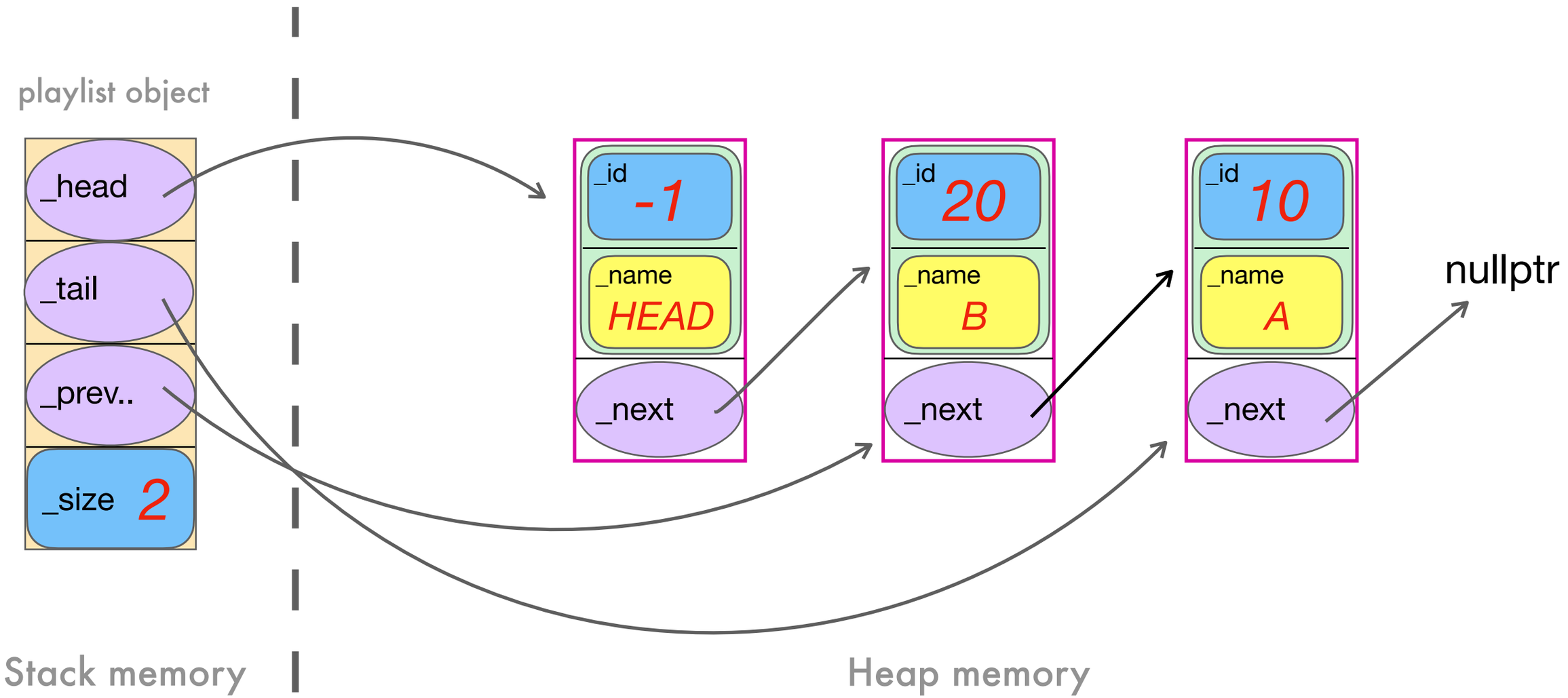
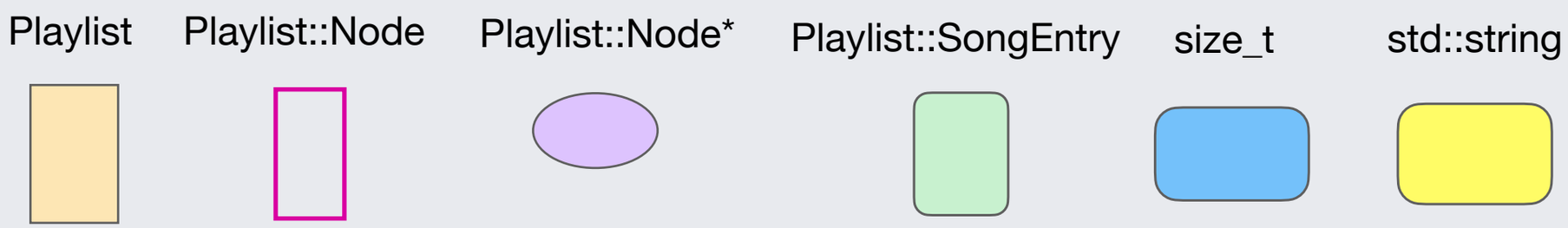
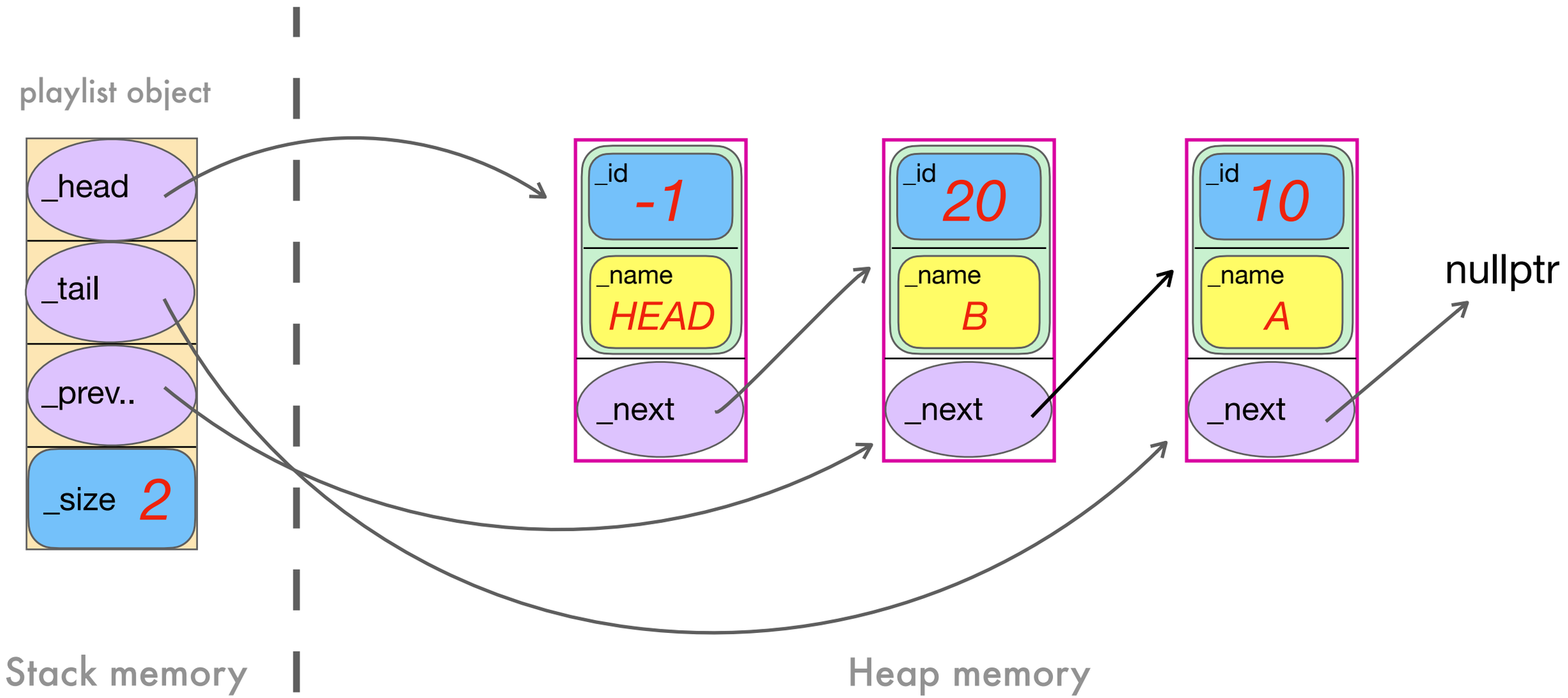
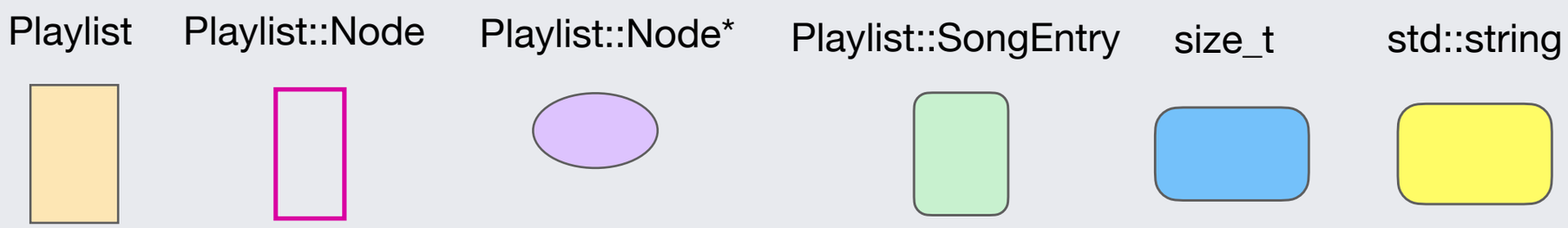
Now let's advance the cursor:

```
playlist.advance_cursor();
```






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