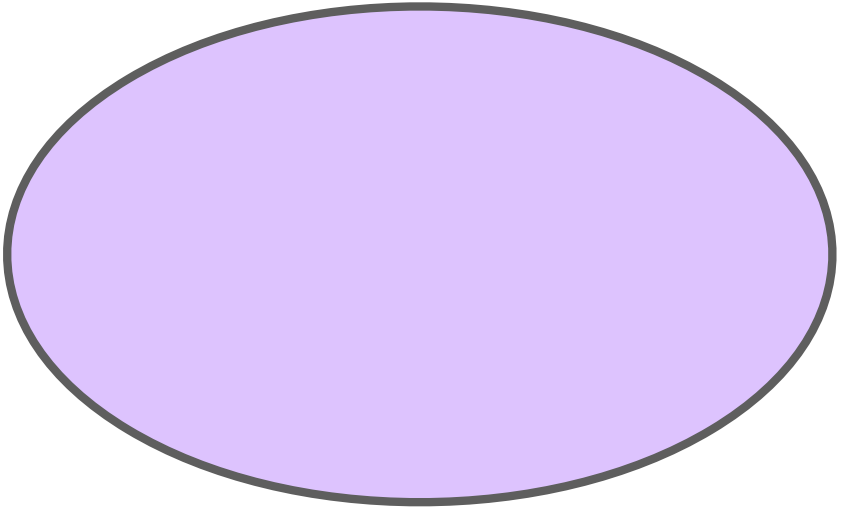
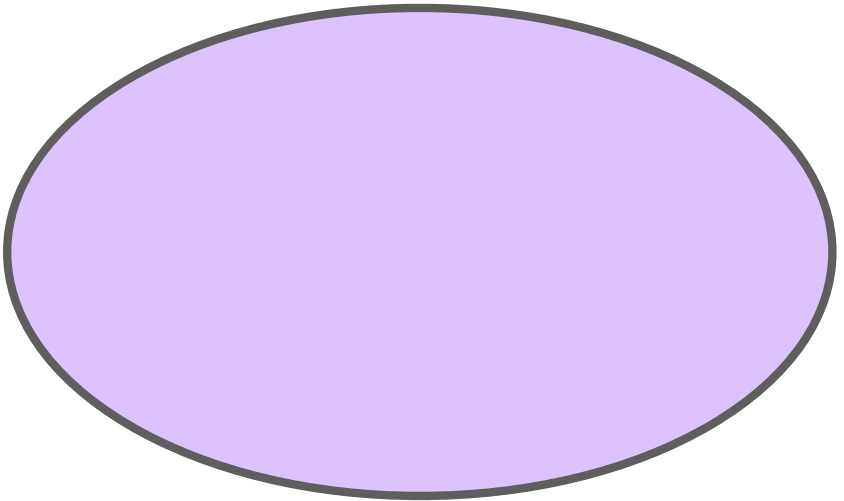
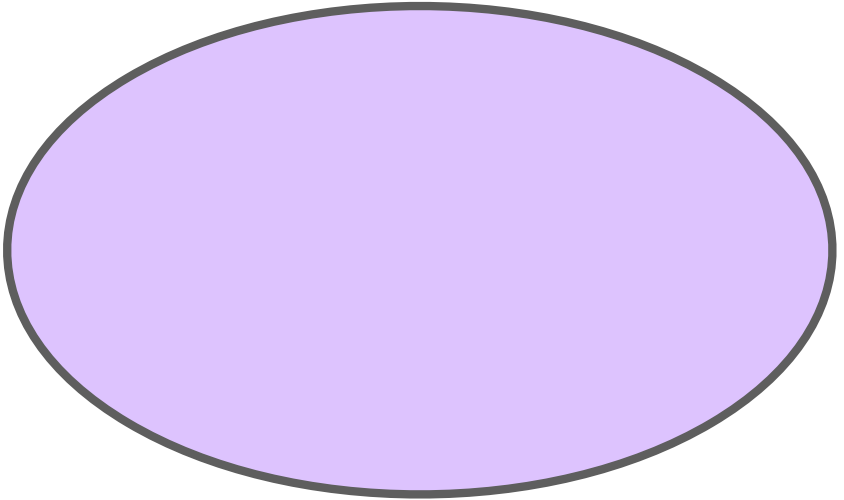
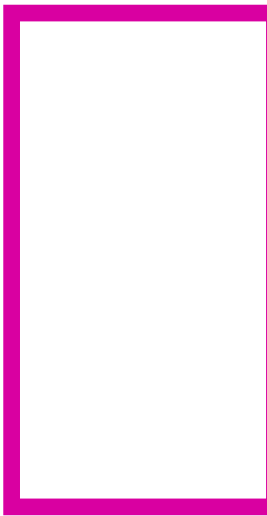




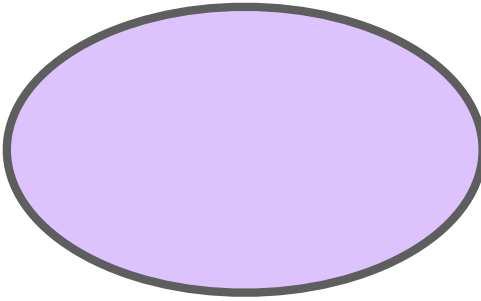


Playlist

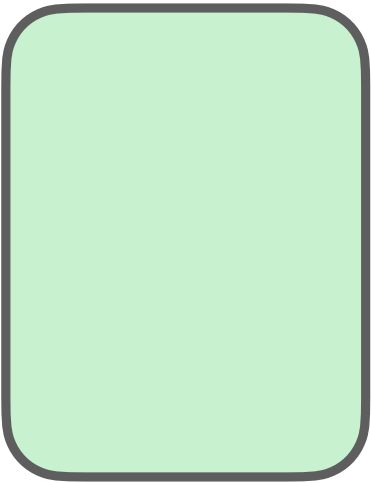
Legend



Playlist::Node



Playlist::Node*



Playlist::SongEntry

size_t

_head

_tail

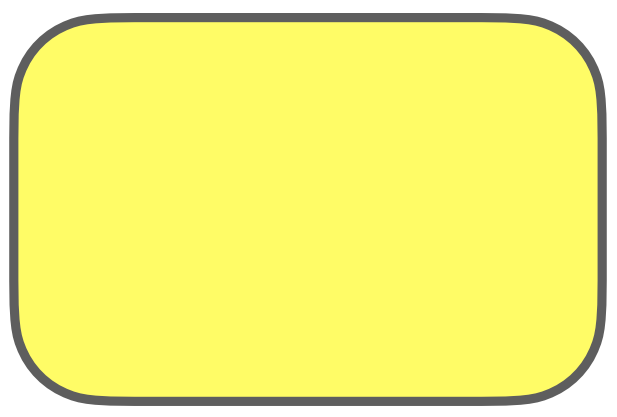
_prev..

_size

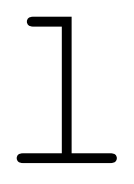
Stack memory

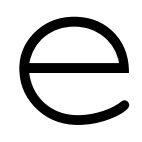
Heap memory

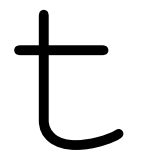
playlist object



std::string







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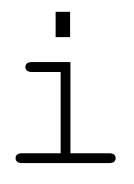

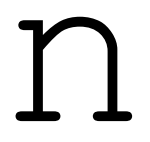

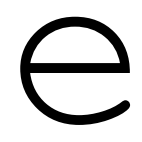

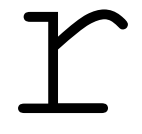

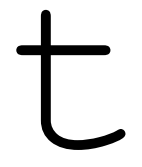

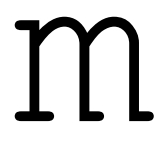

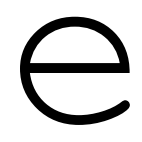

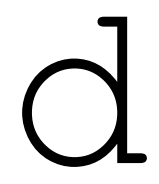

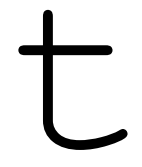

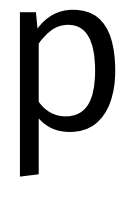

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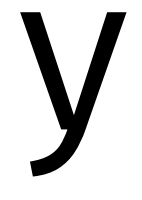

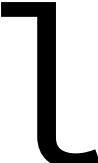

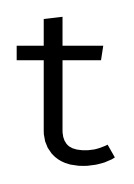

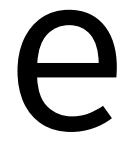

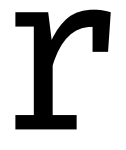

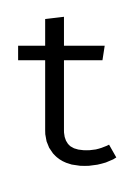

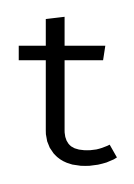

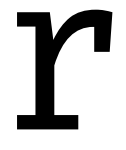

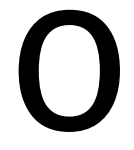

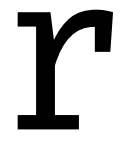

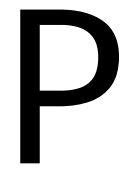

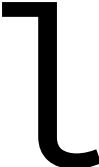

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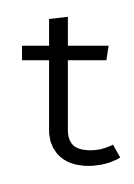

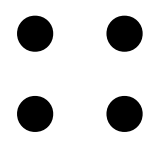

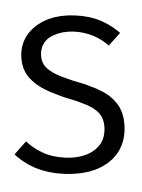

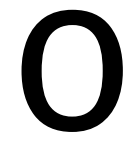

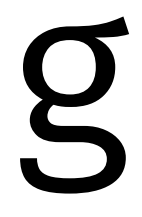

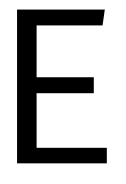

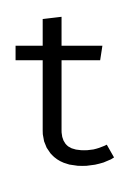

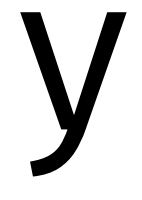

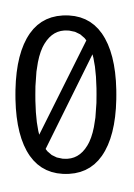

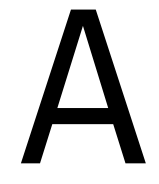

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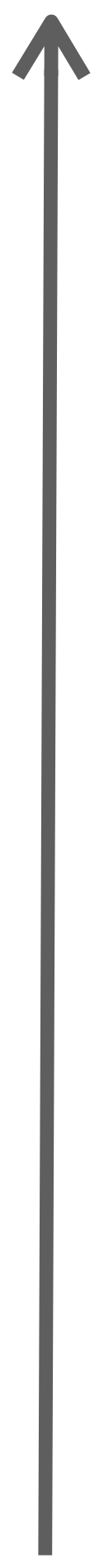
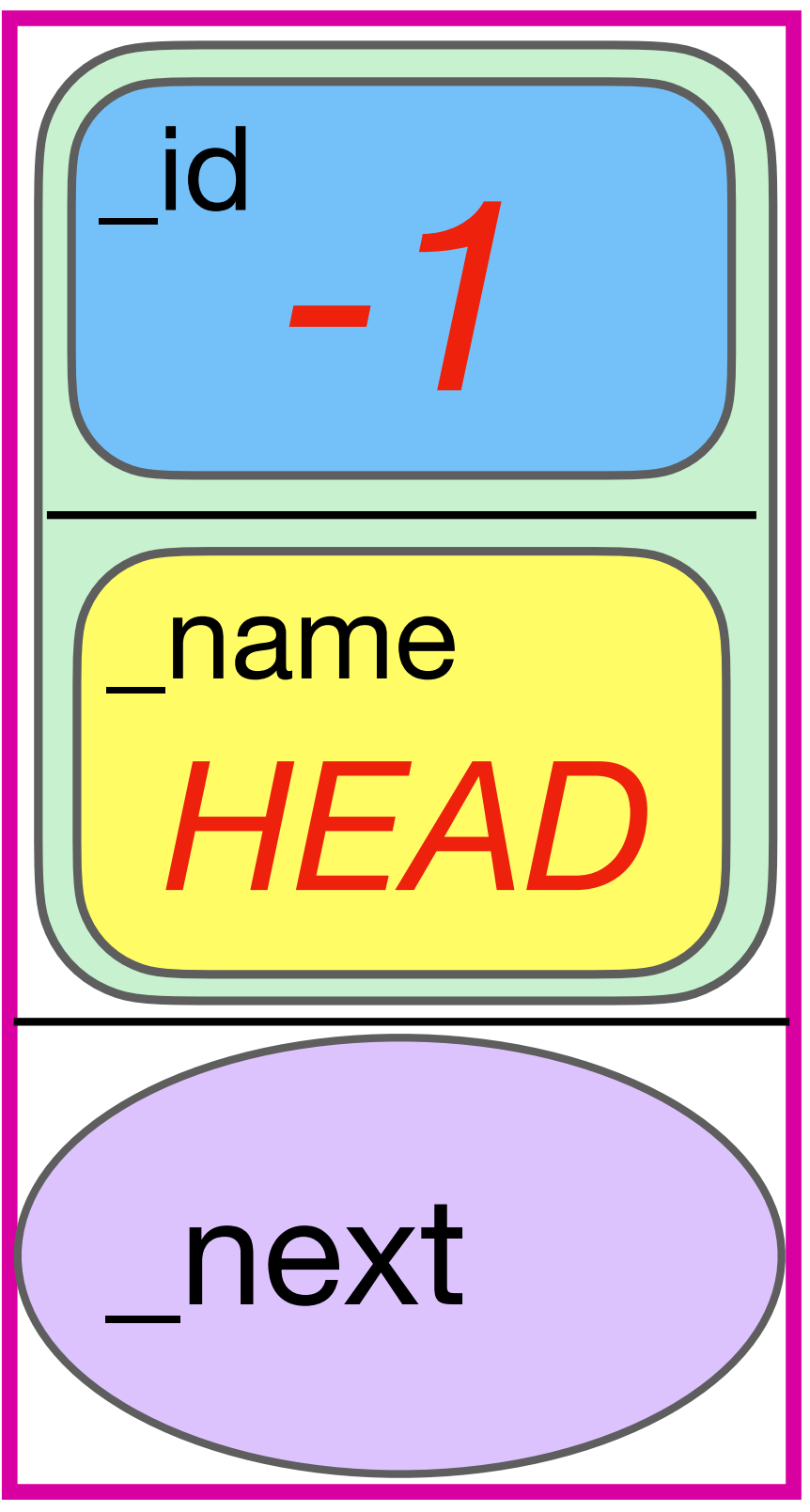
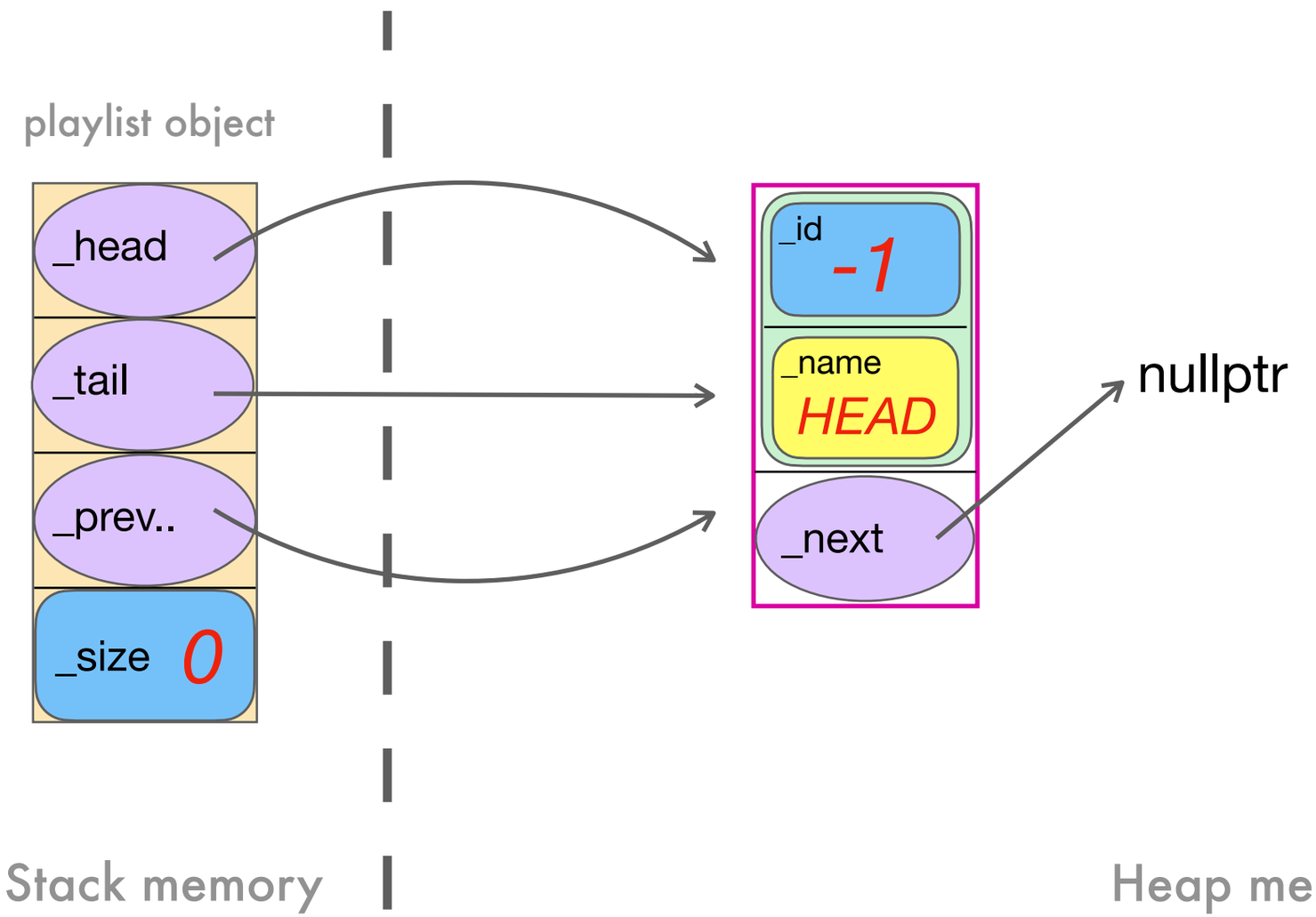


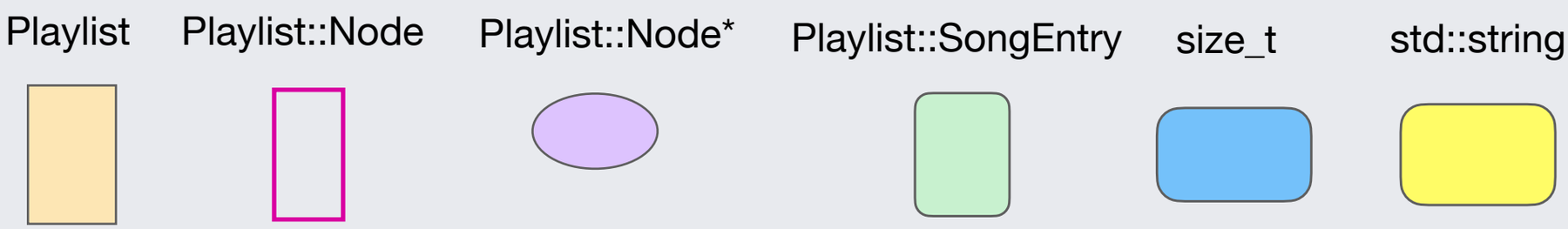

_id
-1
_name
HEAD
_next

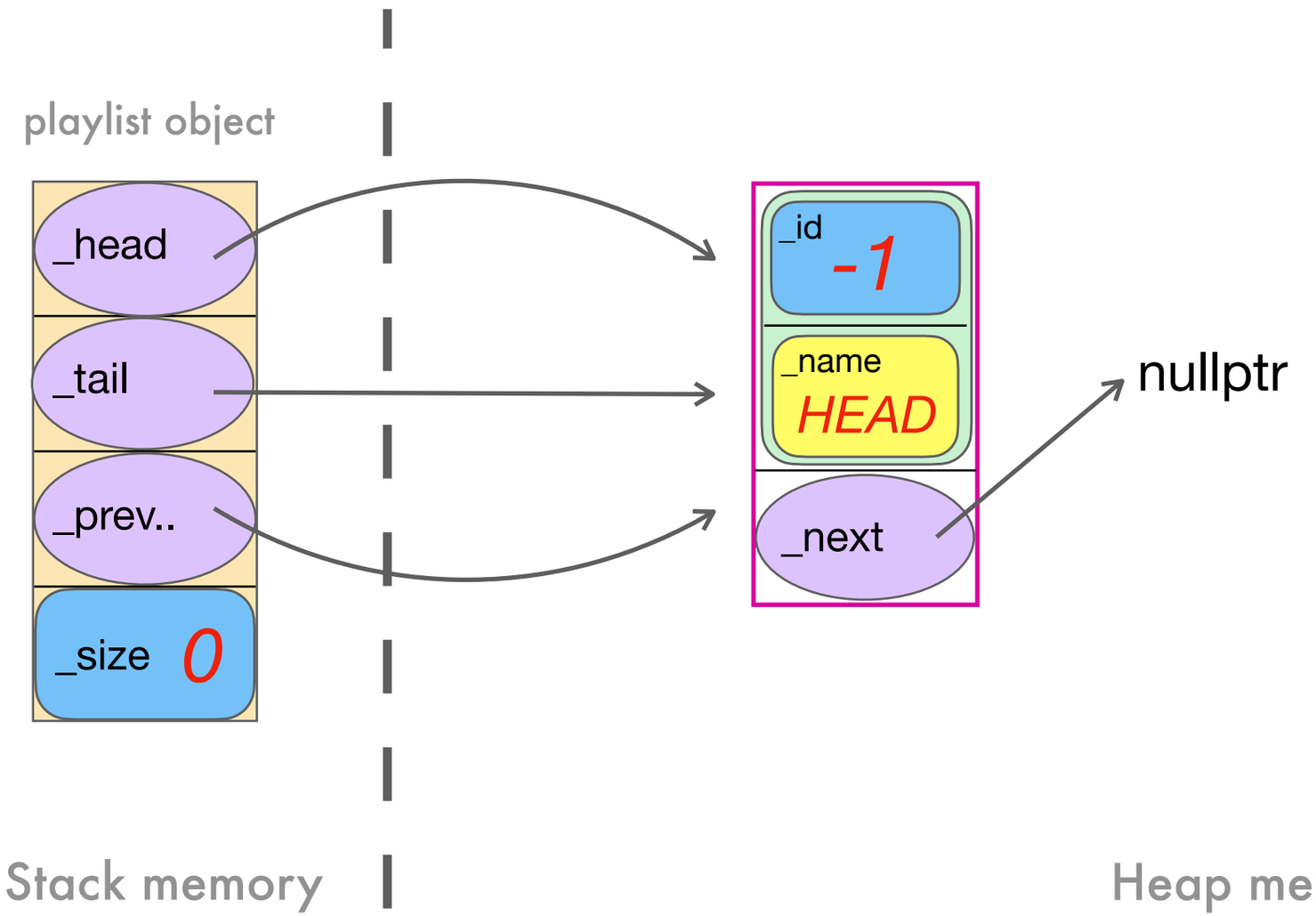
nullptr

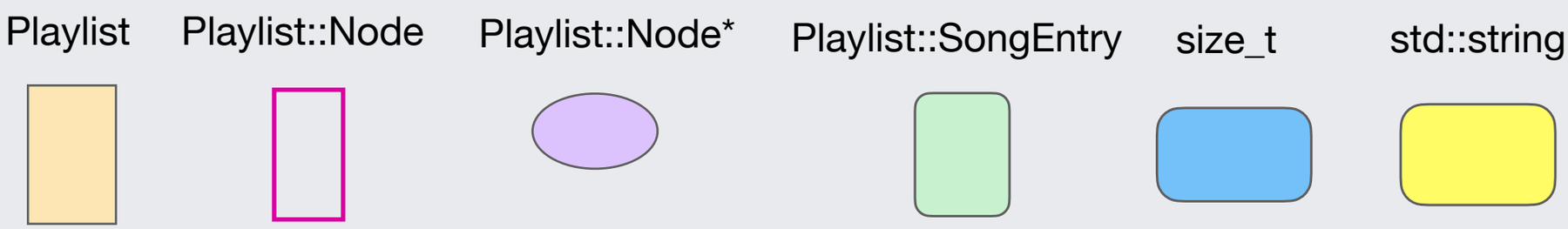
Now, let’s insert some data:

```
playlist.insert_at_cursor(Playlist::SongEntry(10, “A”));
```






playlist object
_head
_tail
_prev..
_size 0
_id -1
_name HEAD
_next
nullptr
Stack memory
Heap memory


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