





















Plavist

Legend



Privacyist: No



Privacyist: Noode*



Playvist: Song Entry



size_



head

tsini

OROV.



size

stack memory

Heap memory

playivist • obiect

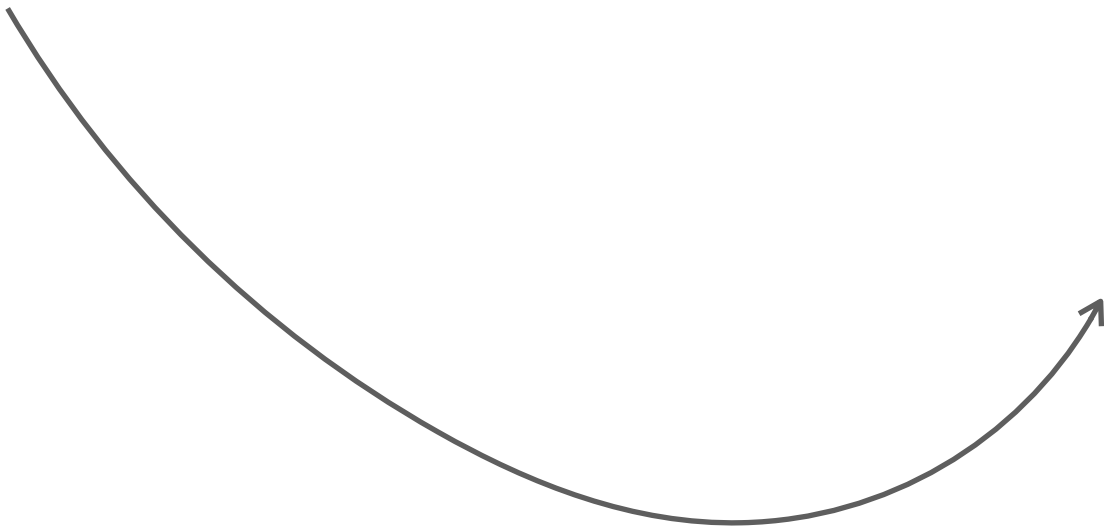


std::string

Let's insert another song:

```
playlist.insert_at_cursor(Playlist::SongEntry(20, "B"));
```







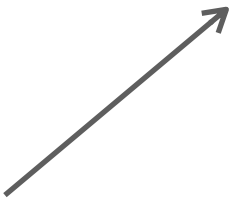
_id

-1

_name

HEAD

_next



n u i p t r





The diagram illustrates a linked list node structure. It is divided into three horizontal sections by two black lines. The top section is a light blue rounded rectangle containing the text `_id`. The middle section is a light yellow rounded rectangle containing the text `_name`. The bottom section is a light purple oval containing the text `_next`. The entire diagram is enclosed in a thick magenta border.

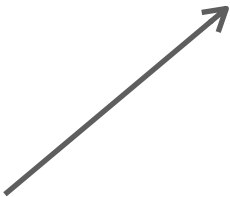
`_id`

`_name`

`_next`

10

A





The diagram illustrates a linked list node structure. It is enclosed in a thick magenta border. The top half is a light green rounded rectangle containing a blue rounded rectangle with the text `_id`. Below this is a yellow rounded rectangle with the text `_name`. A horizontal black line separates the top half from the bottom half. The bottom half contains a light purple oval with the text `_next`.

`_id`

`_name`

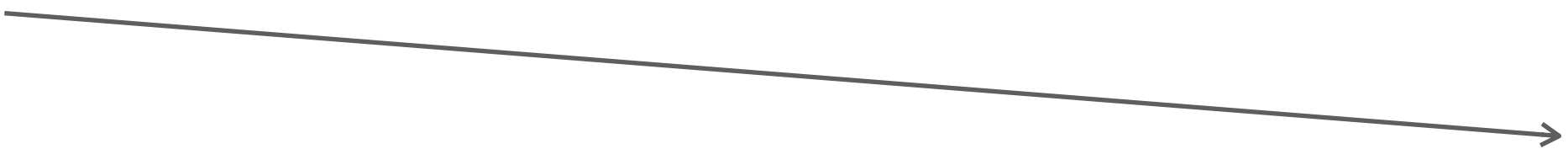
`_next`

20

B

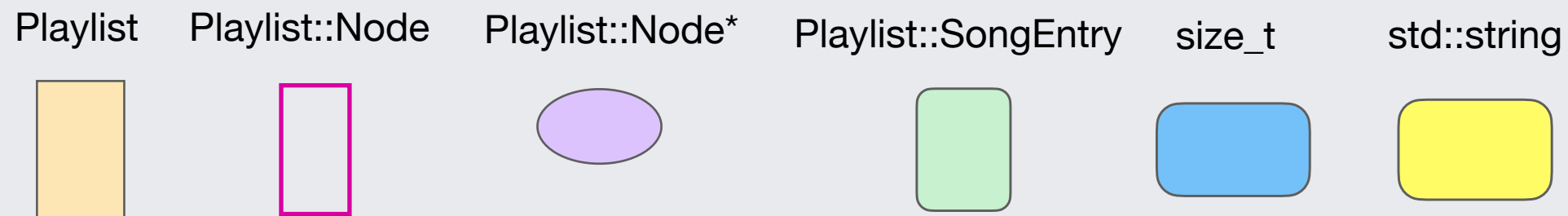
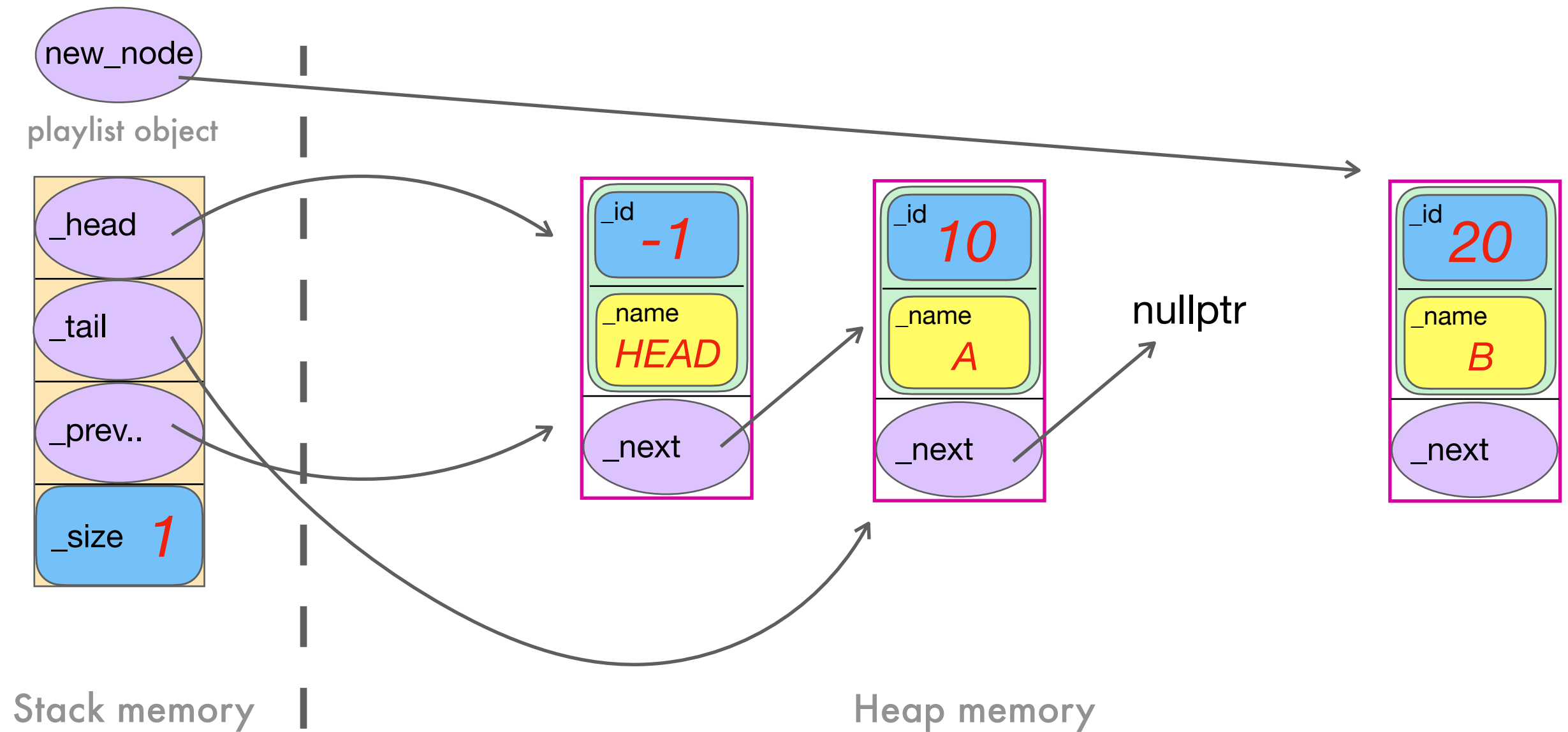


new_node

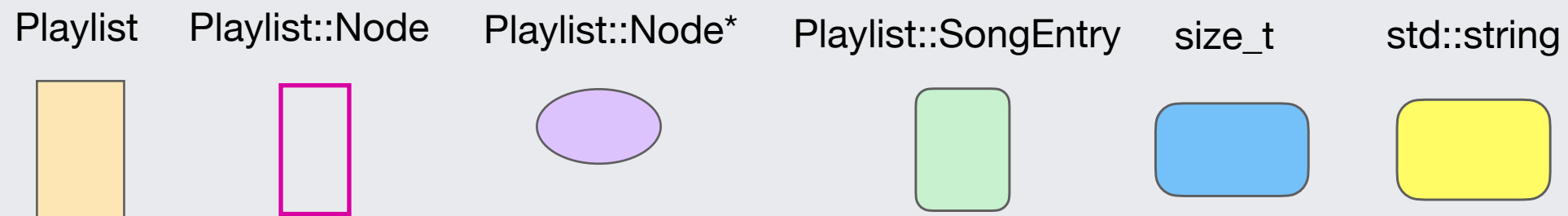
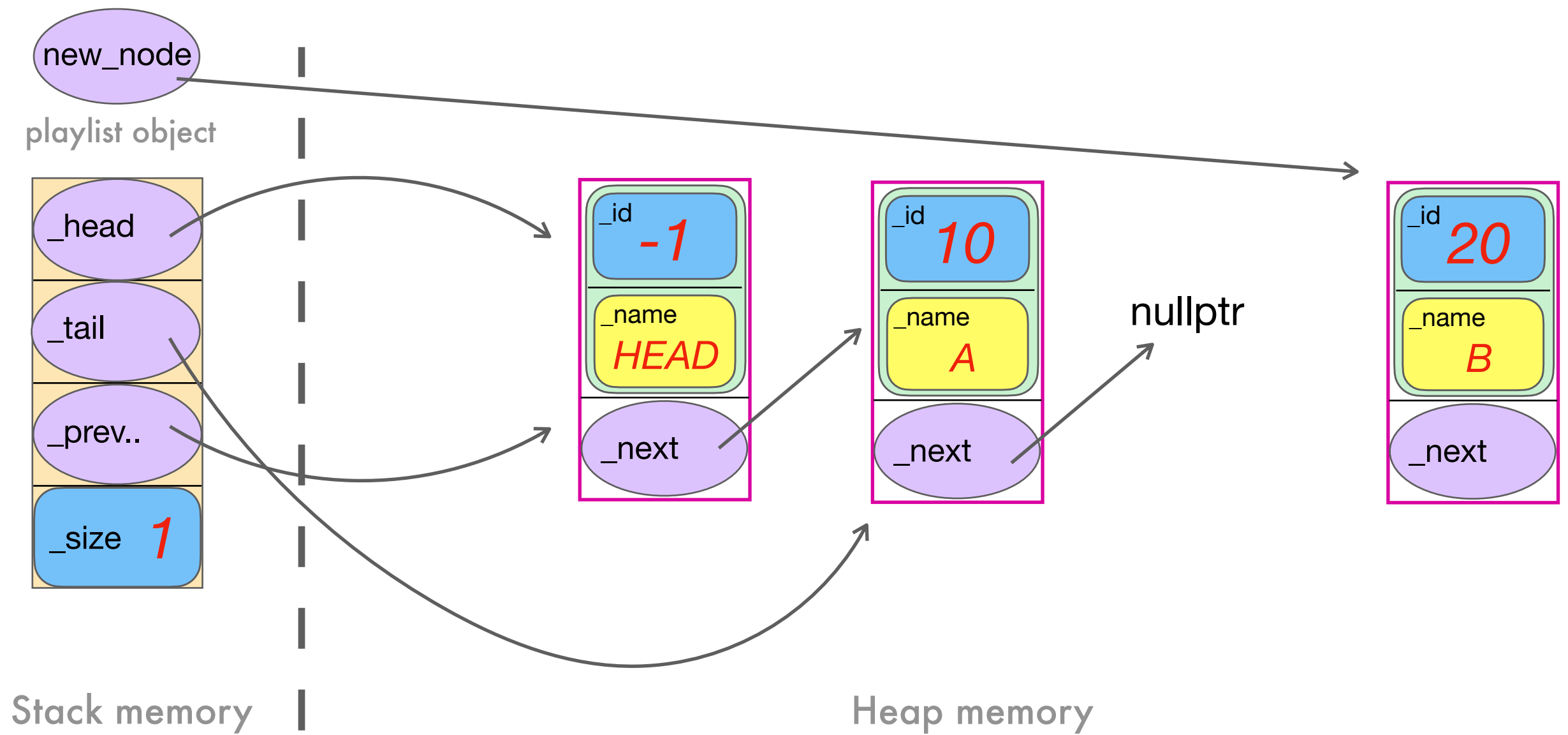


Let's insert another song:

```
playlist.insert_at_cursor(Playlist::SongEntry(20, "B"));
```



Legend



Legend