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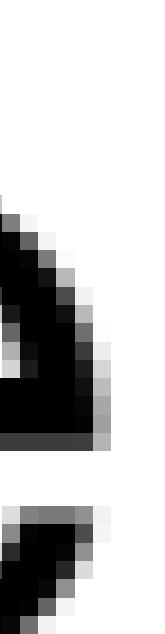
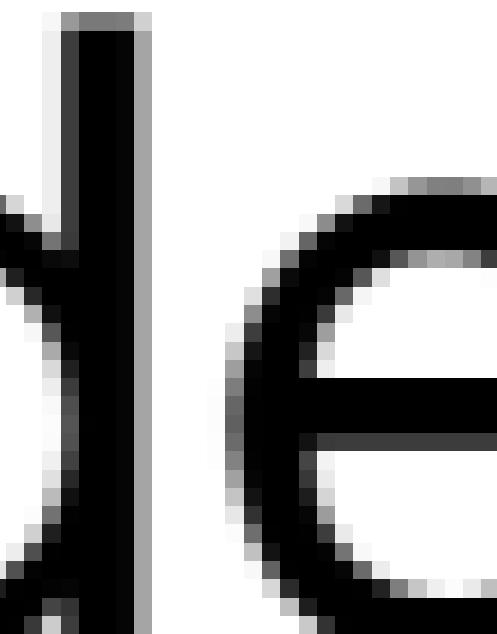
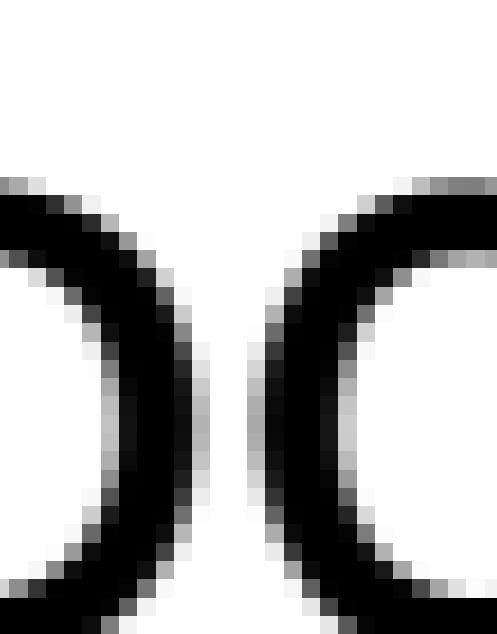
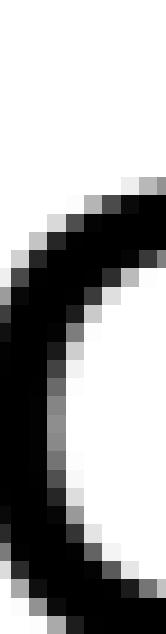
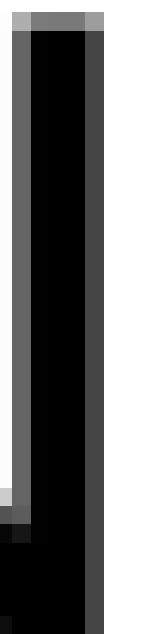
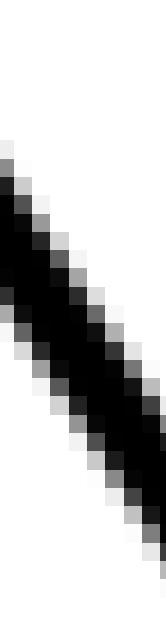
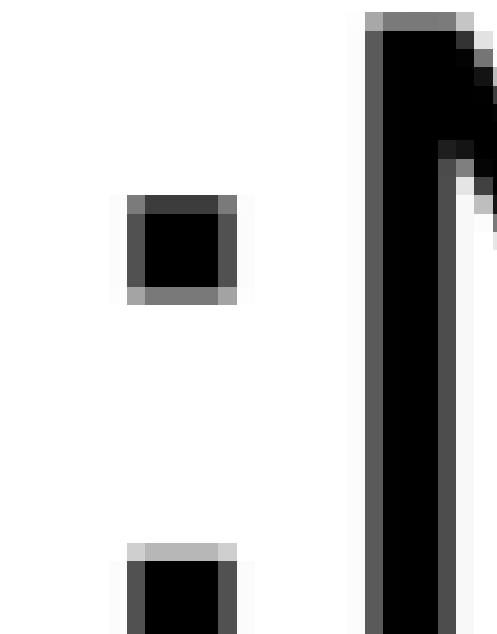
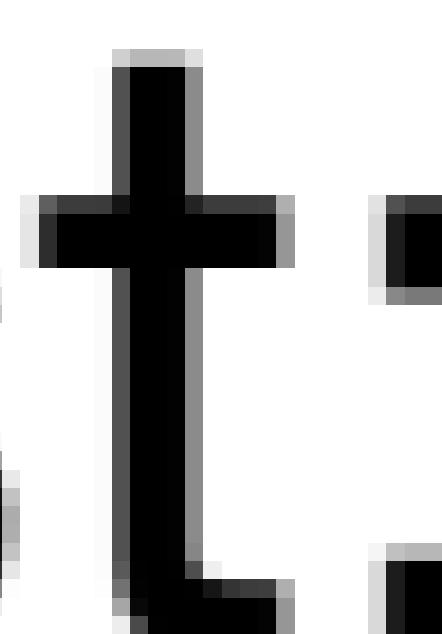
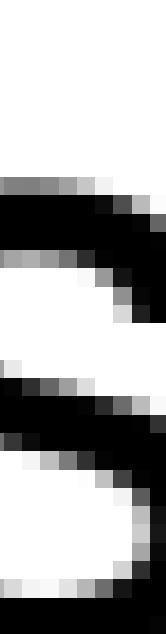
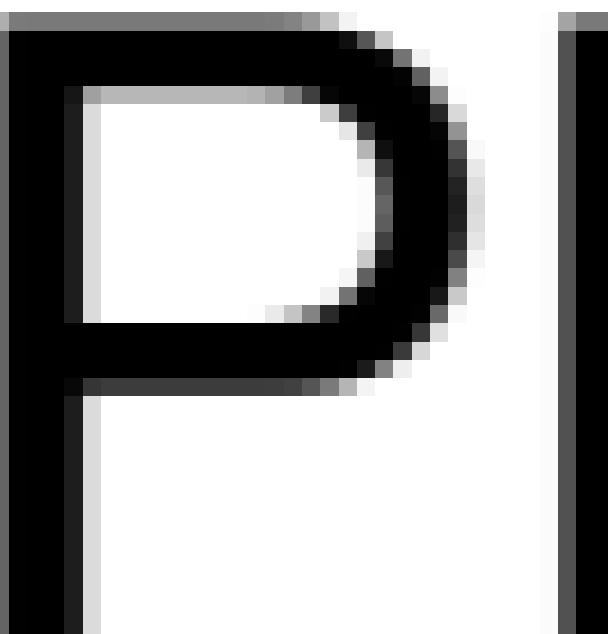
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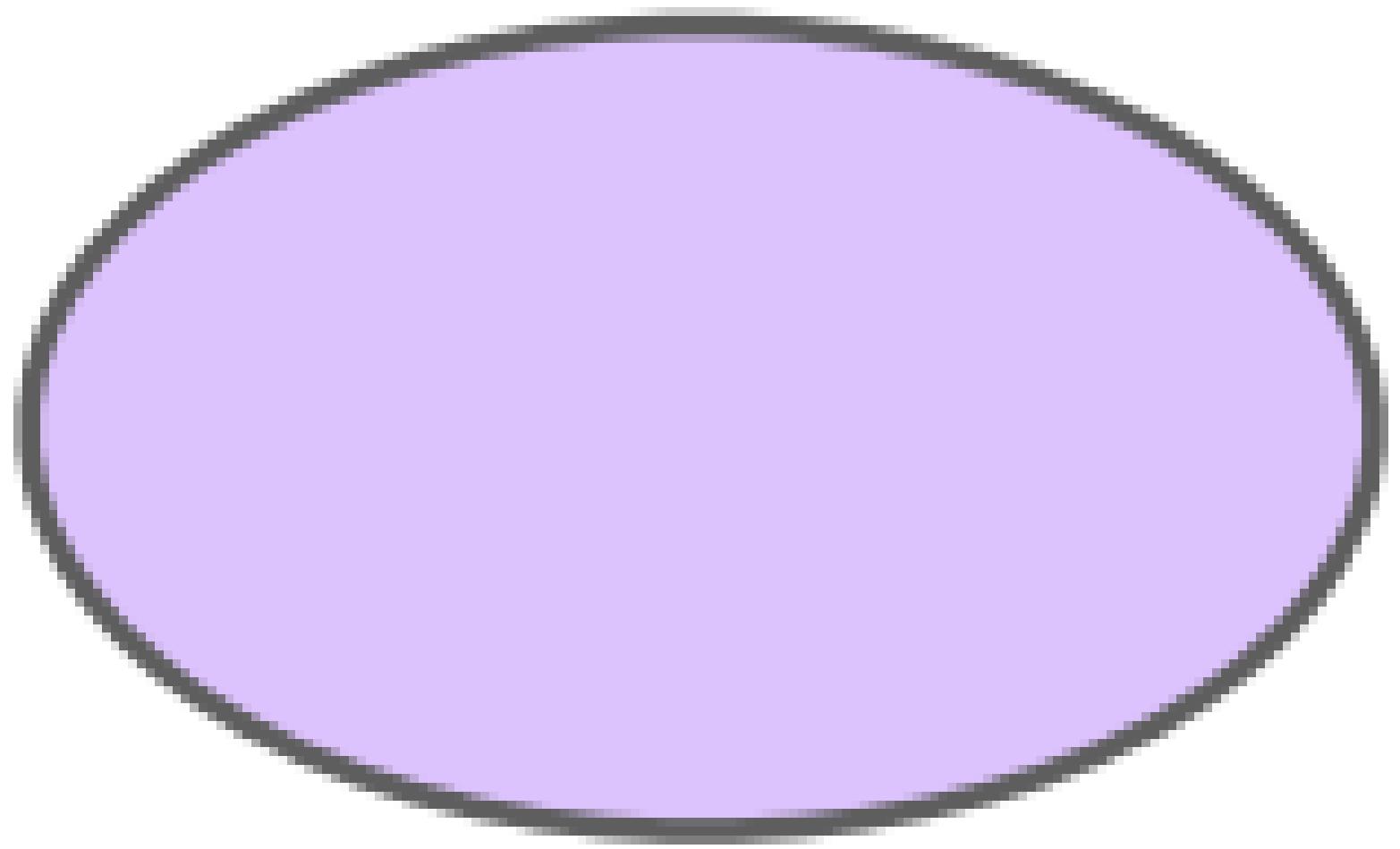
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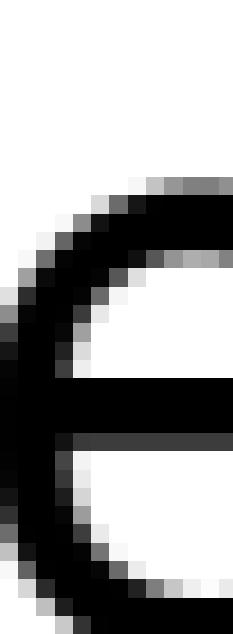
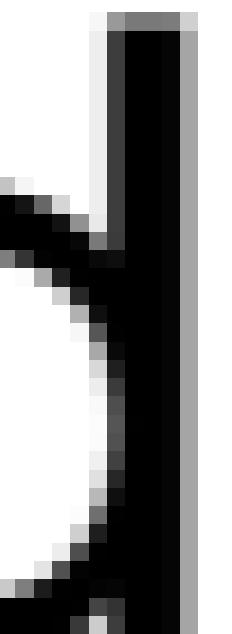
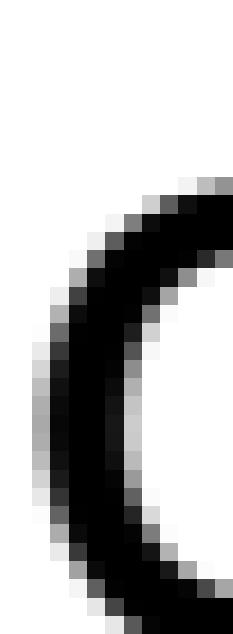
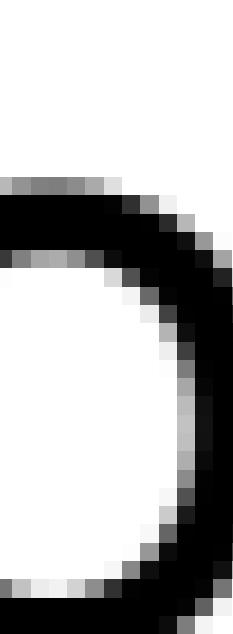
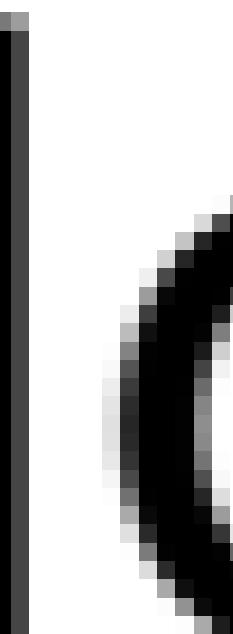
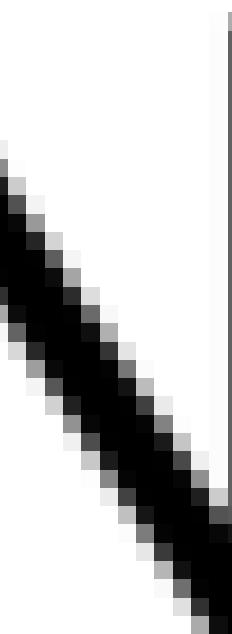
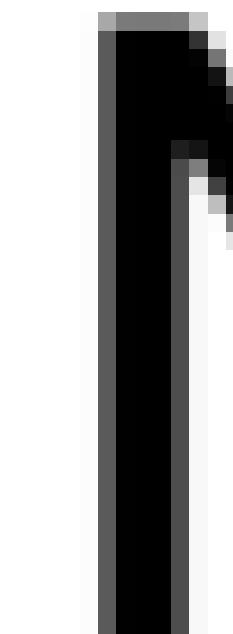
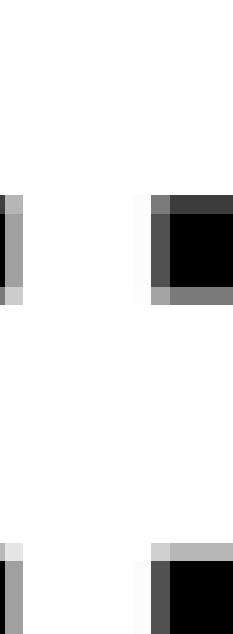
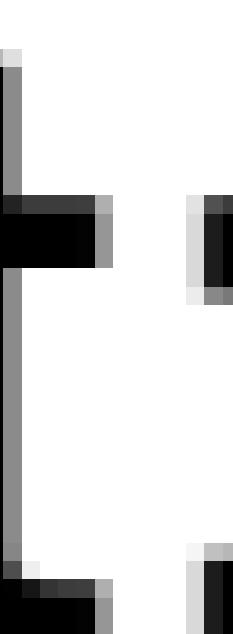
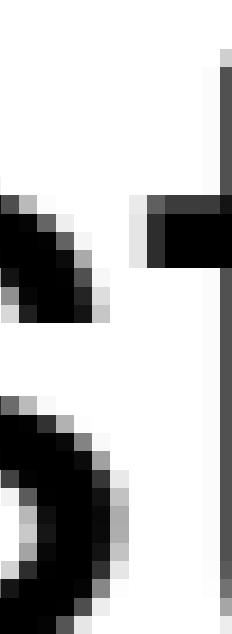
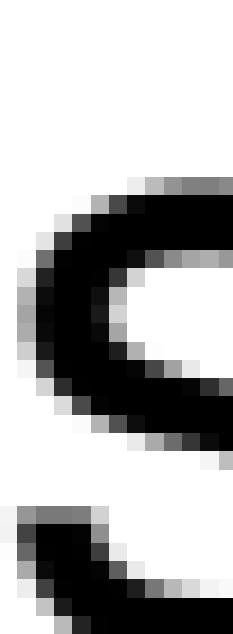
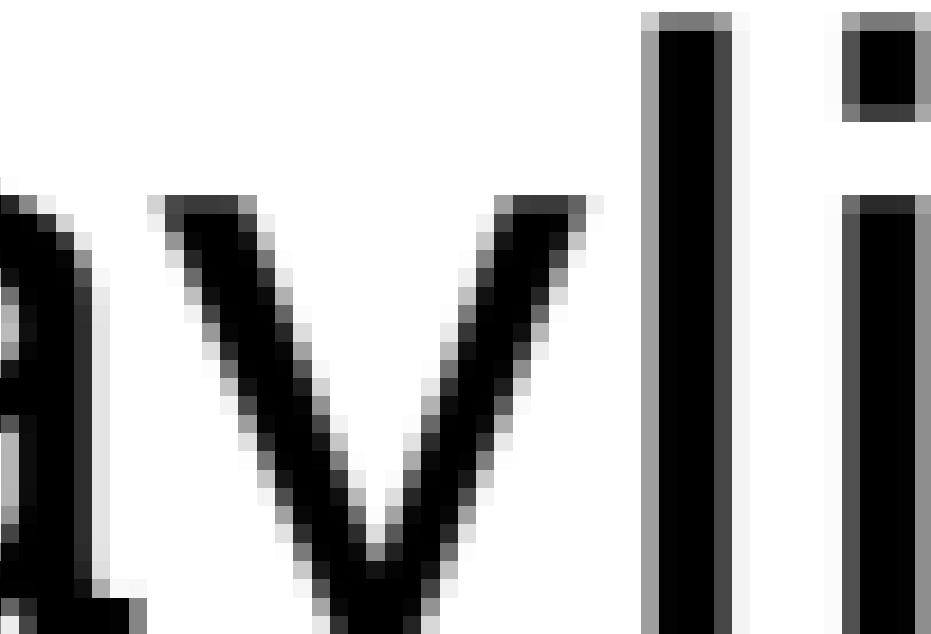
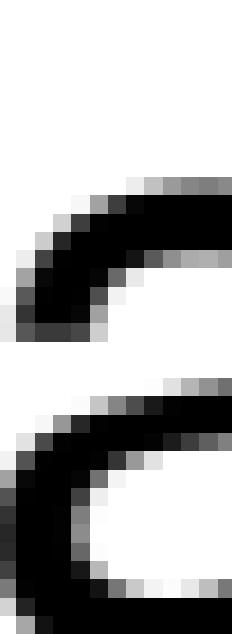
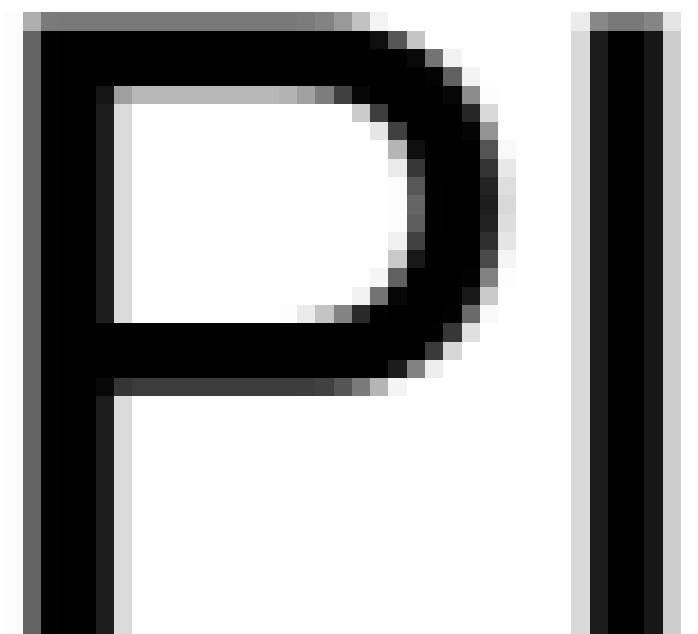
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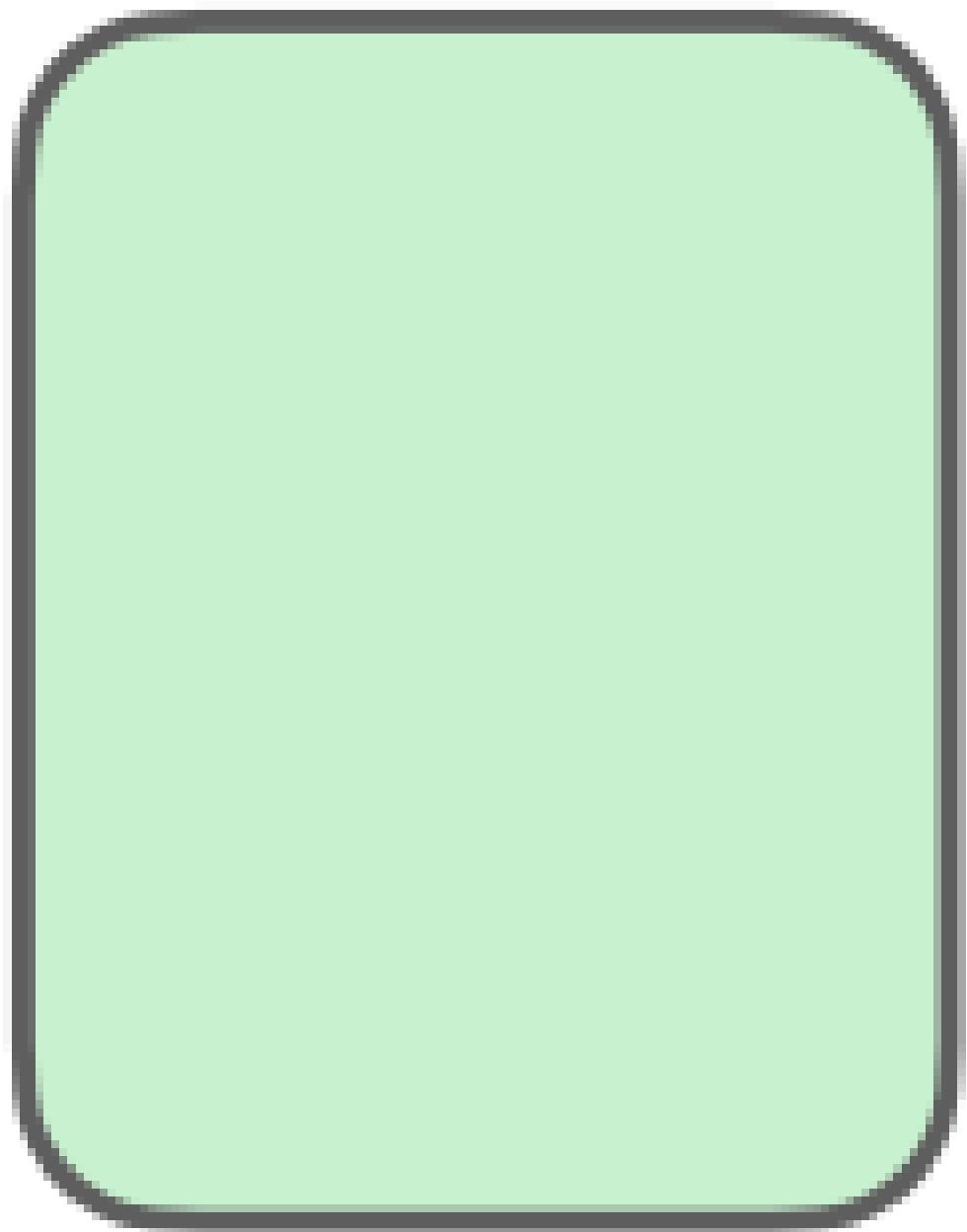
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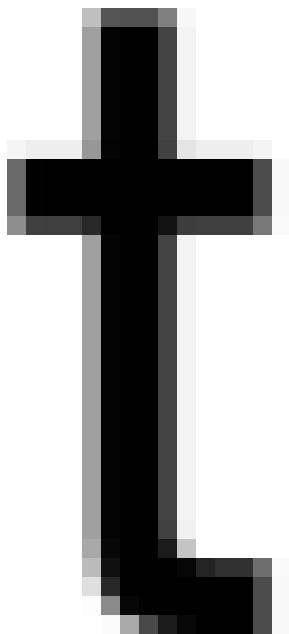
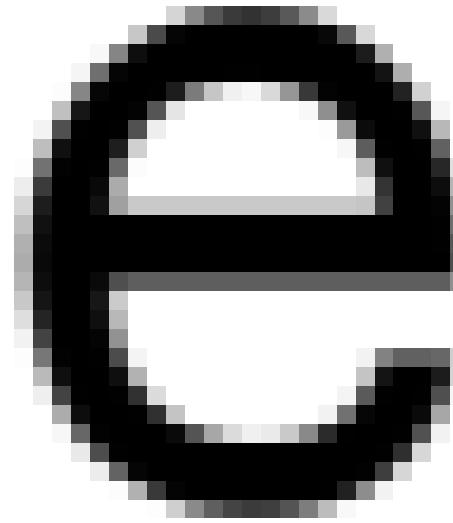
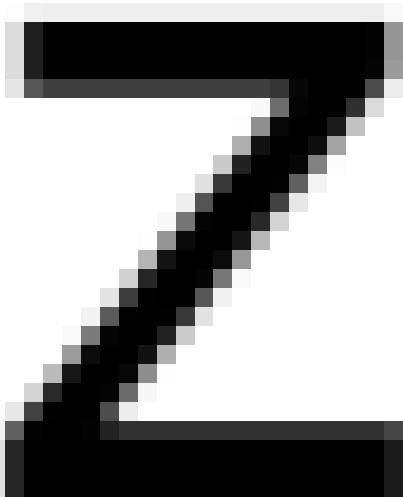
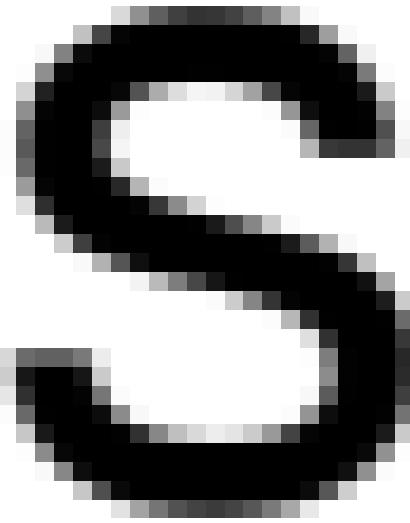




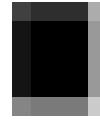
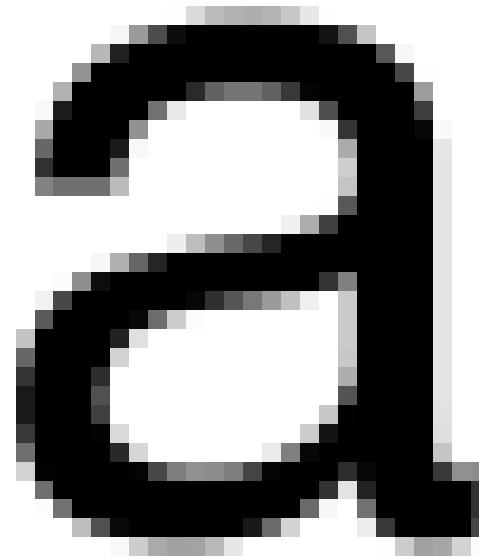
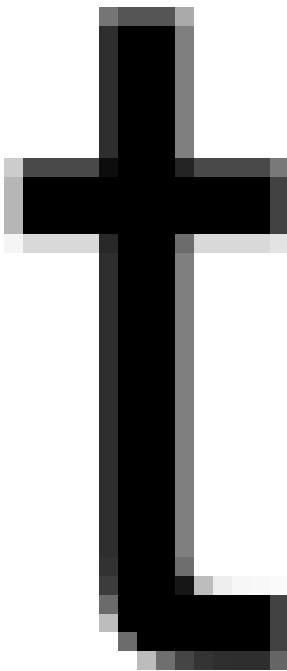


Playist - Songlist

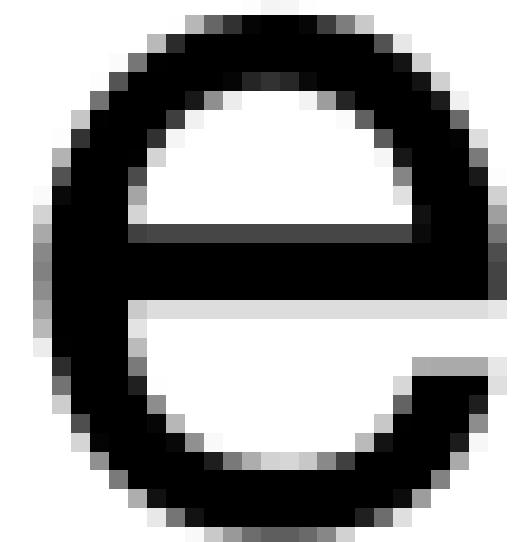
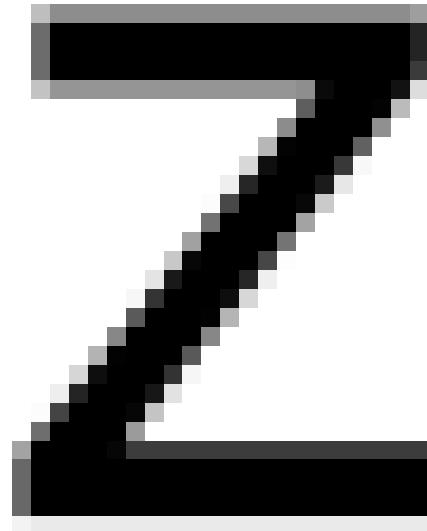
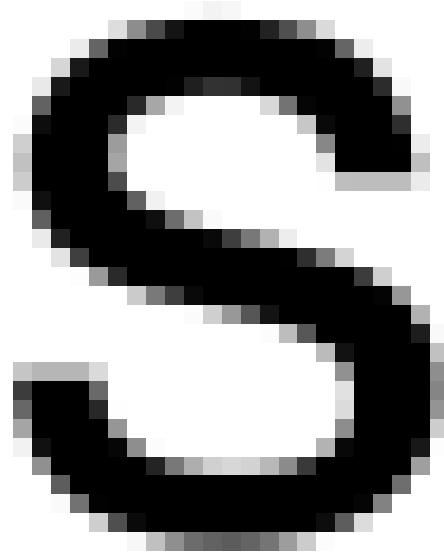












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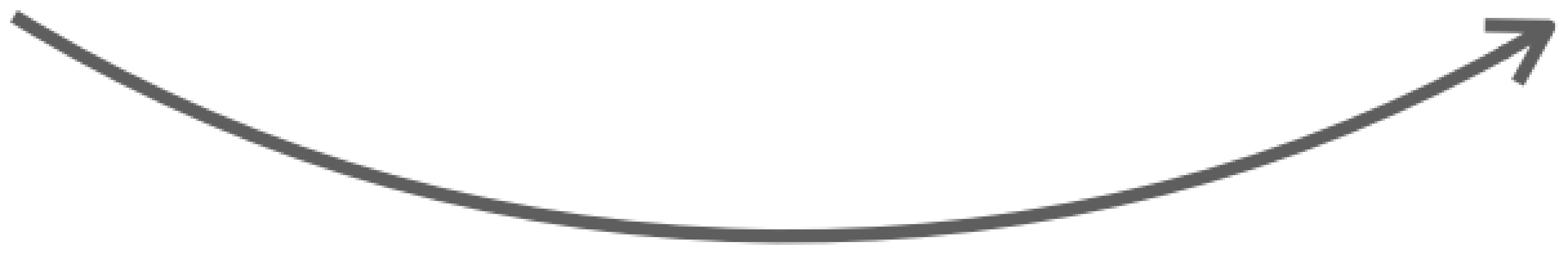




The next `Node*` data member should be initialized to `nullptr` by the `Node` constructor to avoid pointing at wild (garbage) memory.







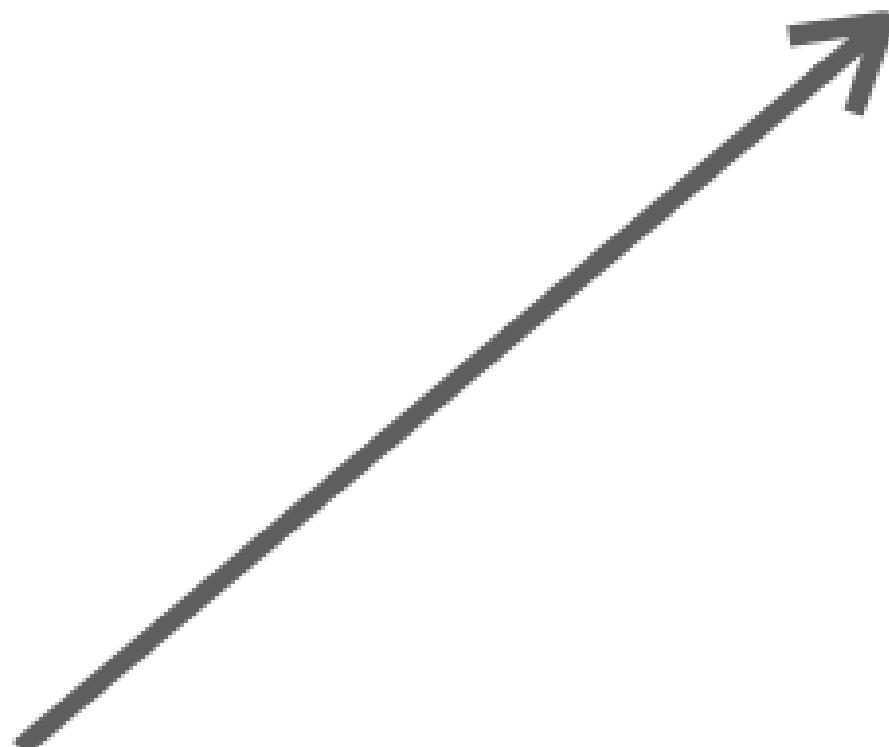
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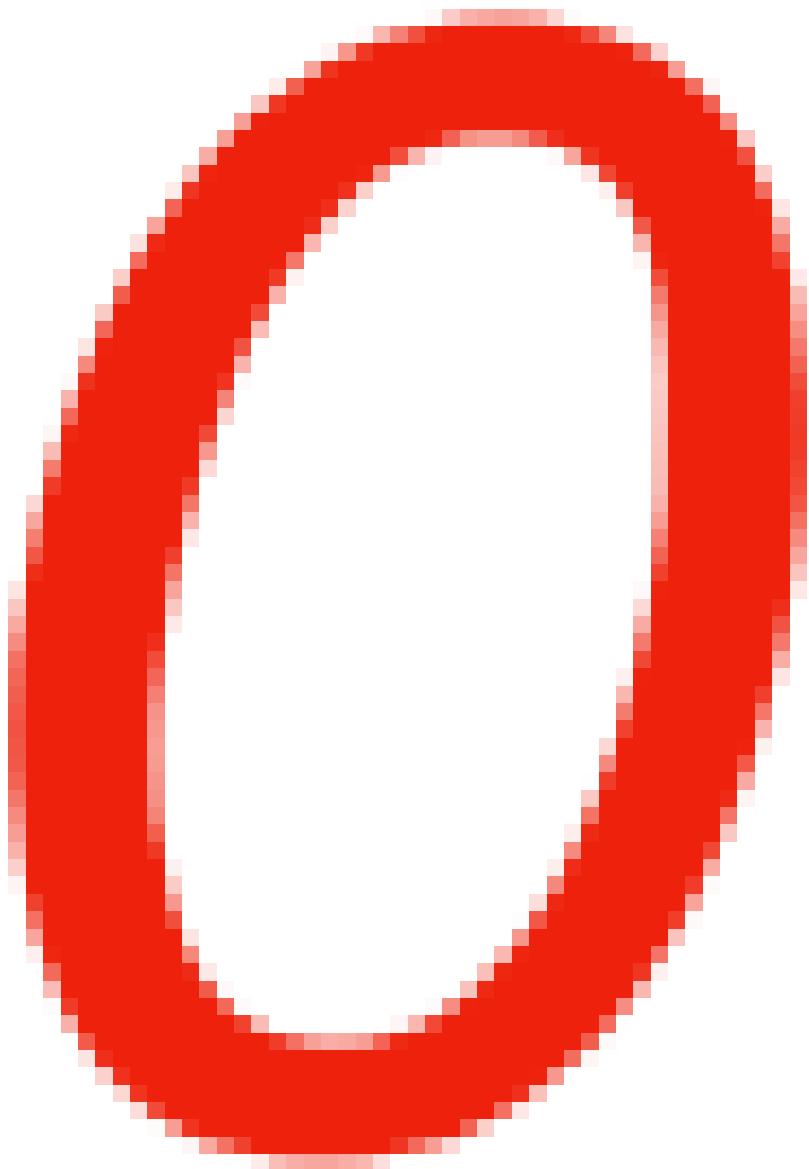
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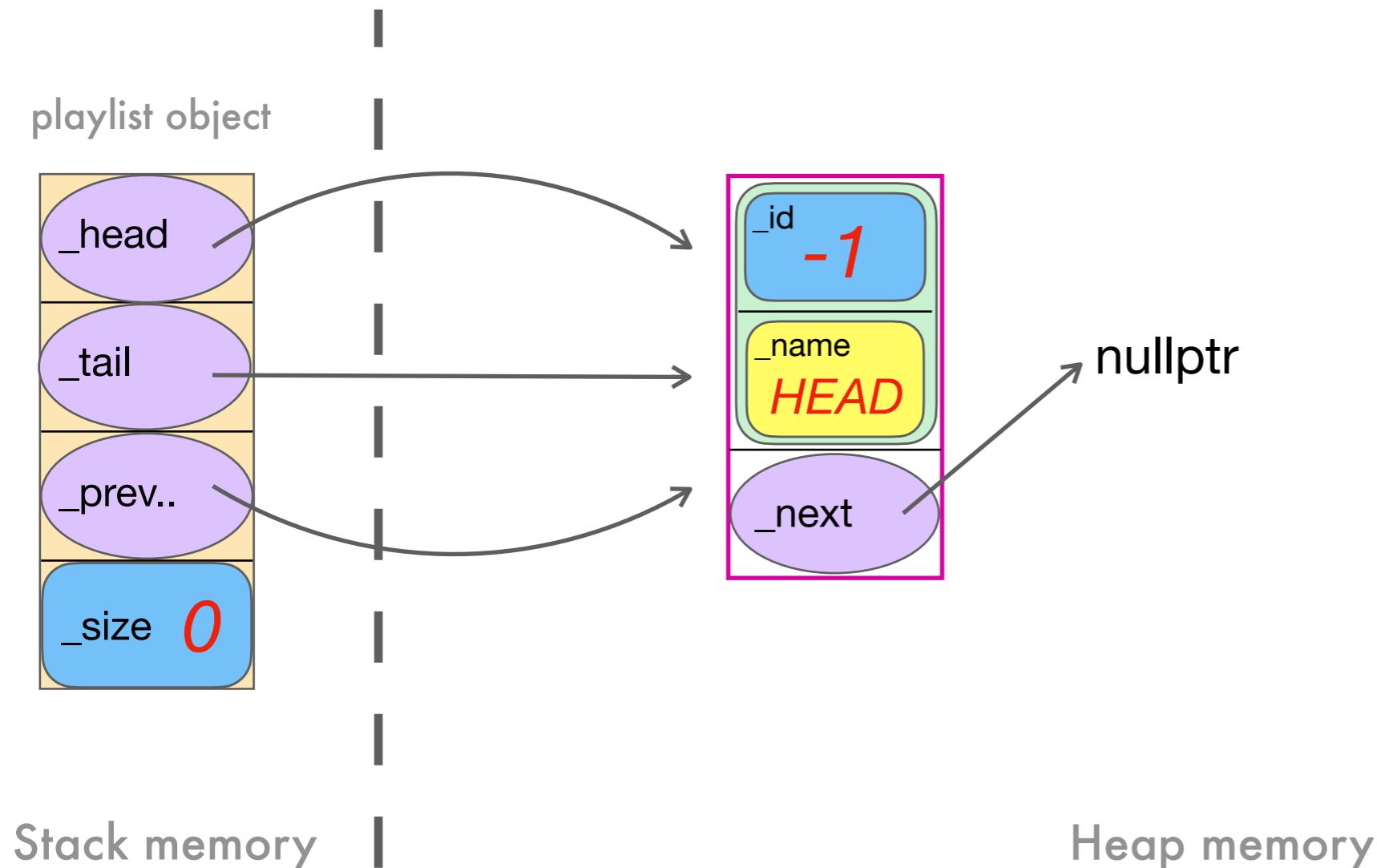
_next



nullptr



The `_next Node*` data member should be initialized to `nullptr` by the `Node` constructor to avoid pointing at wild (garbage) memory.



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

Legend

