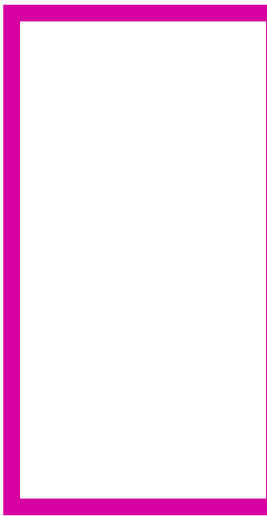
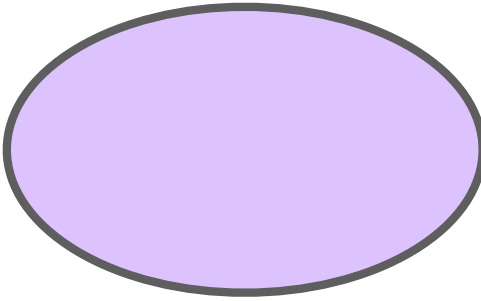
# Playlist

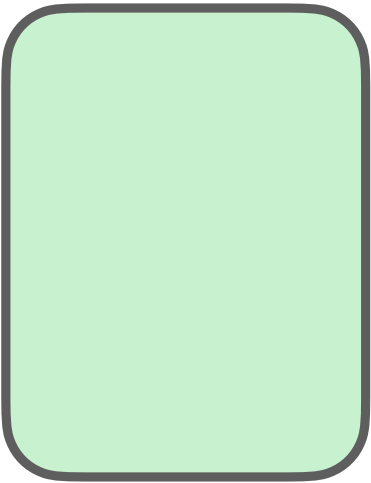
# Legend



# Playlist::Node



Playlist::Node*

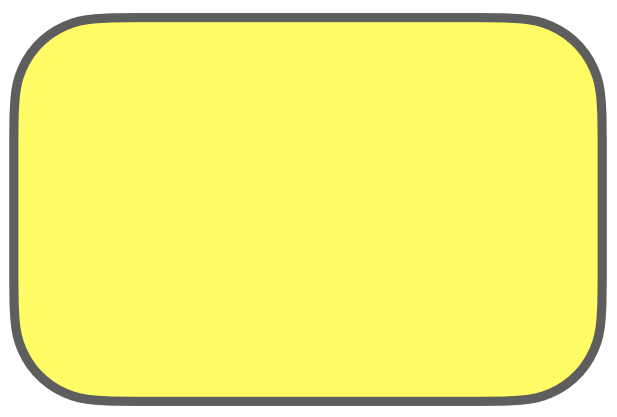


# Playlist::SongEntry

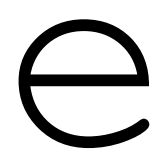
size_t

# Stack memory

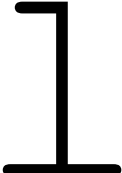
# Heap memory

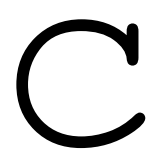


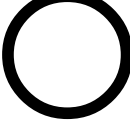
std::string

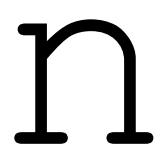


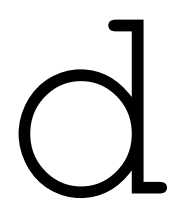
/

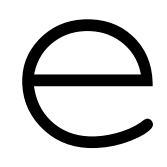


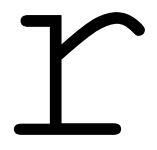


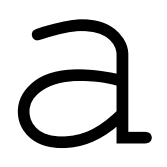


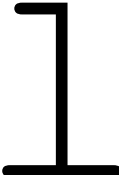


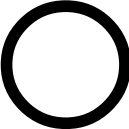


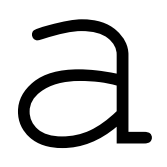


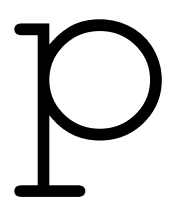


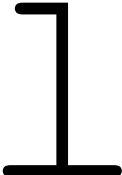


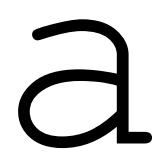


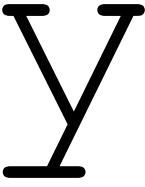


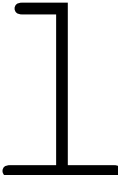


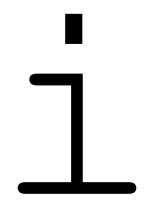


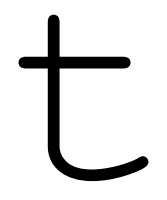


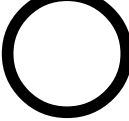


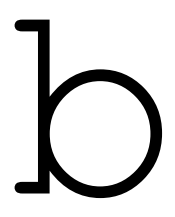


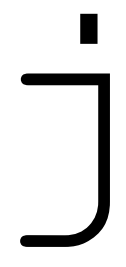


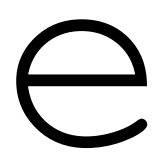


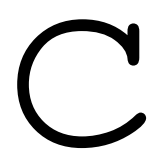


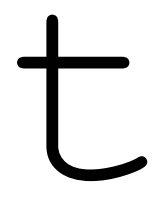


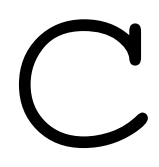


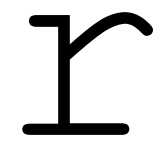


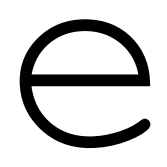


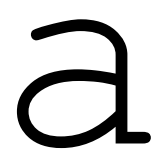


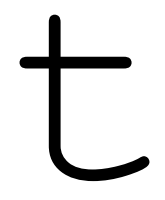


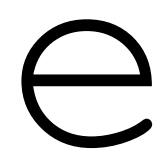


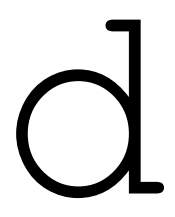


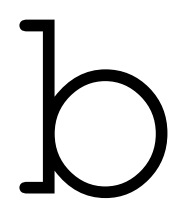


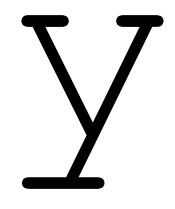


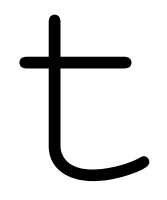


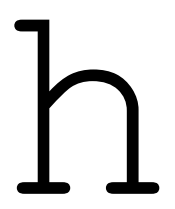


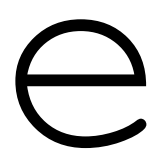


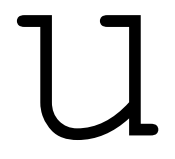


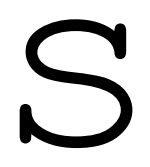


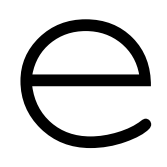


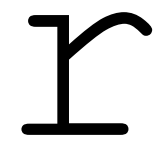


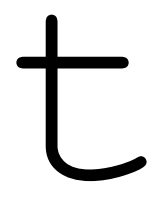


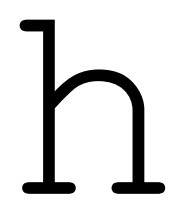


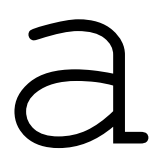


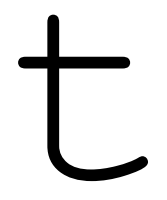


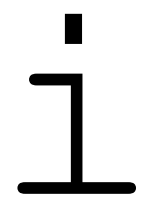


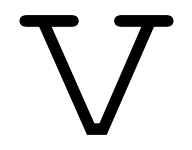


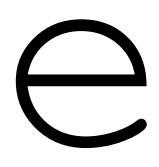


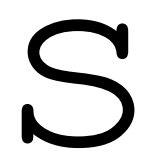


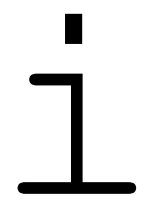


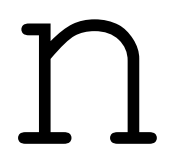


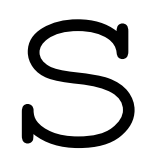


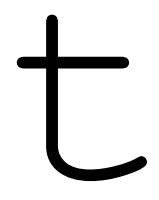


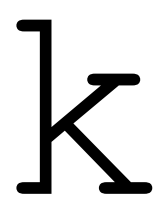


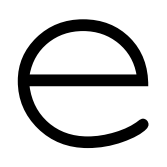


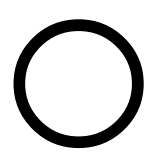


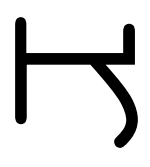


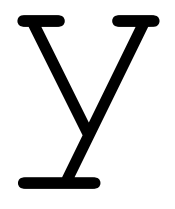
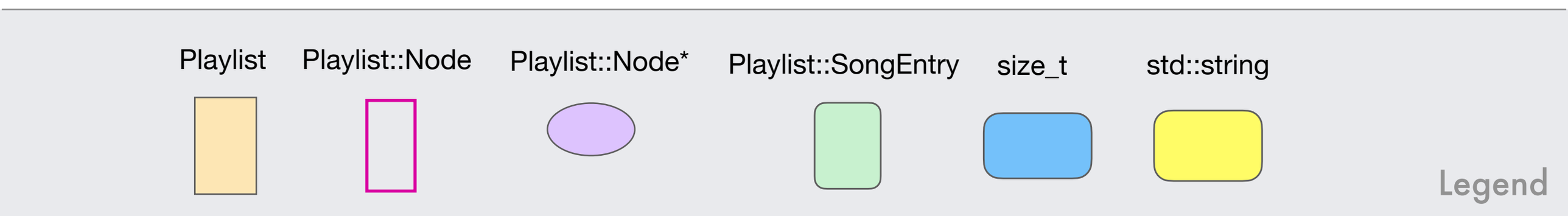












We'll consider a local playlist object created by the user that lives in stack memory.