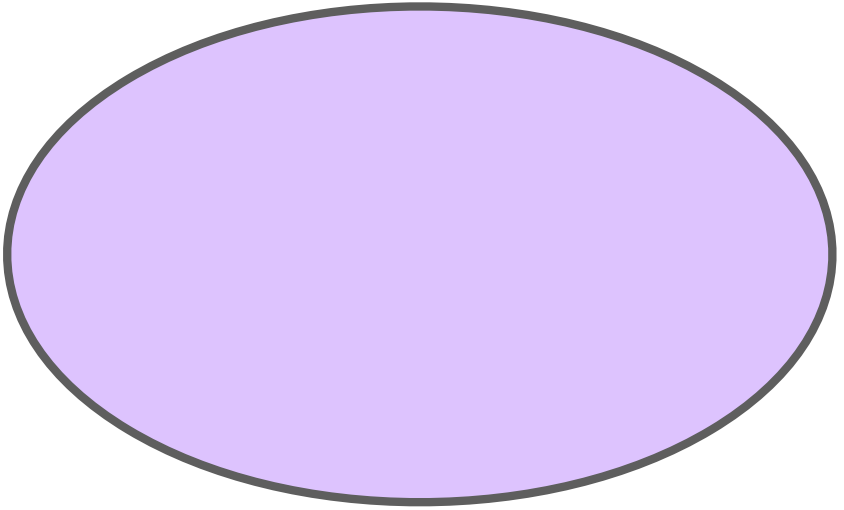
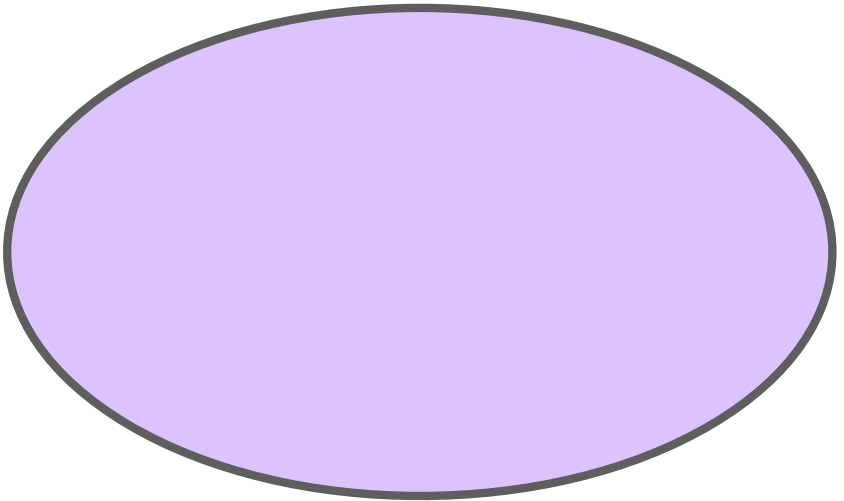
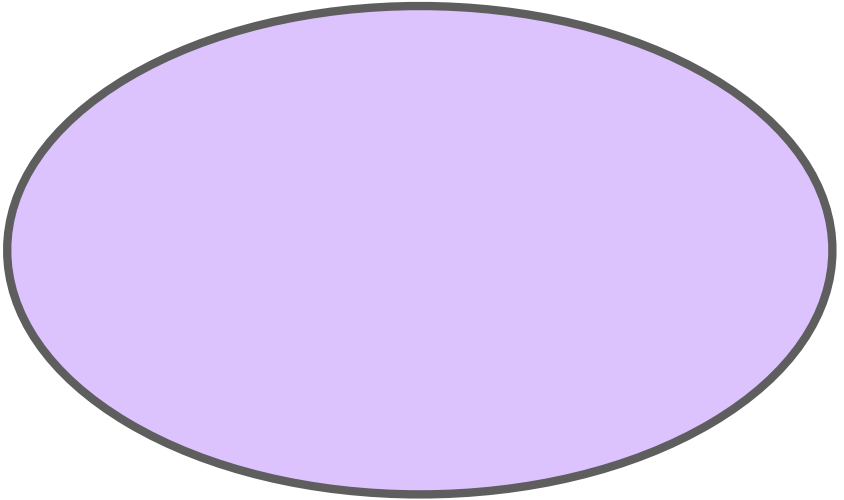
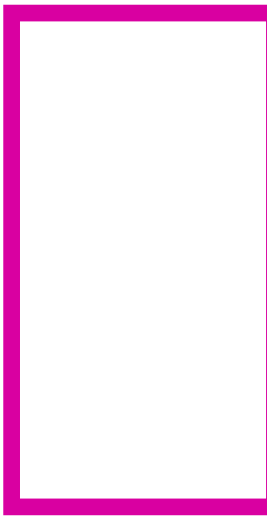






Playlist

Legend



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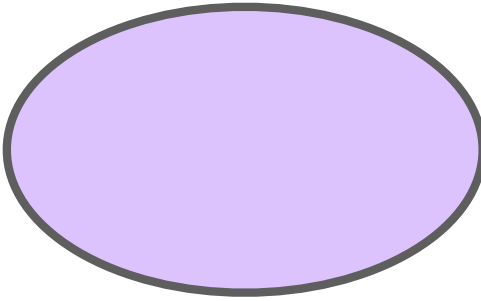

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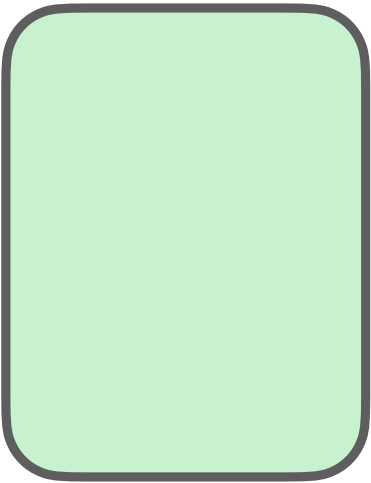

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size_t

_head

_tail

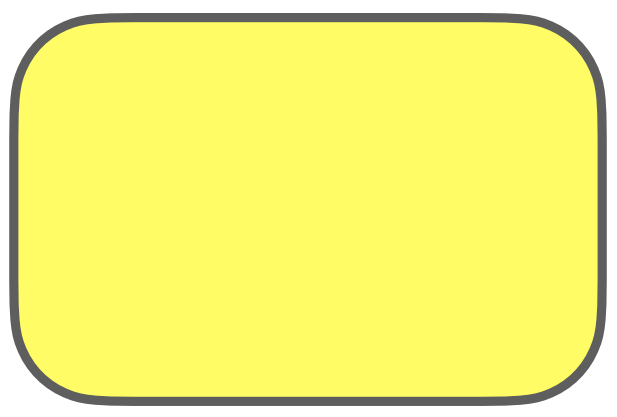
_prev..

_size

Stack memory

Heap memory

playlist object



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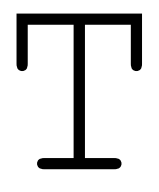

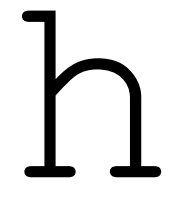

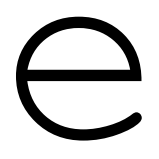

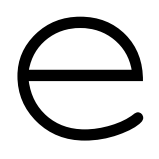

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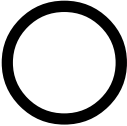

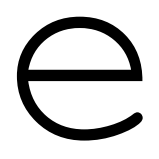

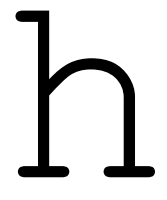

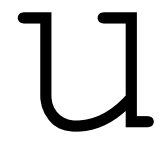

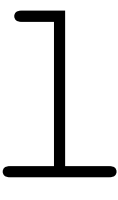

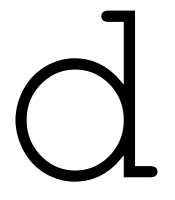

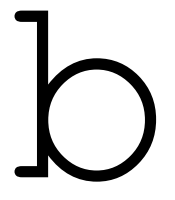

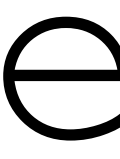

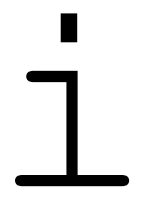

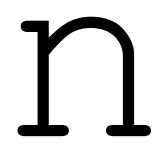

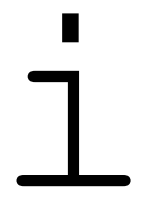

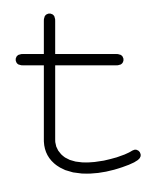

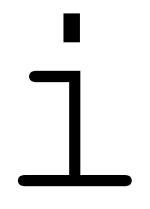

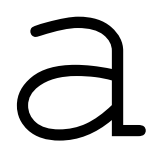

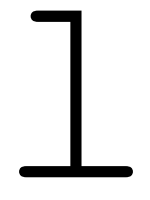

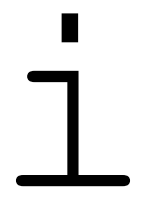

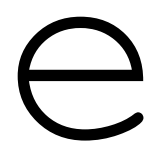

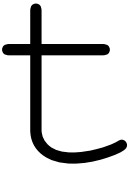

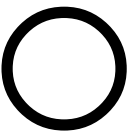

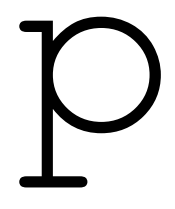

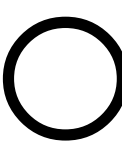

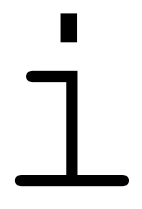

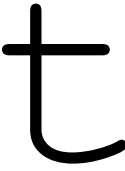

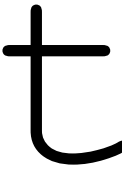

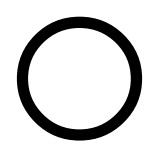

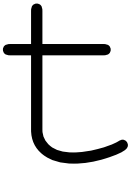

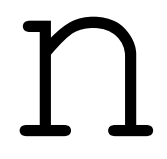

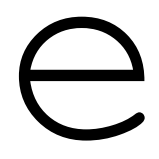

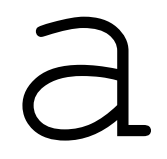

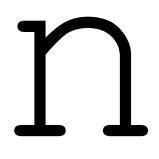

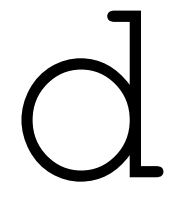

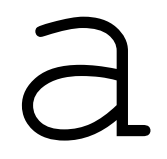

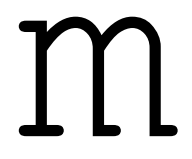

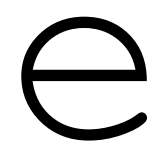

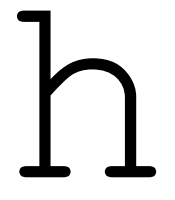

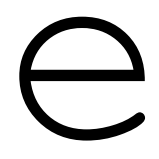

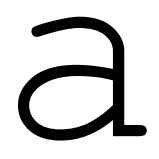

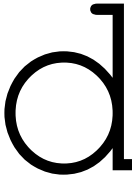

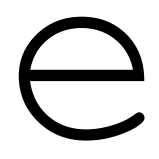

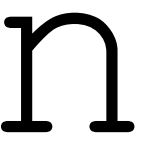

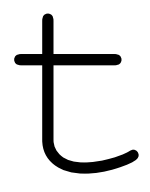

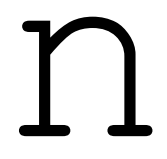

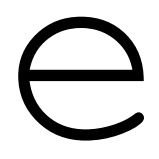

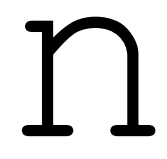

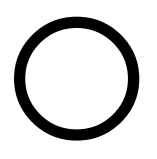

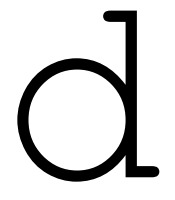

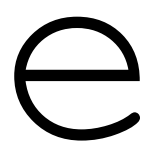

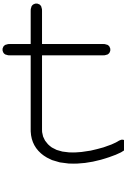

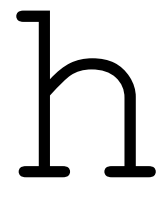

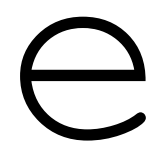

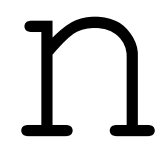

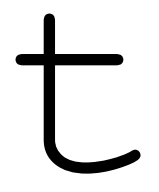

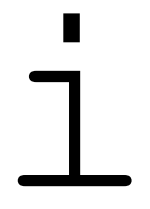

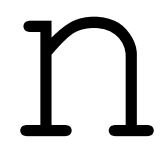

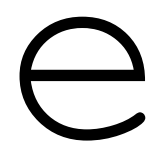

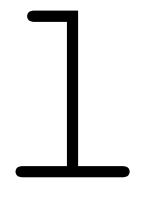

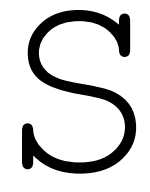

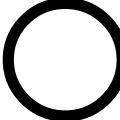

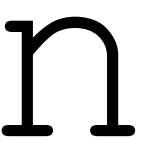

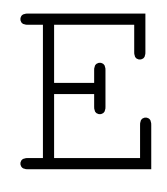

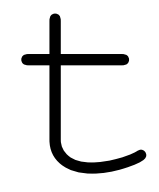

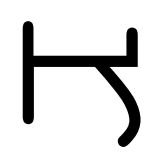

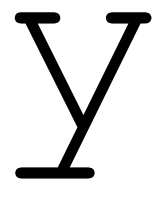

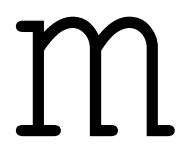

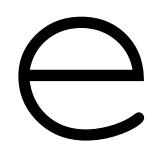

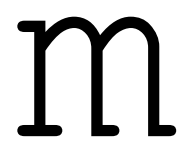

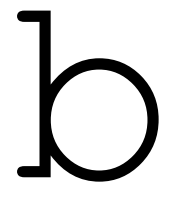

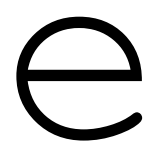

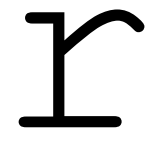

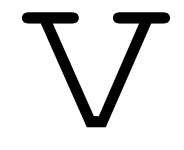

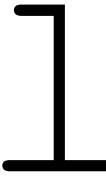

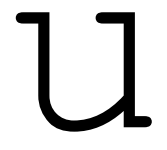

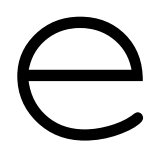

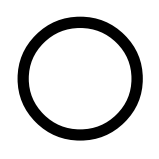

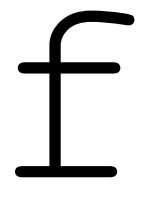

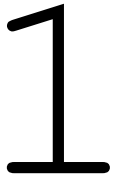

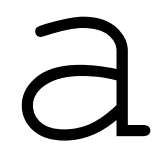

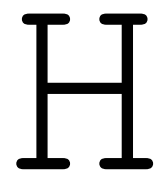

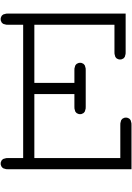

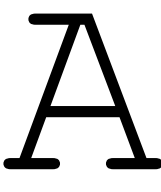

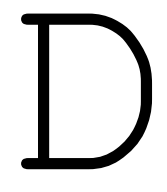

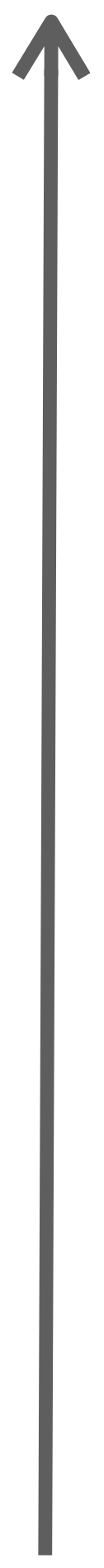
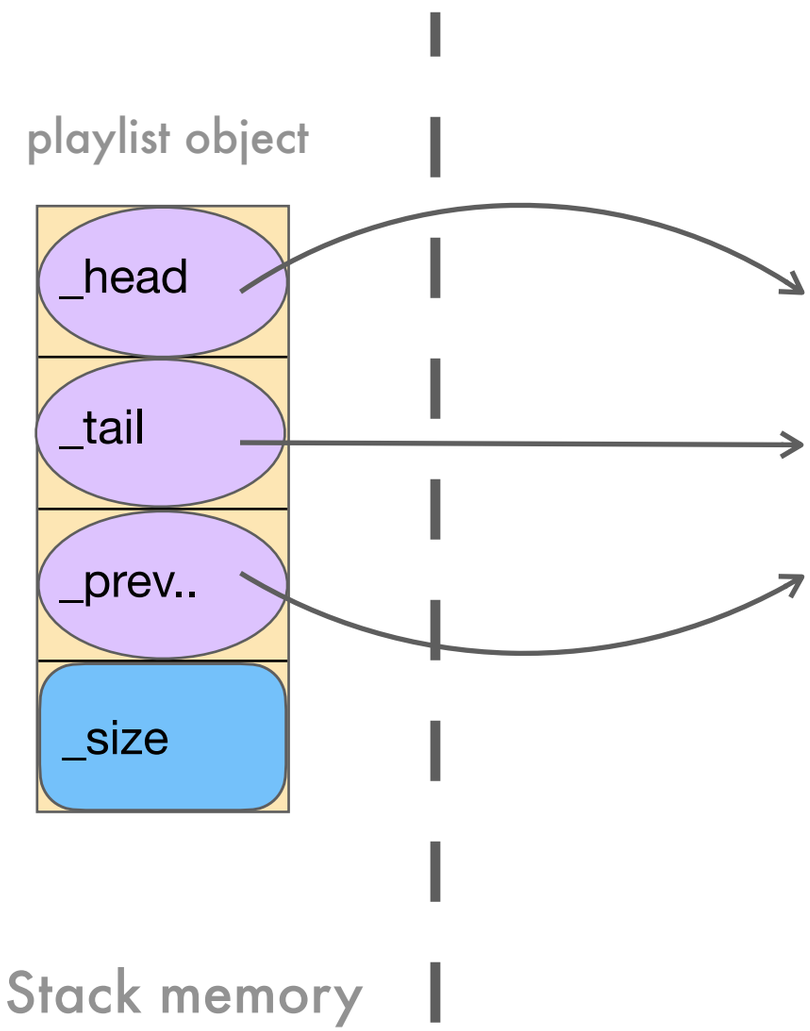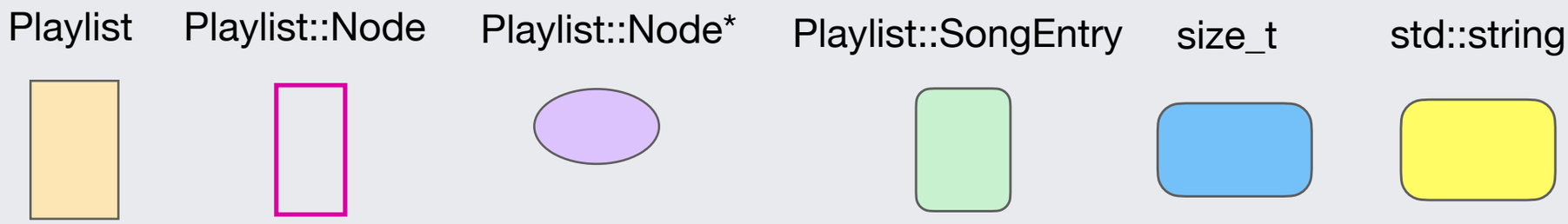
These Node*'s should be initialized to point to the one and same head sentinel node with sentinel SongEntry member values of -1 and "HEAD".