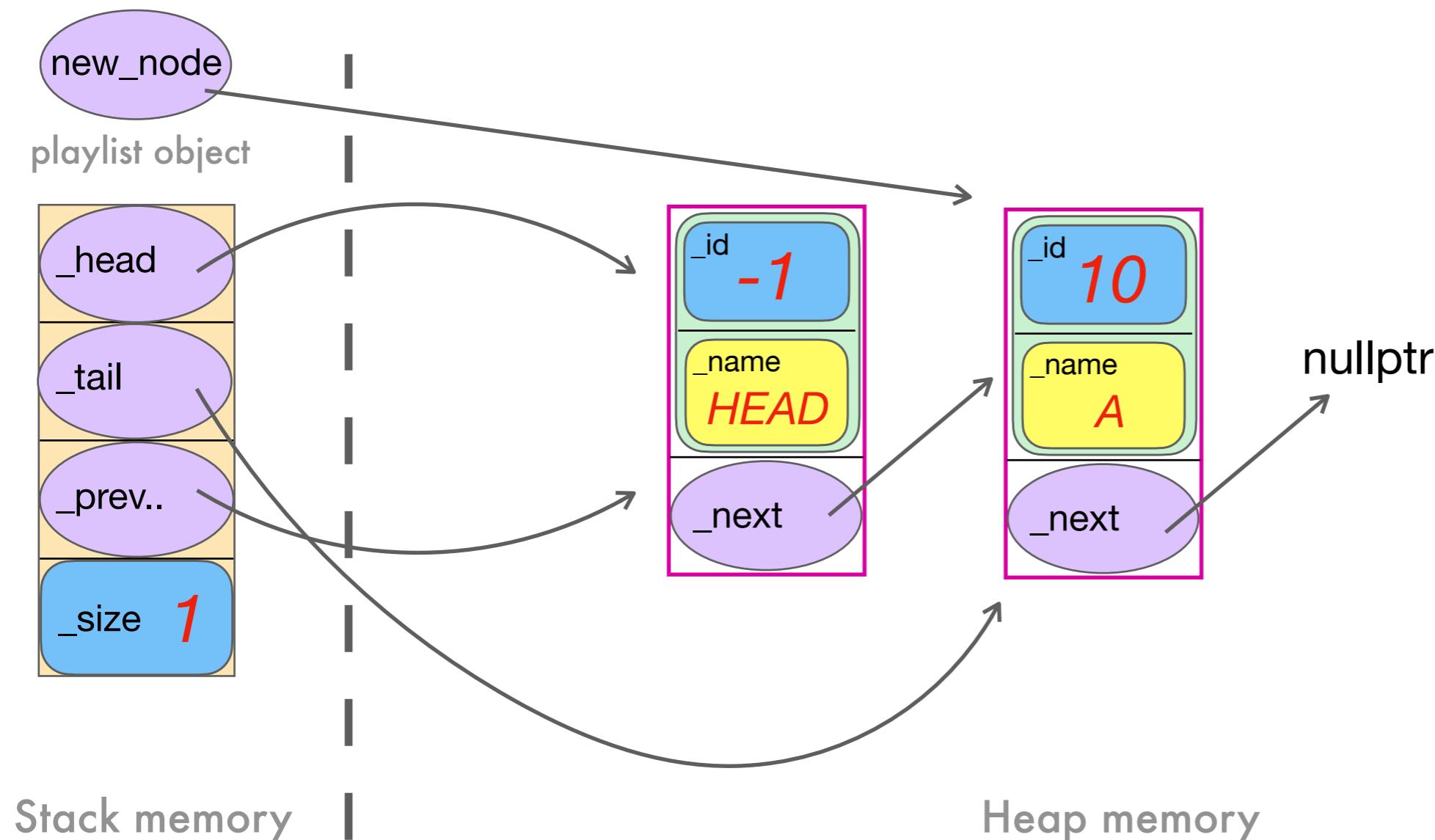
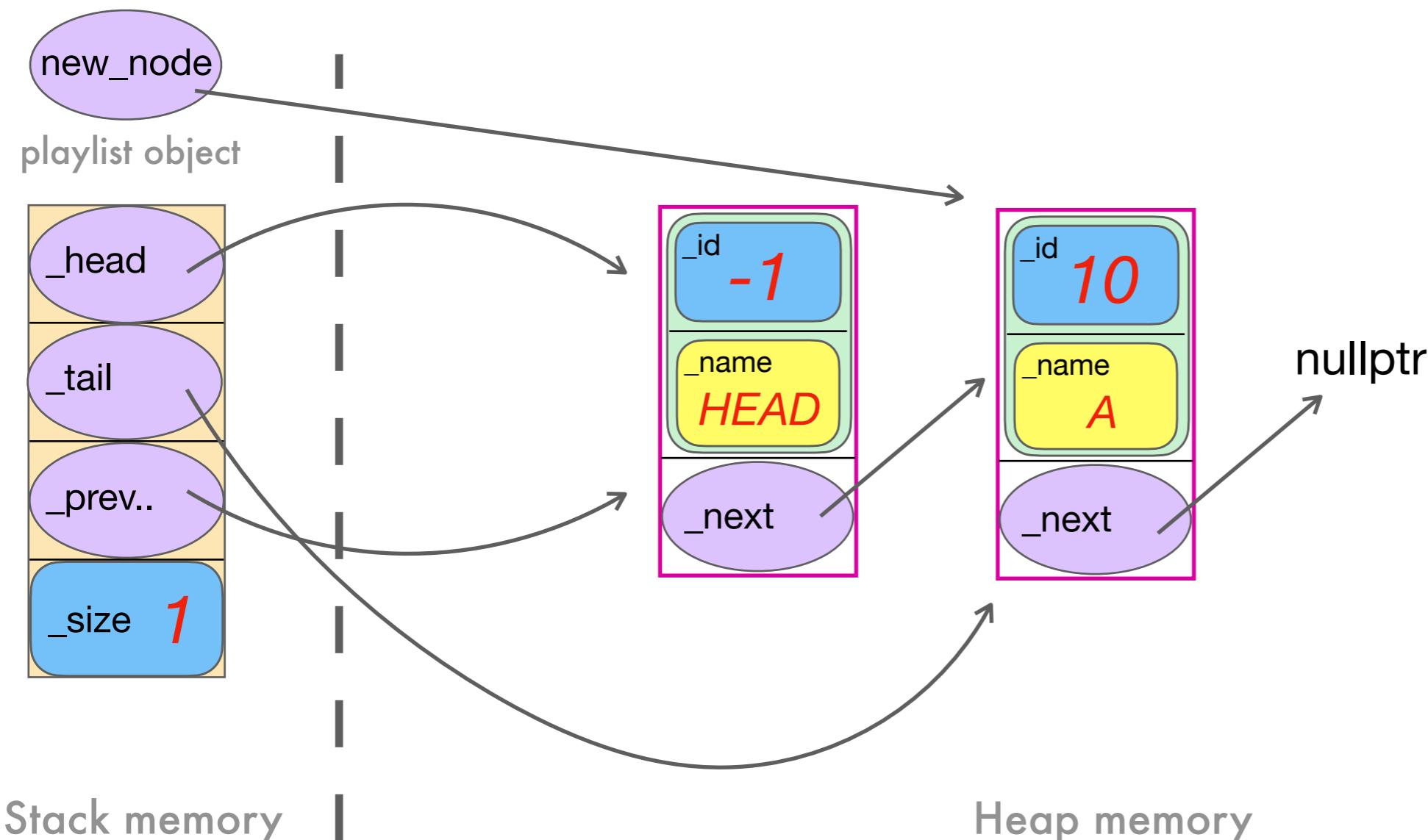


We need to maintain Playlist data members. In this case, we need to update `_tail` and `_size`.



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

Legend



Playlist

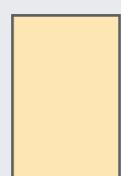
Playlist::Node

Playlist::Node\*

Playlist::SongEntry

size\_t

std::string



Legend