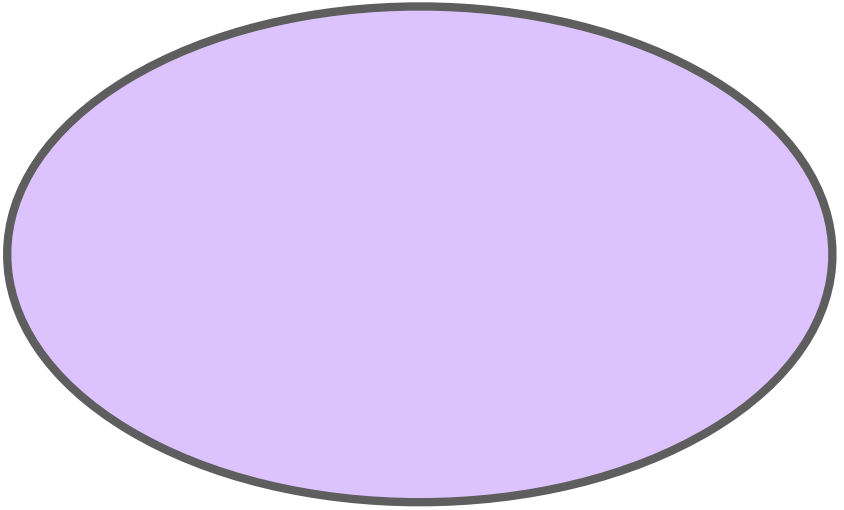
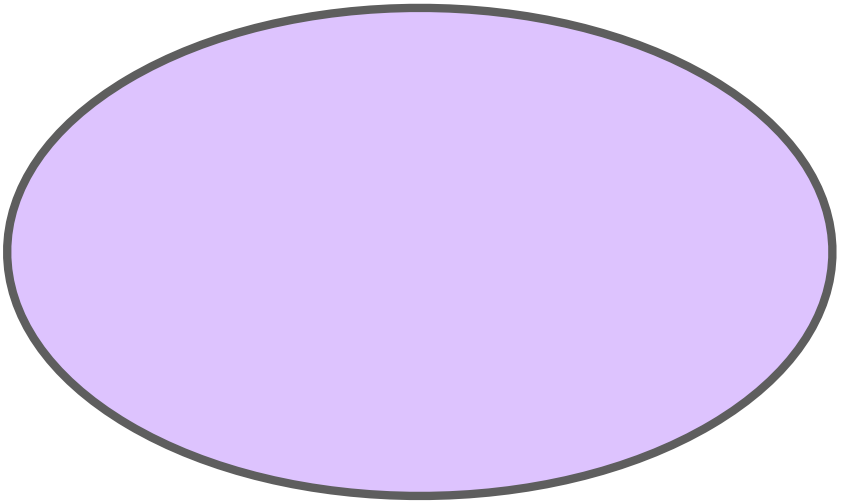
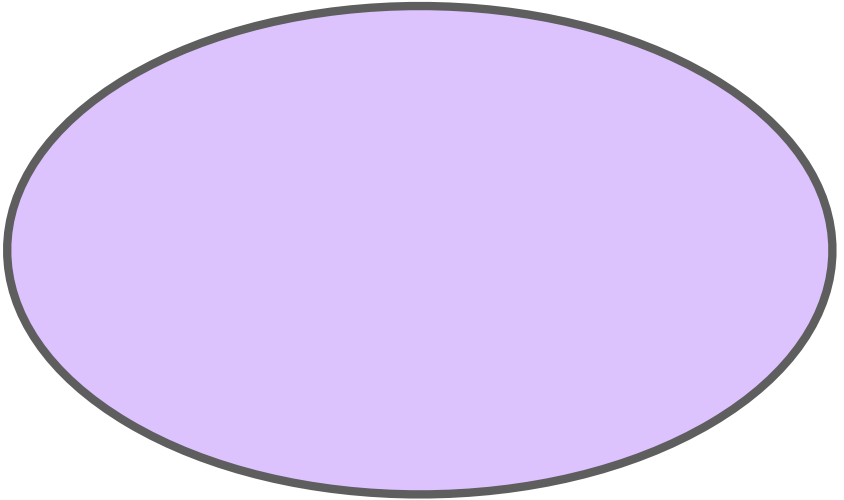
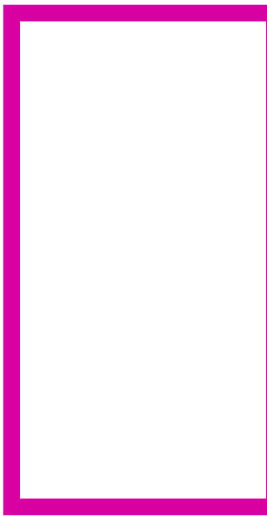




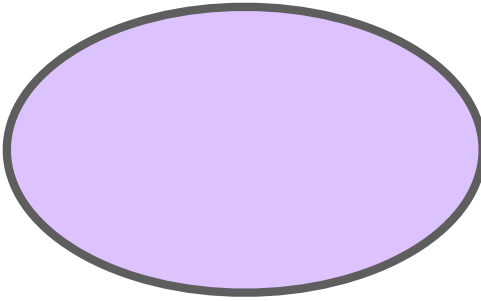


Playlist

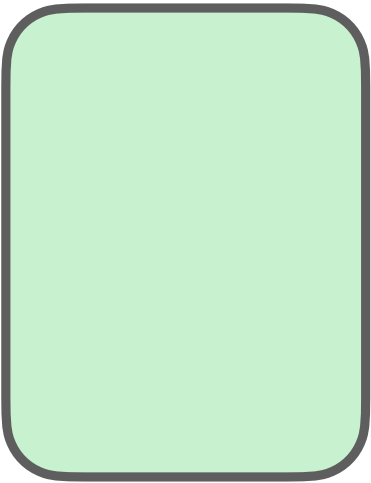
Legend



Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

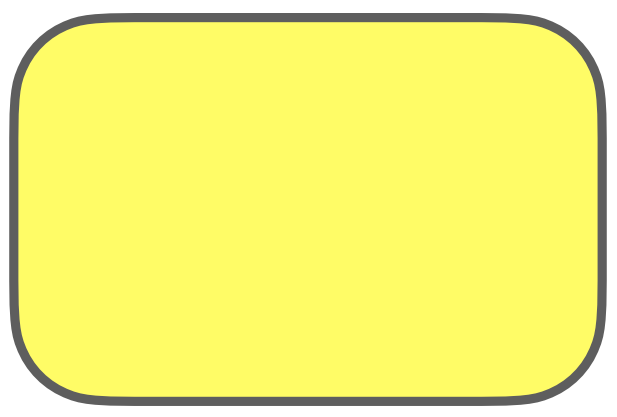
_prev..

_size

Stack memory

Heap memory

playlist object



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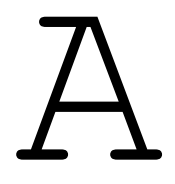

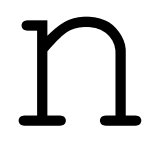

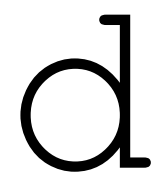

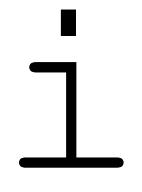

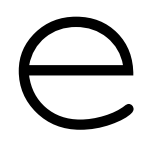

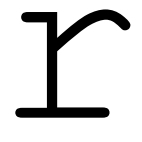

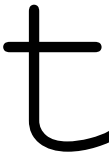

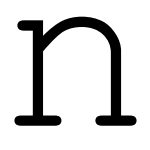

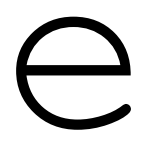

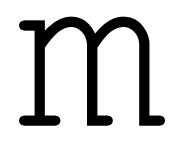

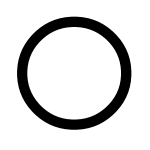

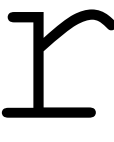

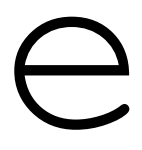

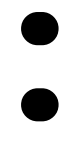

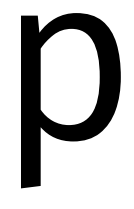

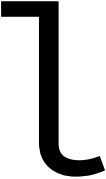

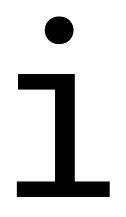

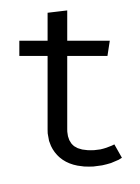

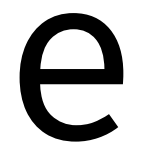

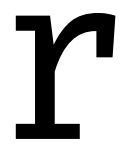

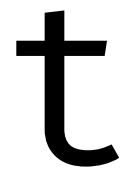

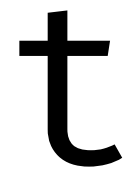

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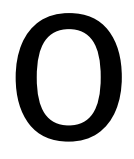

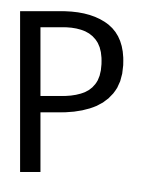

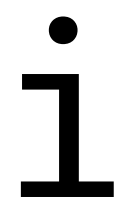

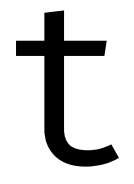

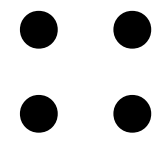

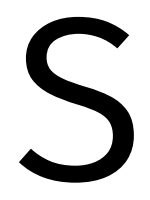

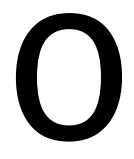

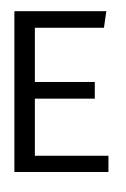

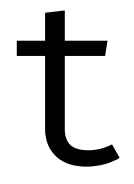

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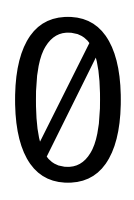

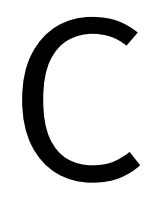

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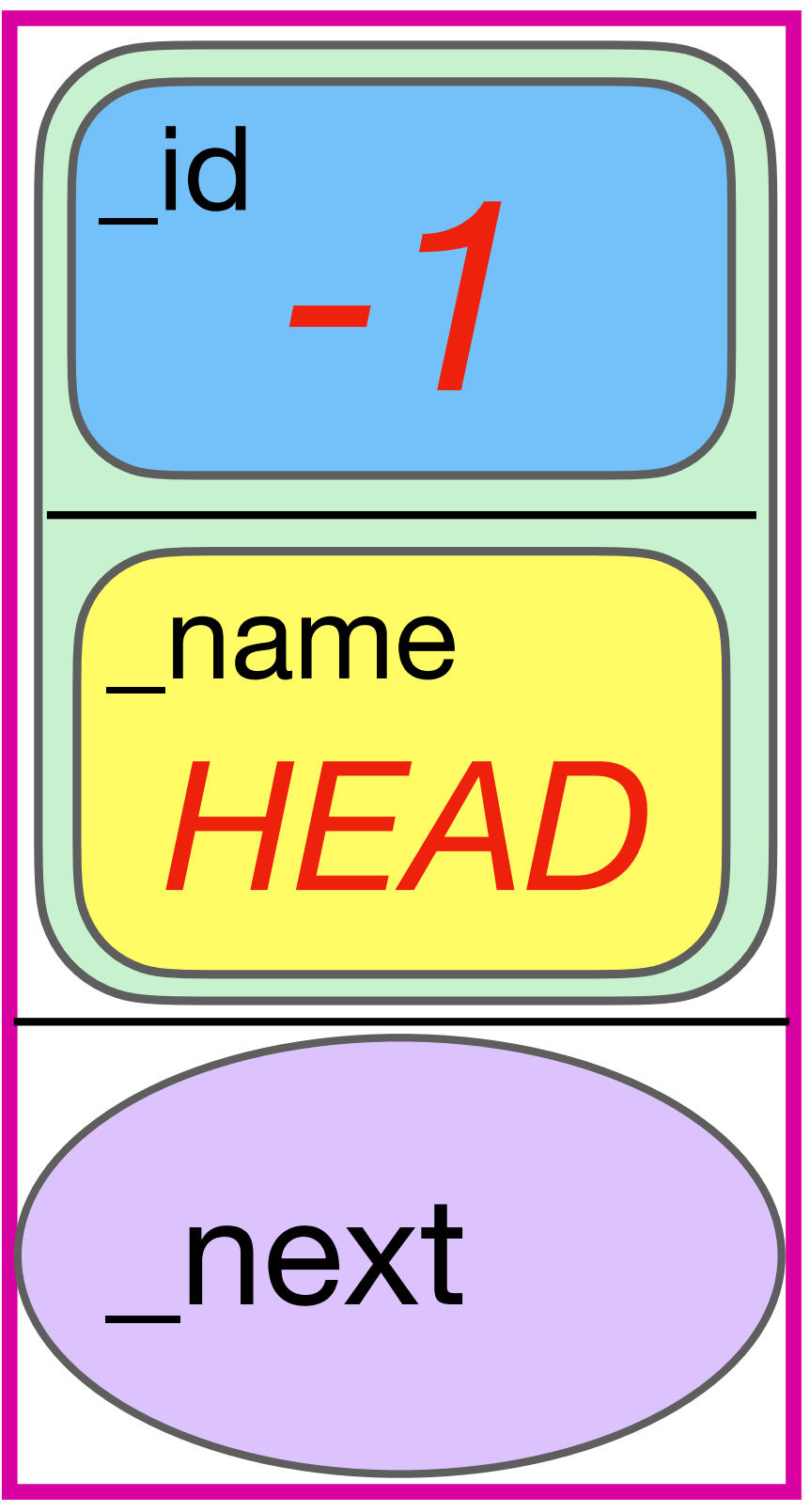
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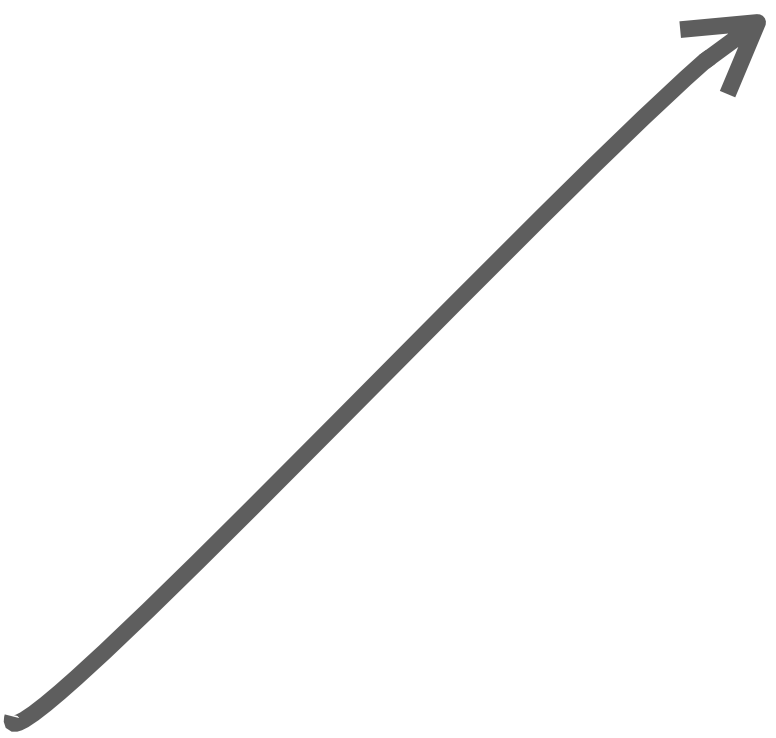

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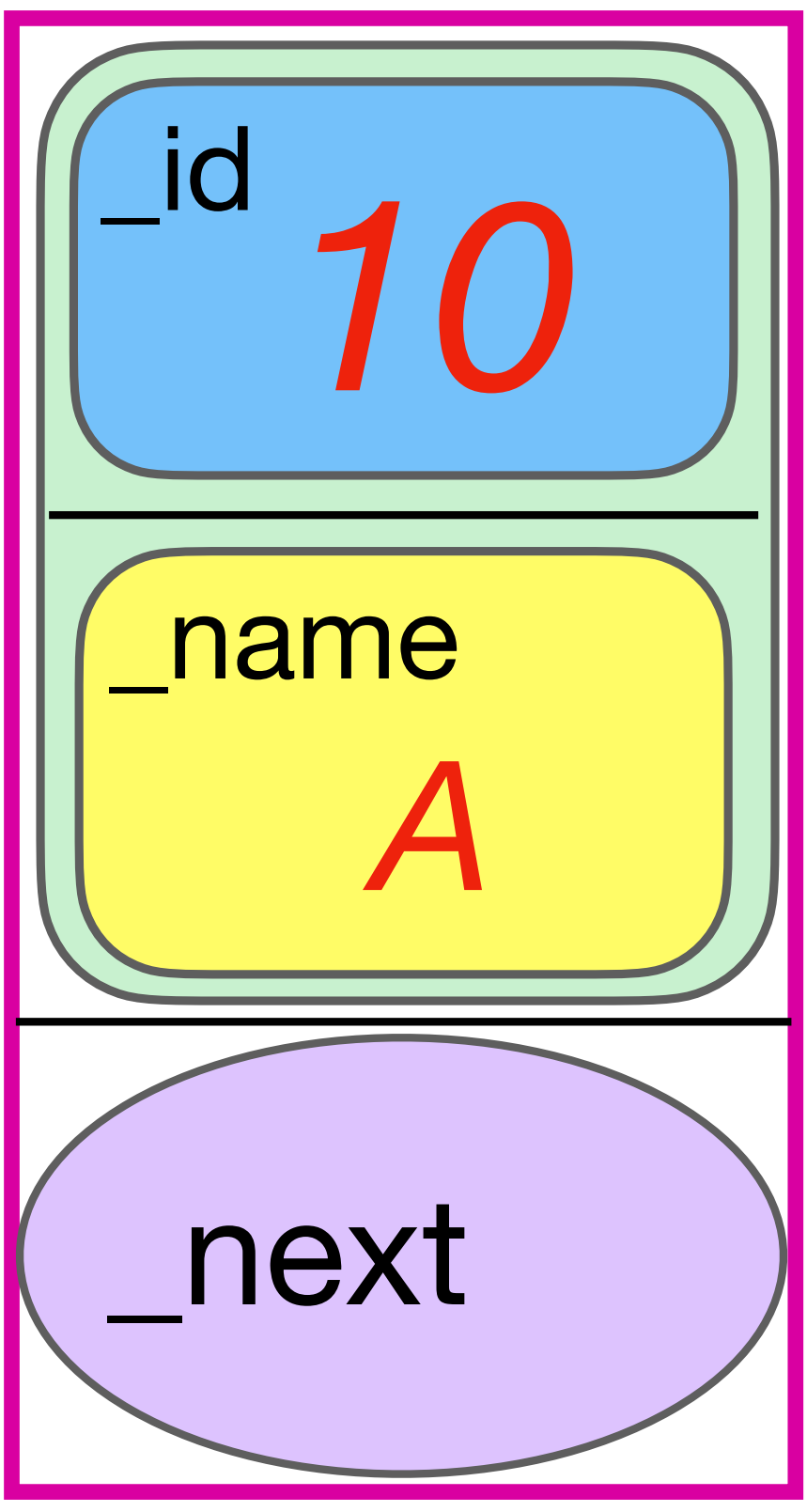
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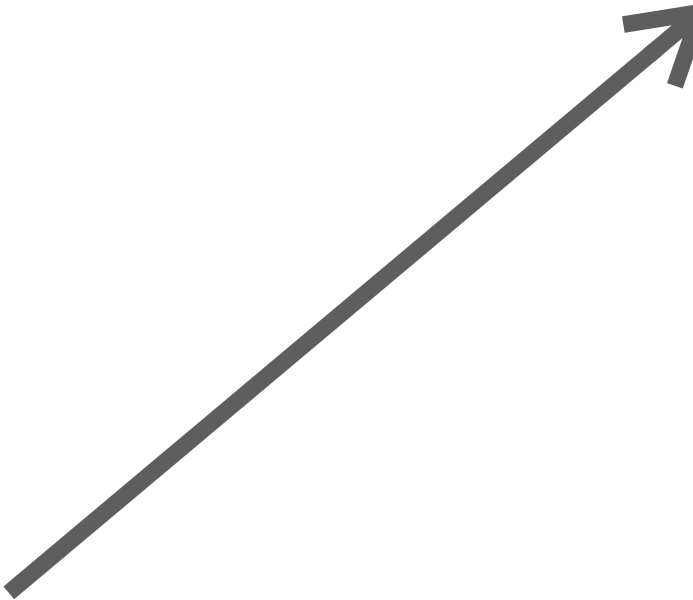

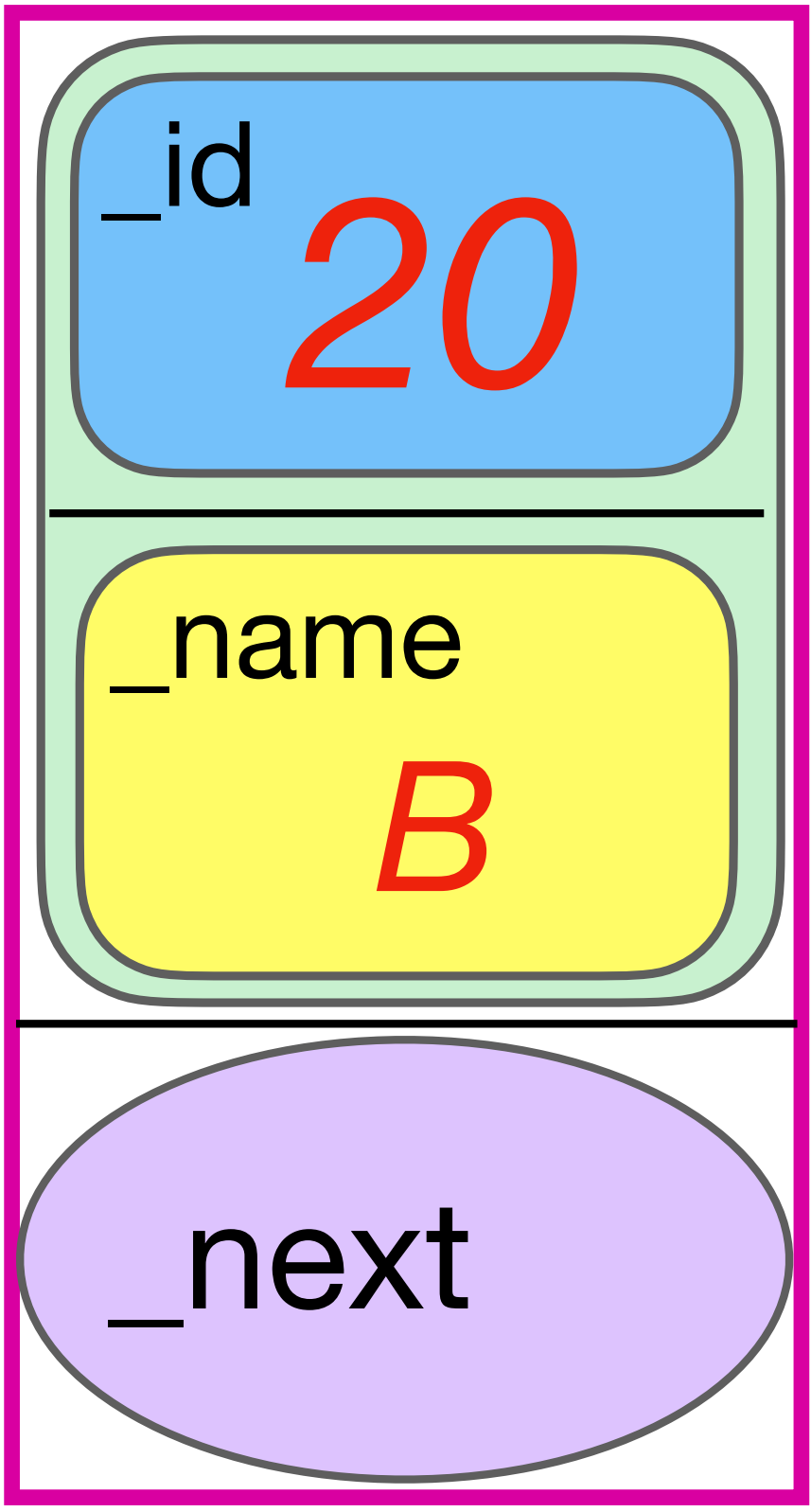
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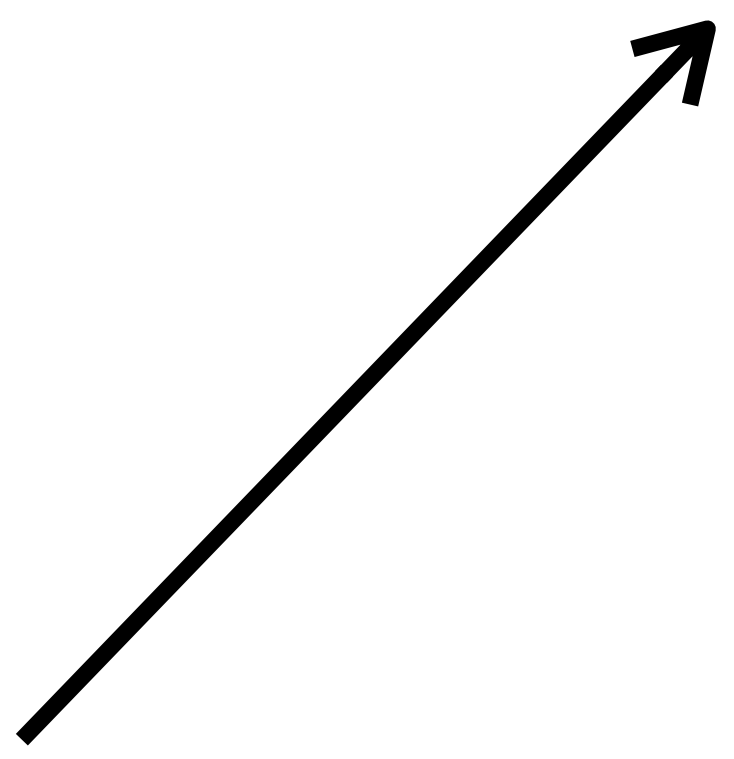
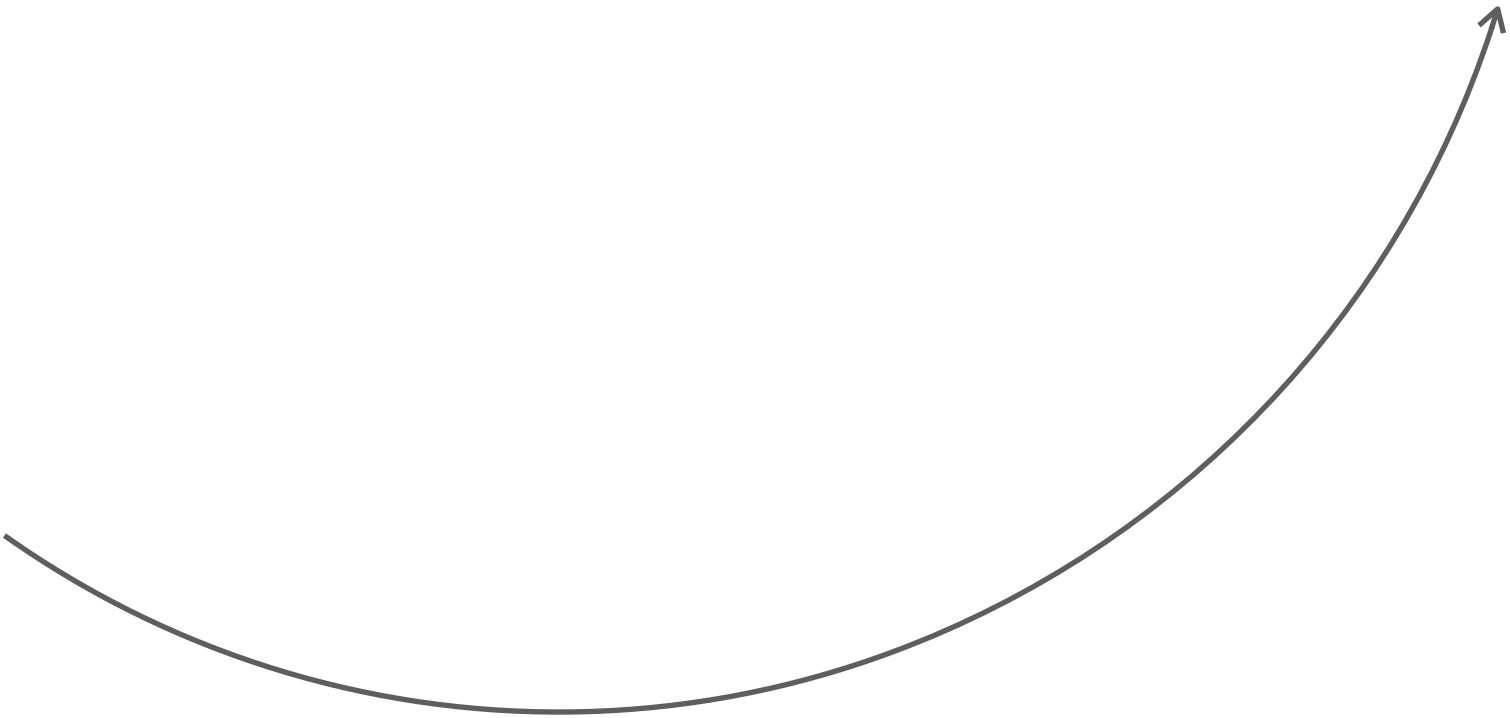
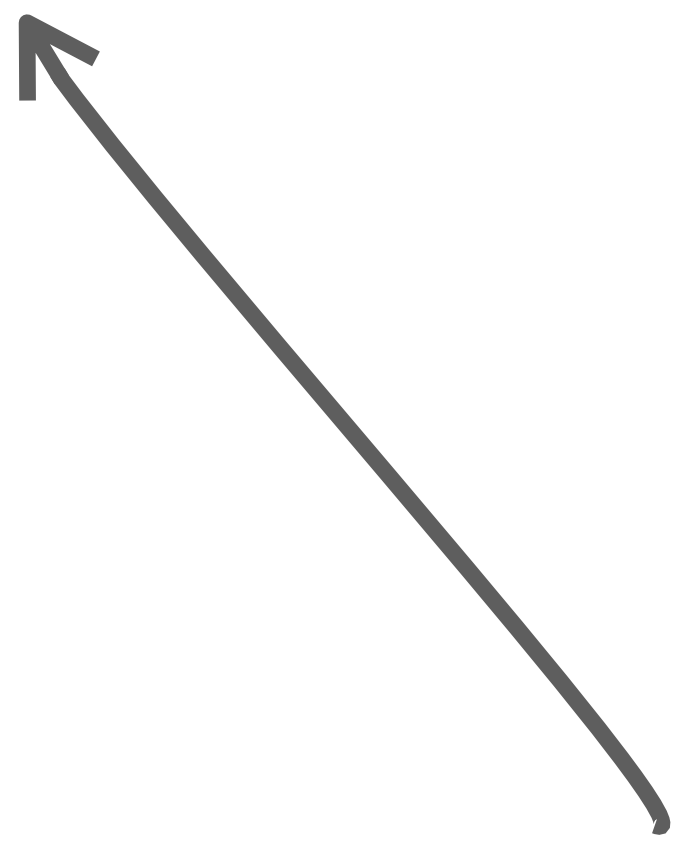


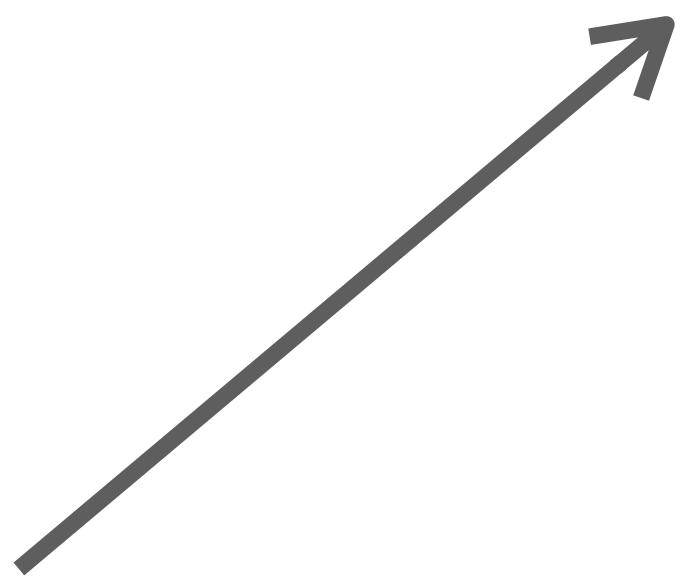
```
playlist.insert_at_cursor(Playlist::SongEntry(30, “C”));
```

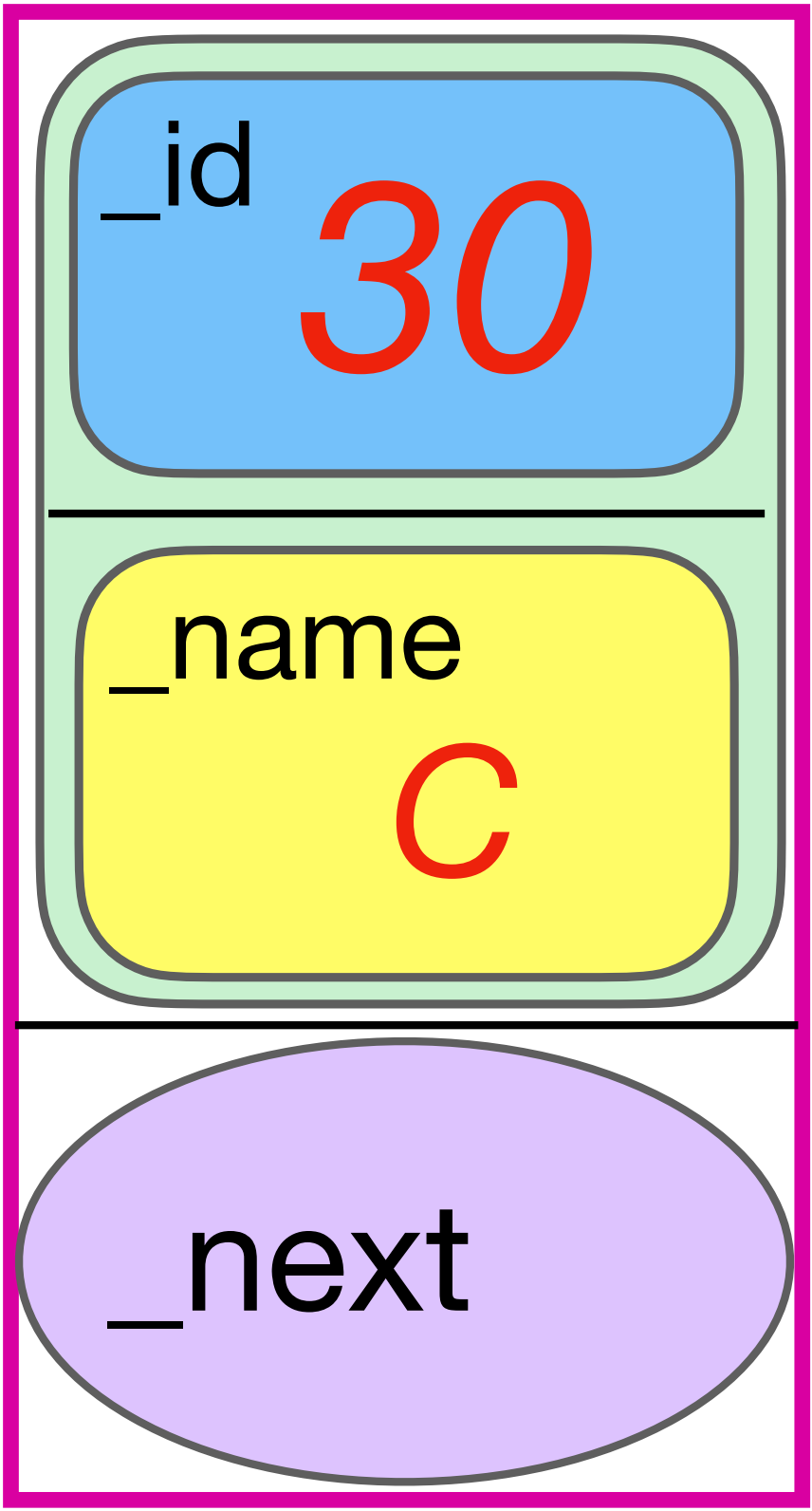
And insert once more:

```
playlist.insert_at_cursor(Playlist::SongEntry(30, “C”);
```





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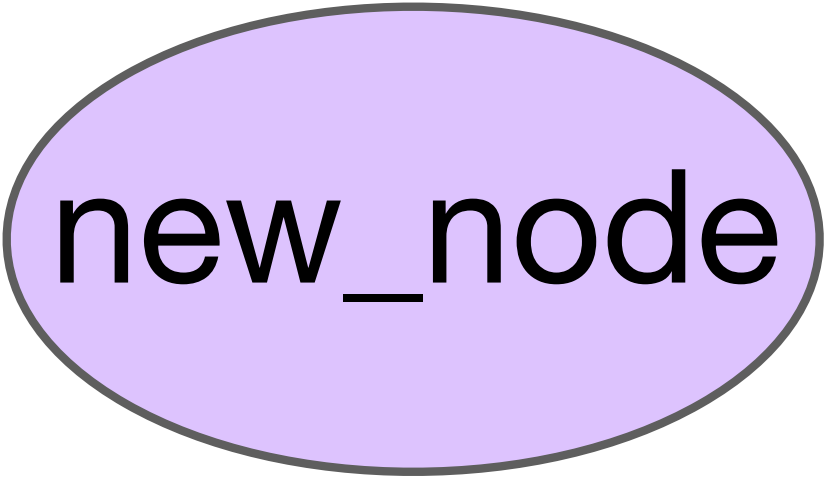
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