



Plavist

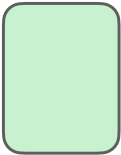
Legend



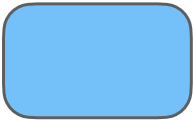
Privacyist: No



Payvist: Noode*



Playvist: Song Entry



size_



head

tsini

— **ORV** . .



size

stack memory

Heap memory

playivist • obdient



std::string

The `_next Node*` data member should be initialized to `nullptr` by the `Node` constructor to avoid pointing at wild (garbage) memory.







_id

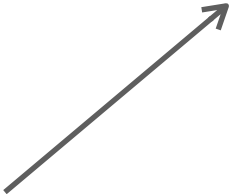
-1

_name

HEAD

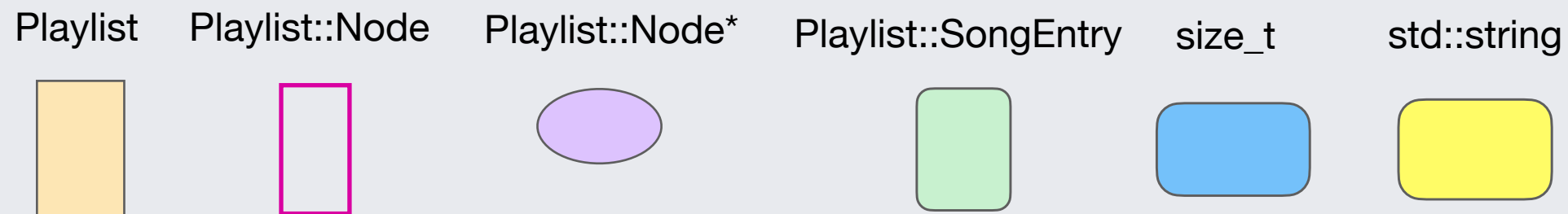
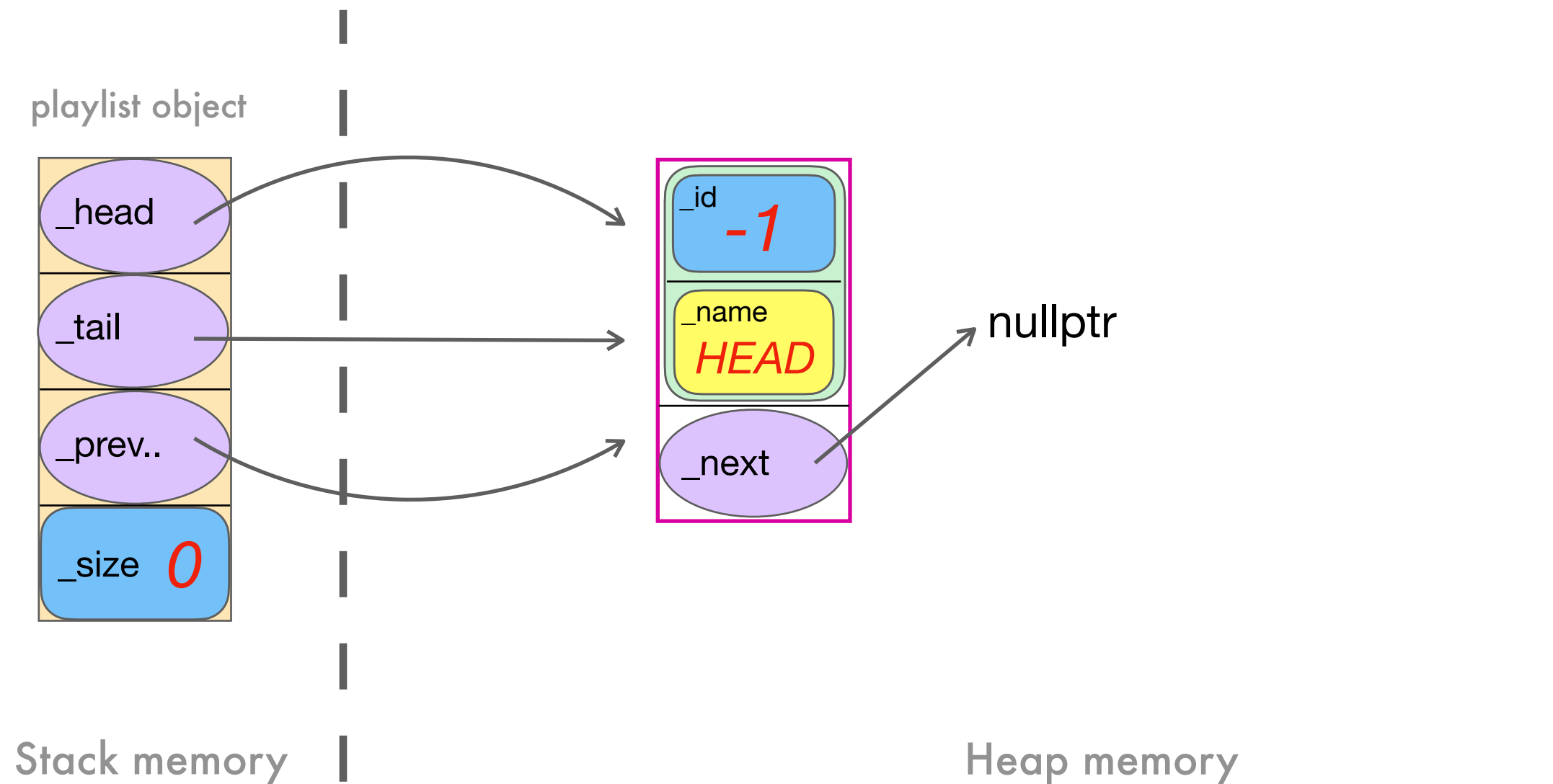
_next

nullptr

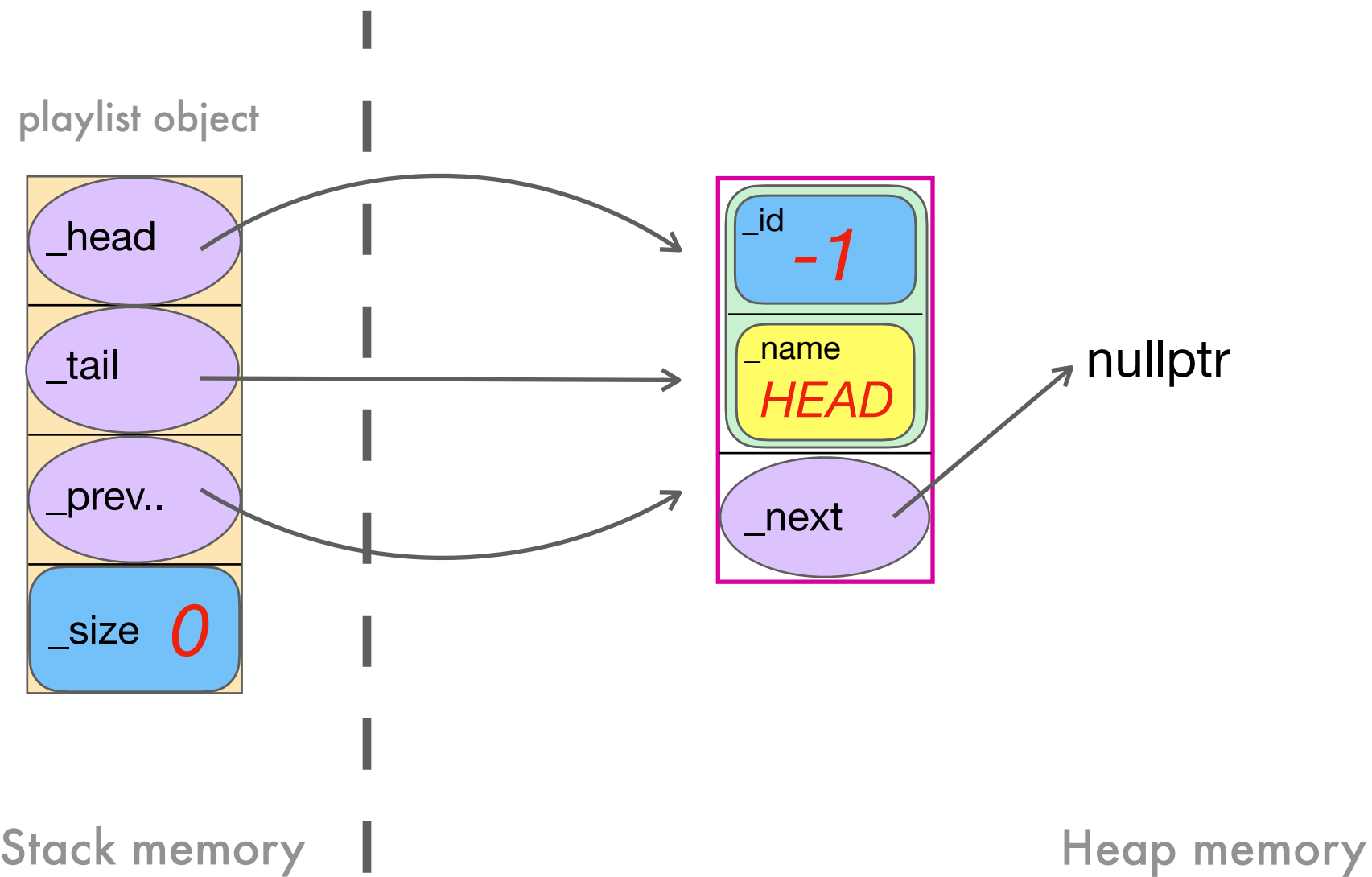




The `_next Node*` data member should be initialized to `nullptr` by the Node constructor to avoid pointing at wild (garbage) memory.



Legend



Playlist

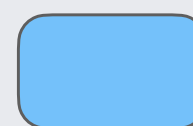
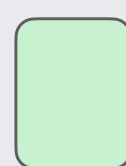
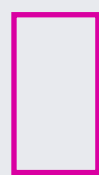
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend