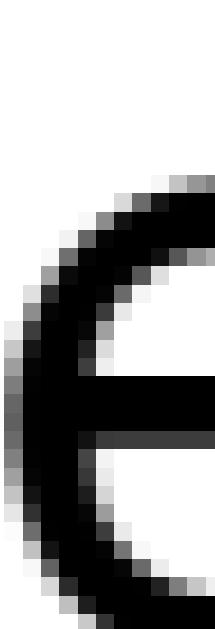
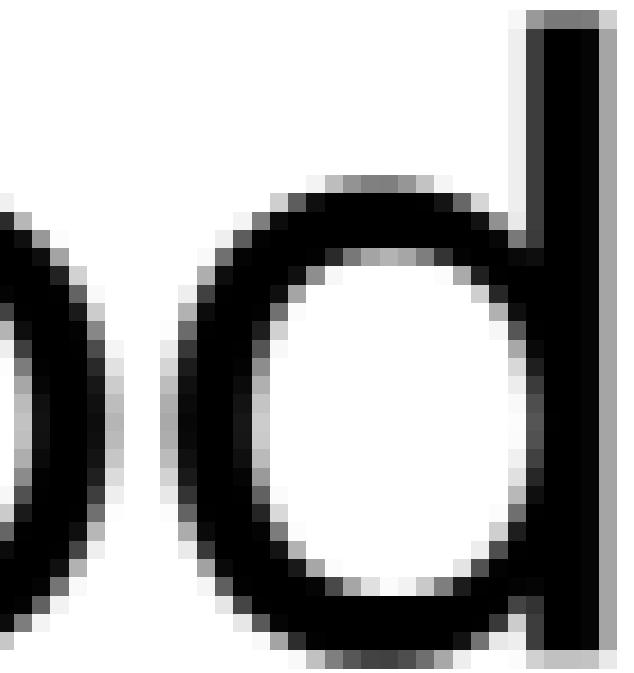
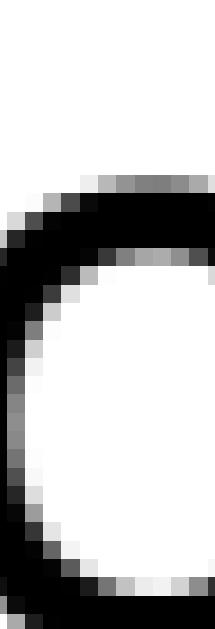
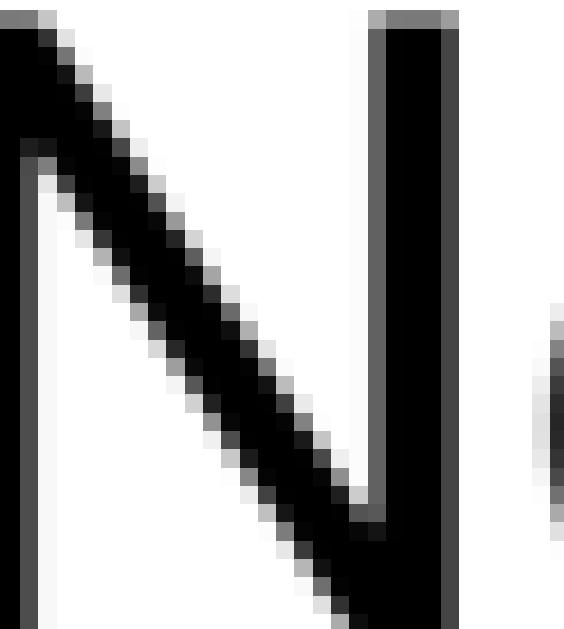
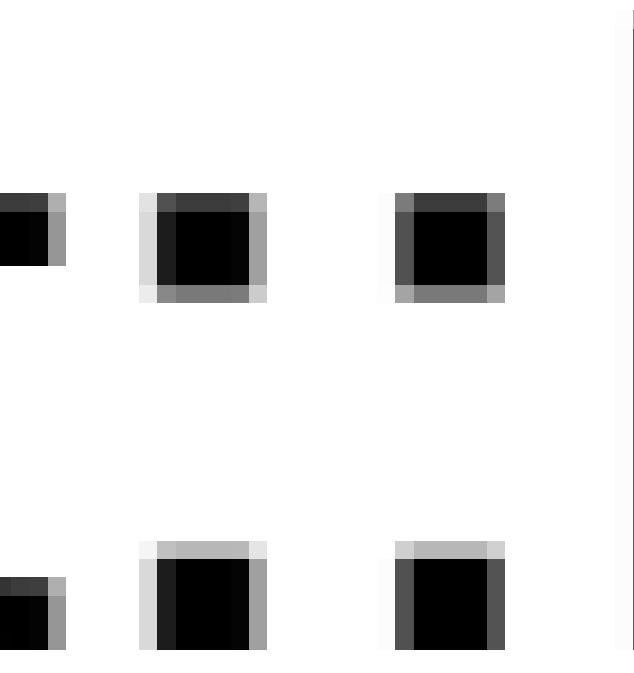
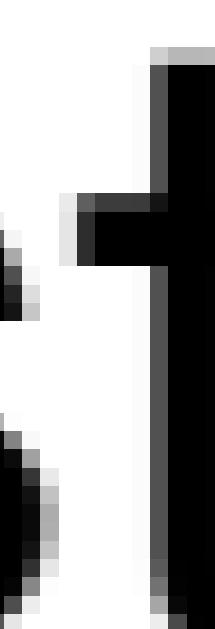
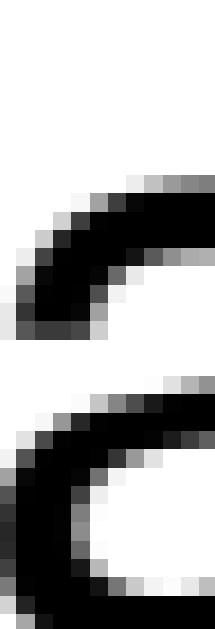


Legend





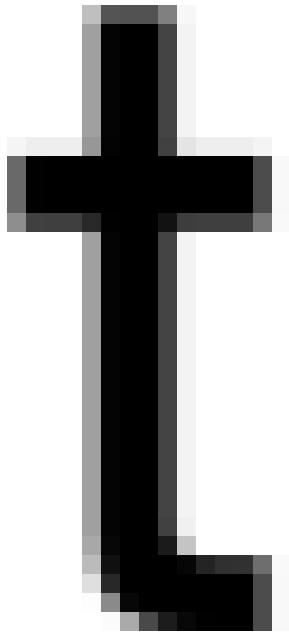
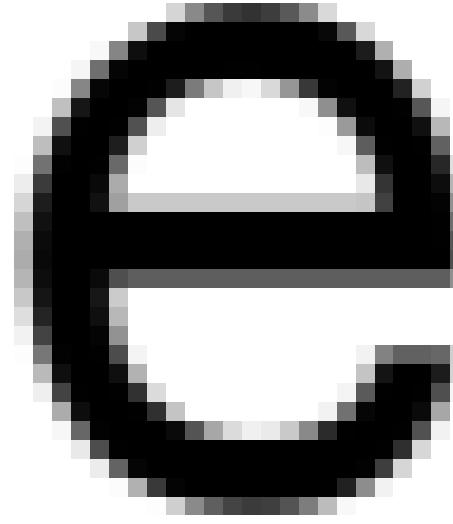
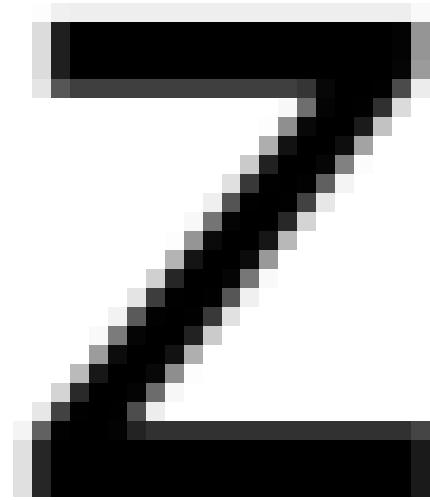
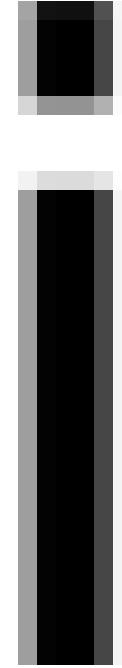
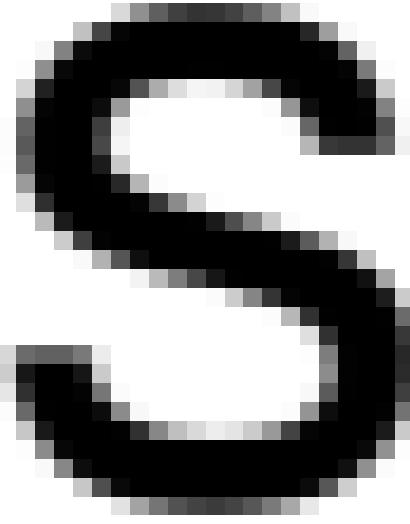






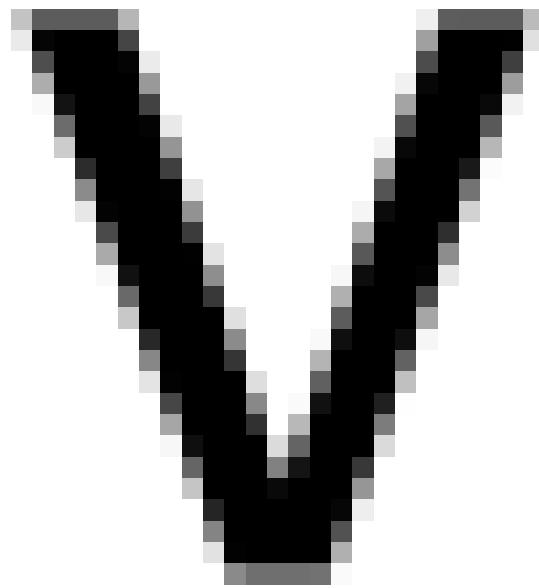
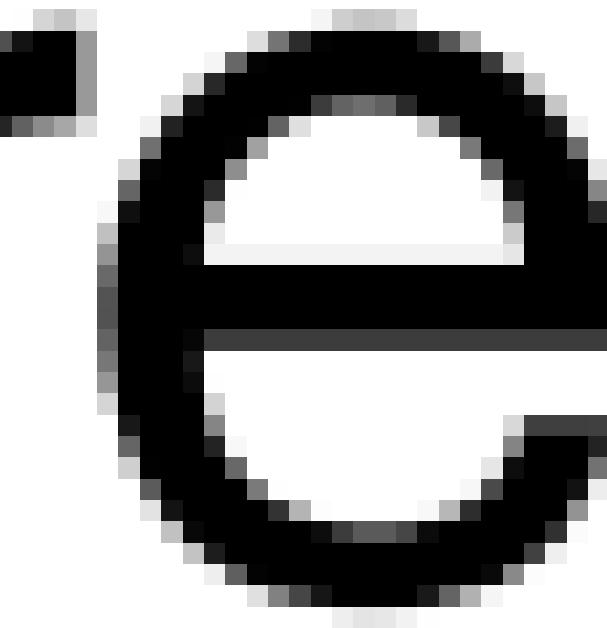
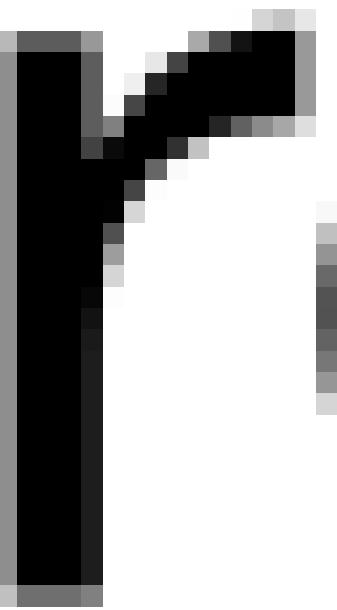
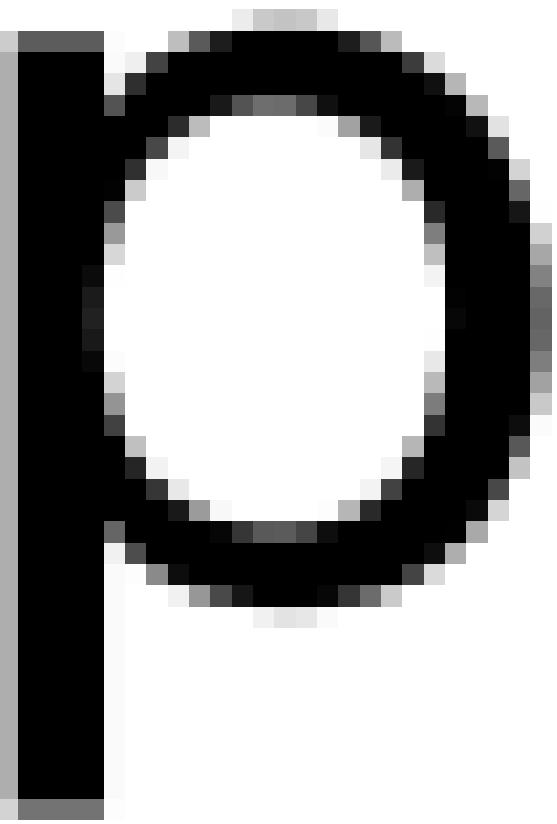
Playist . Songlist

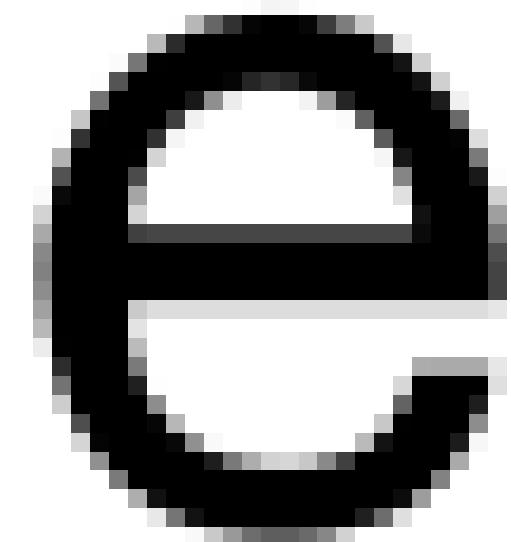
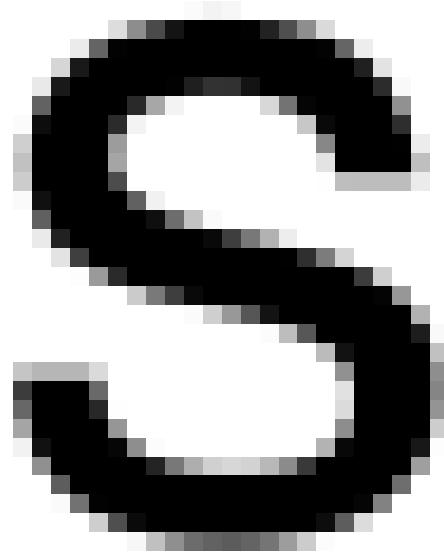












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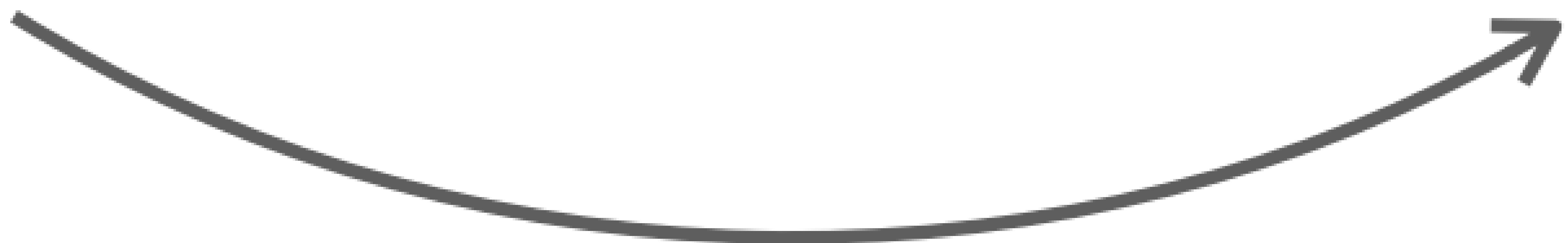




These `Node*`'s should be initialized to point to the same head sentinel node with `songEntry` member values of `-1` and "HEAD".







_next

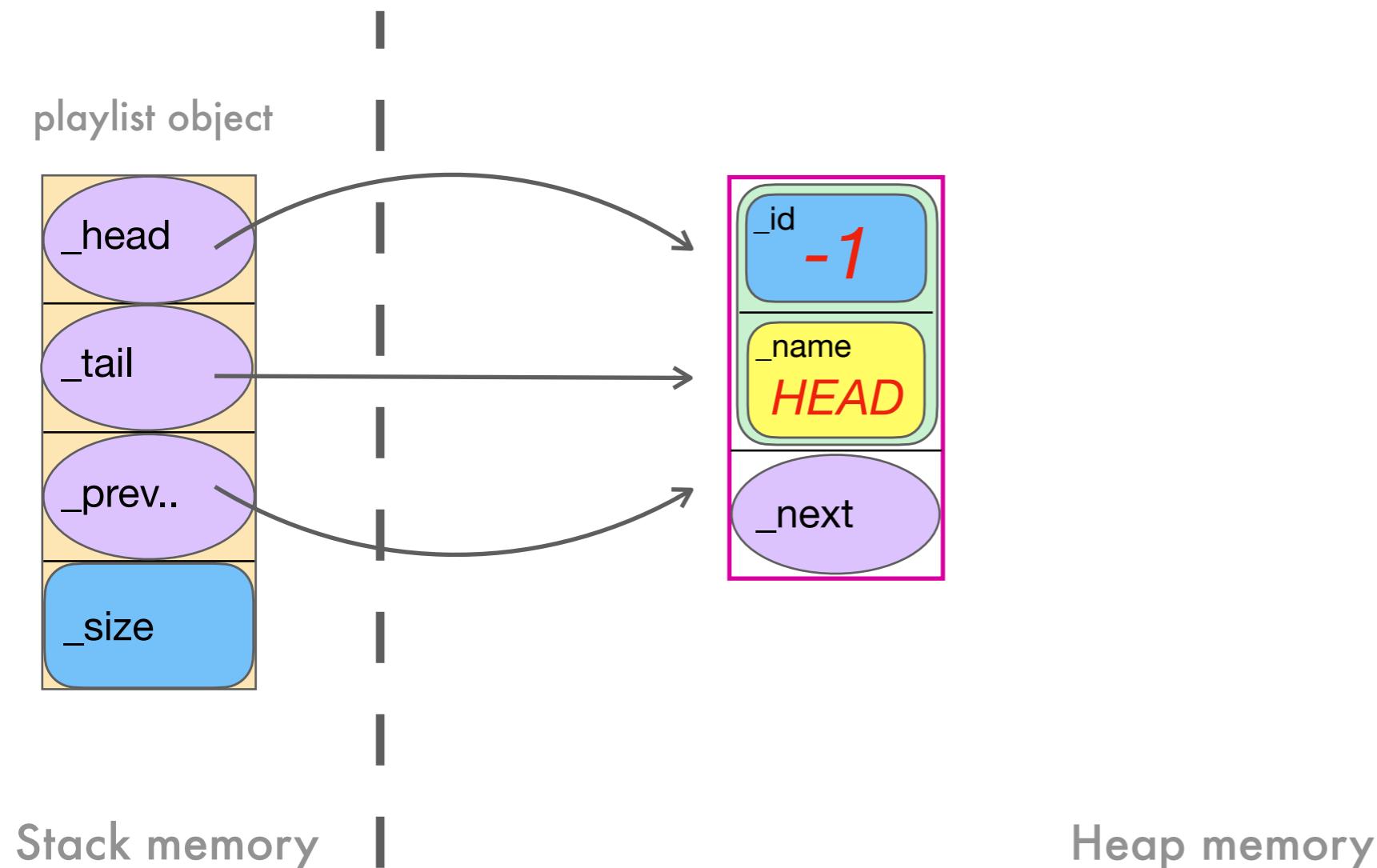
_id

_name

-1

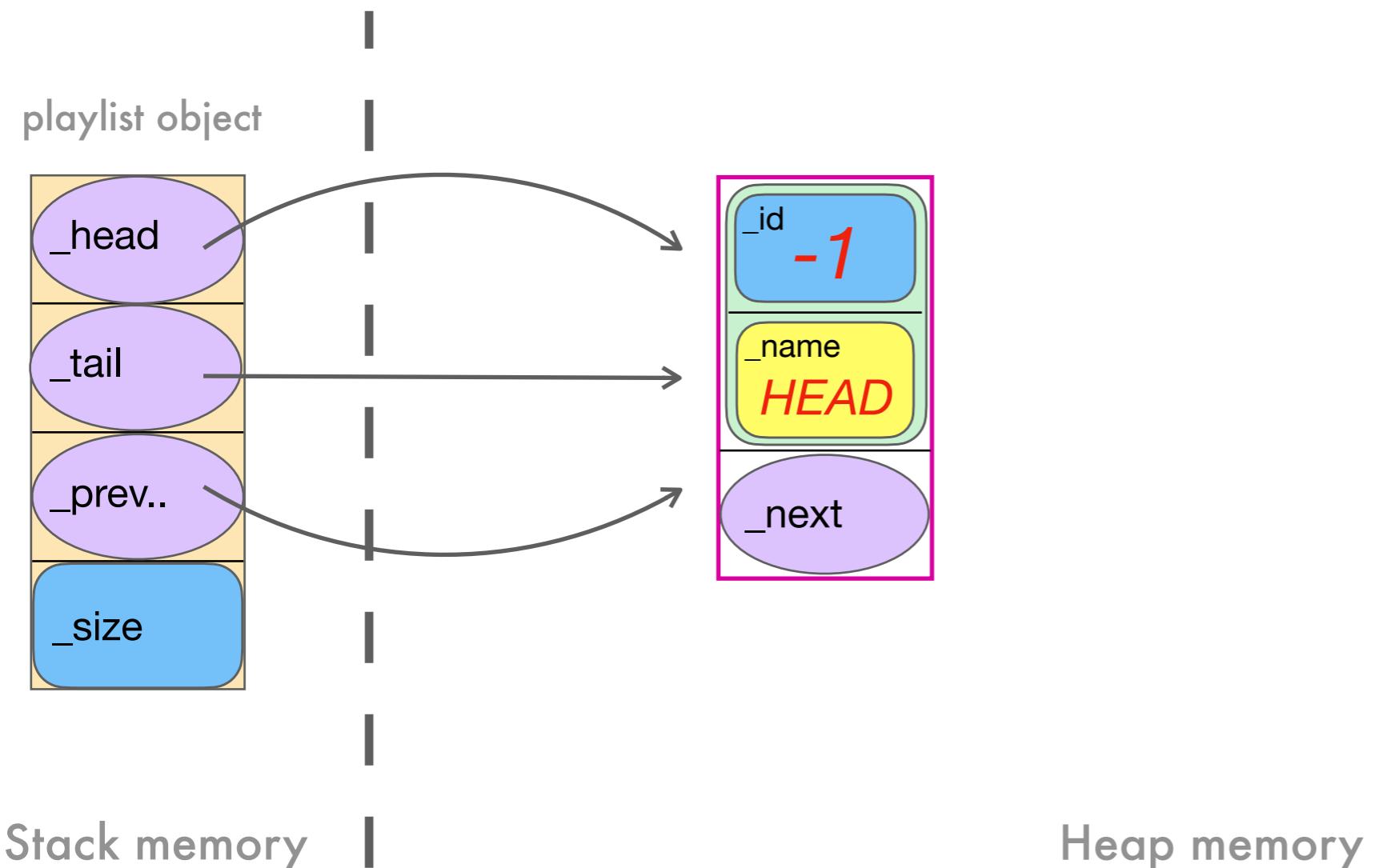
HEAD

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".

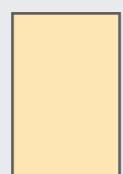


Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string

Legend



Playlist



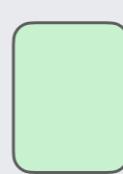
Playlist::Node



Playlist::Node*



Playlist::SongEntry



size_t



std::string



Legend