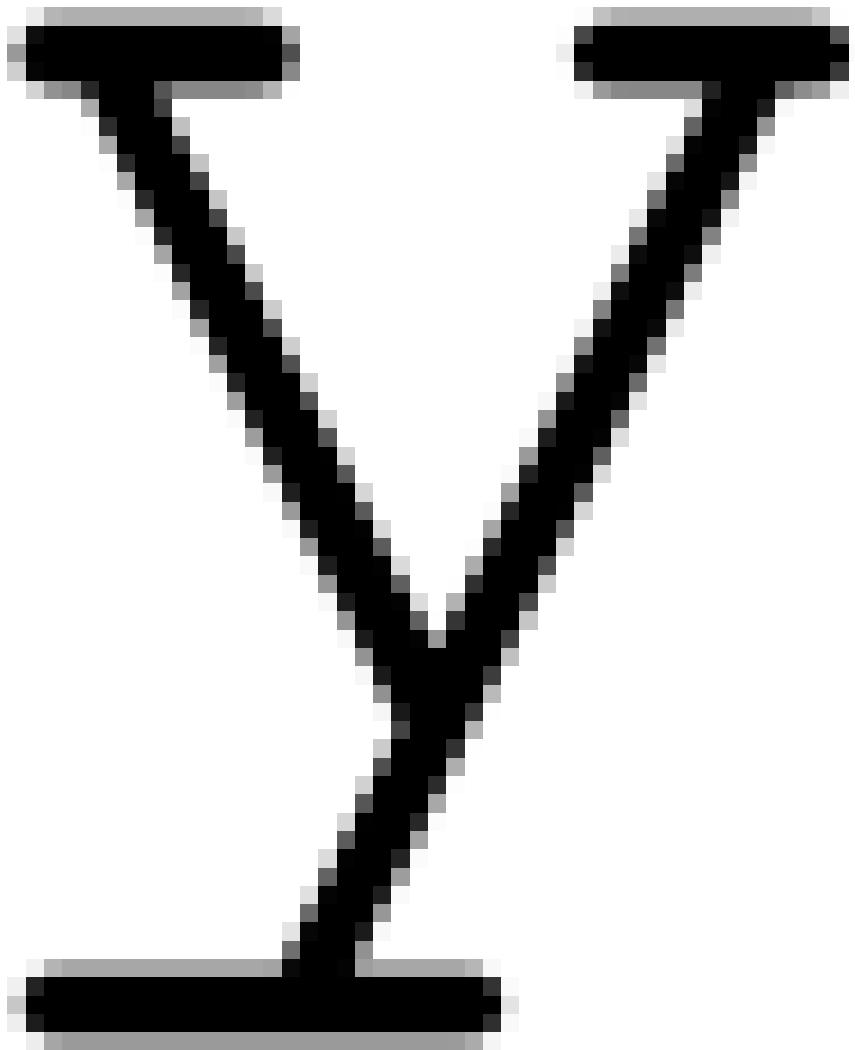


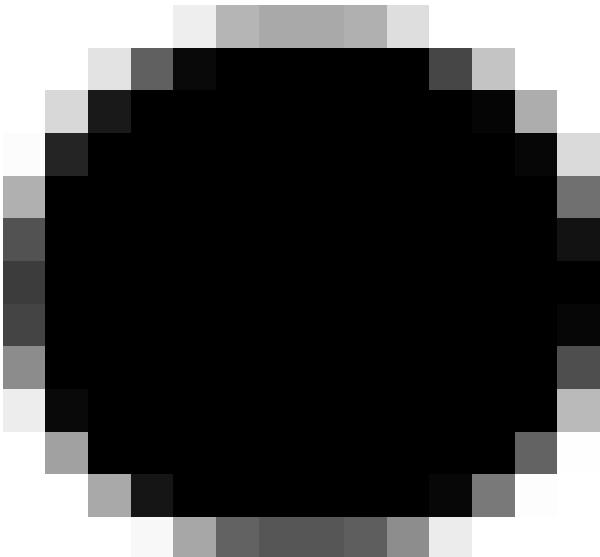




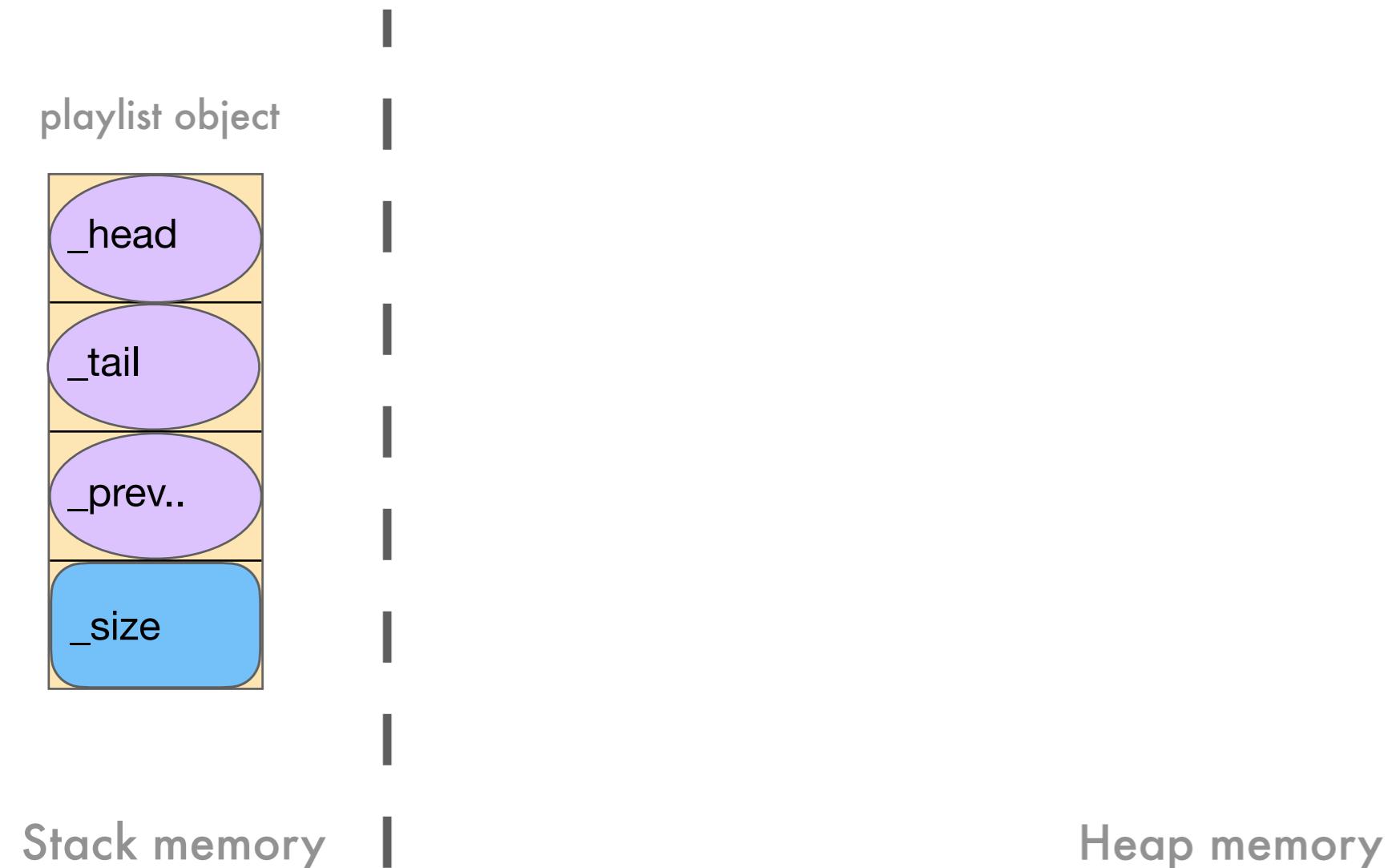








We'll consider a local playlist object created by the user that lives in stack memory.



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

Legend



Playlist



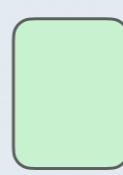
Playlist::Node



Playlist::Node*



Playlist::SongEntry



size t



std::string



Legend