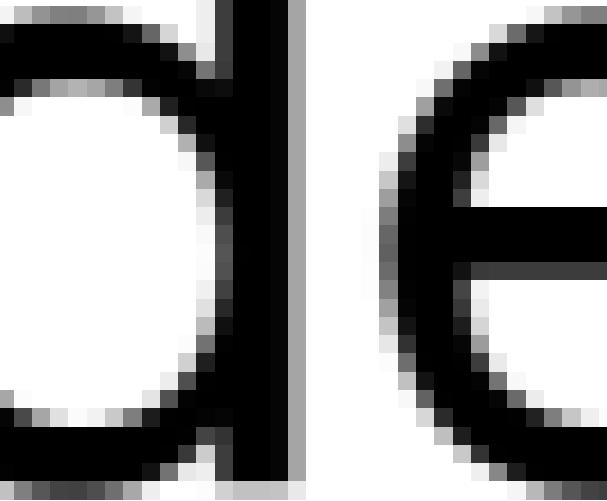
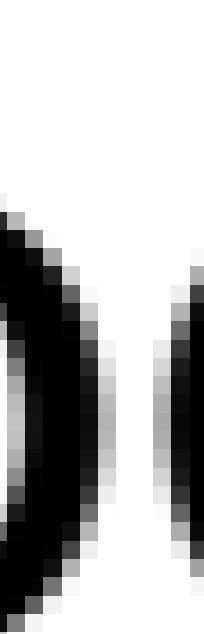
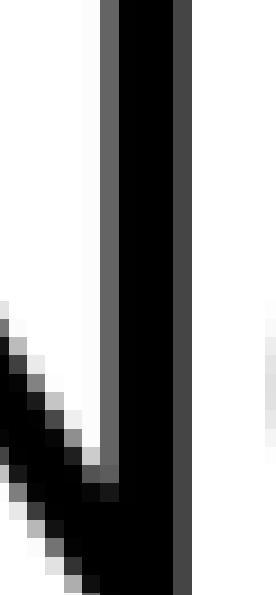
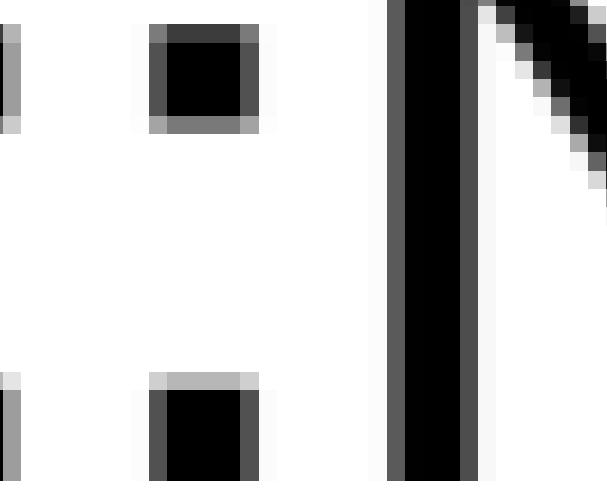
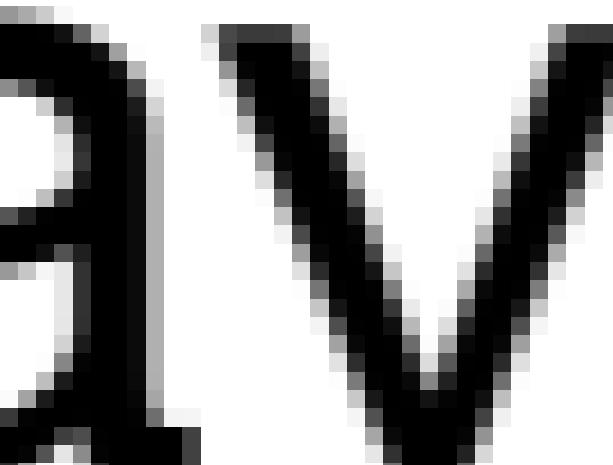
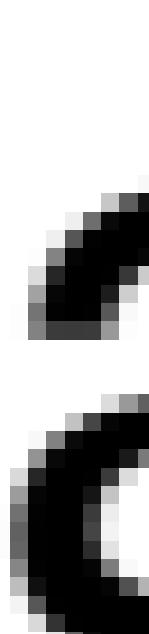
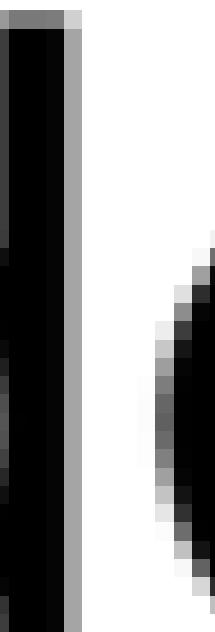
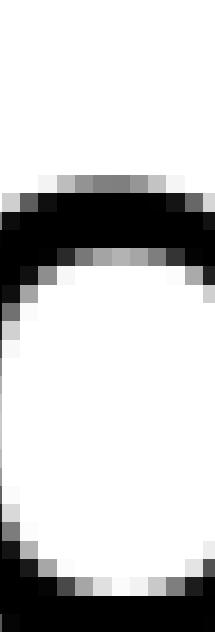
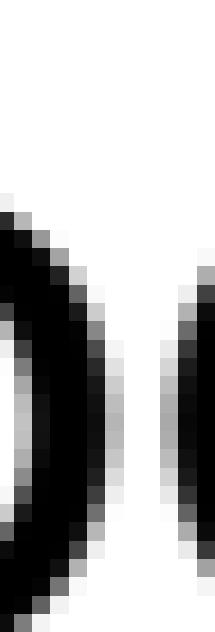
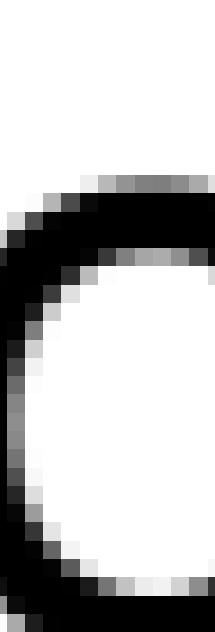
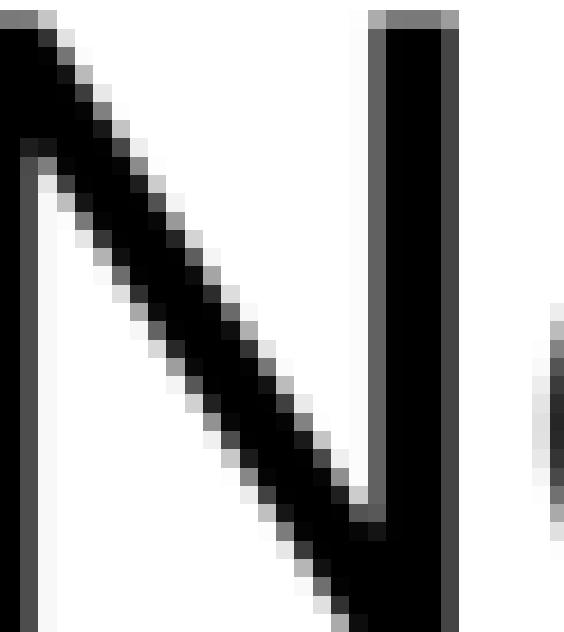
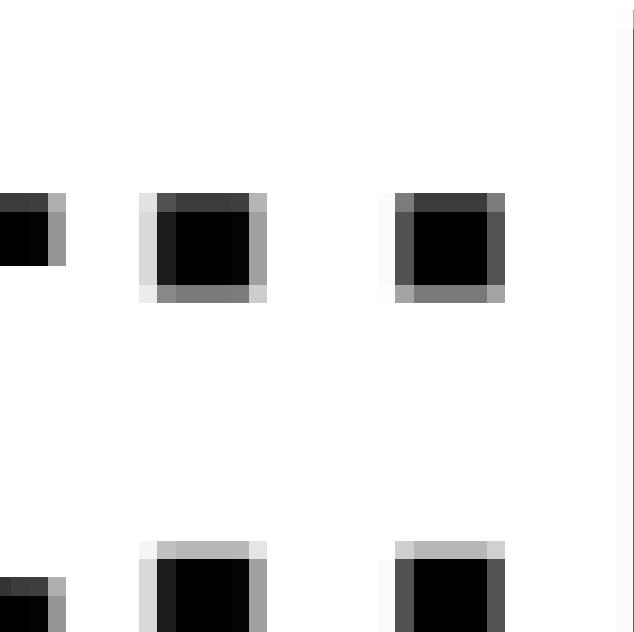
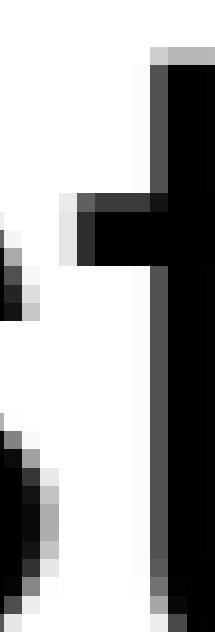
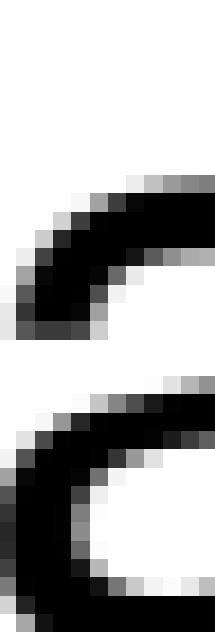
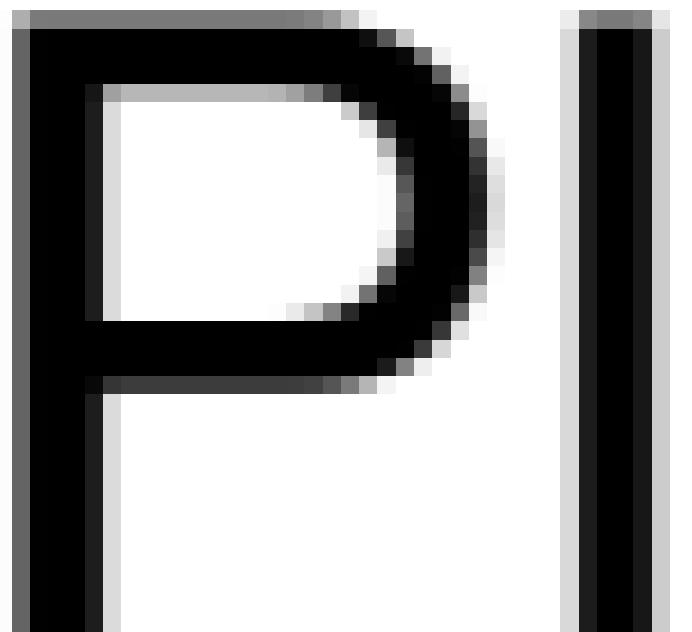


Legend











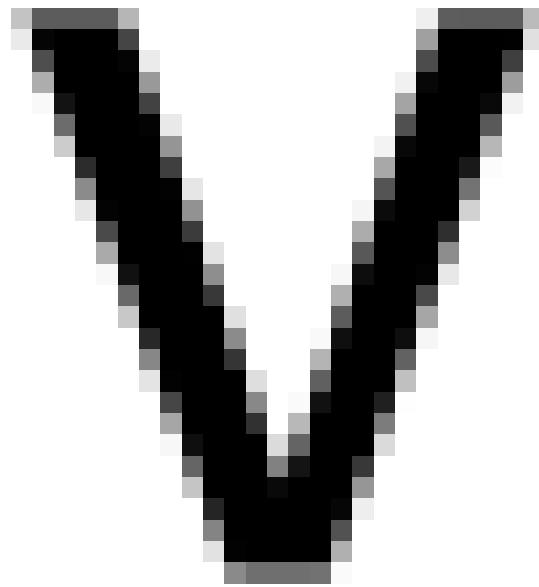
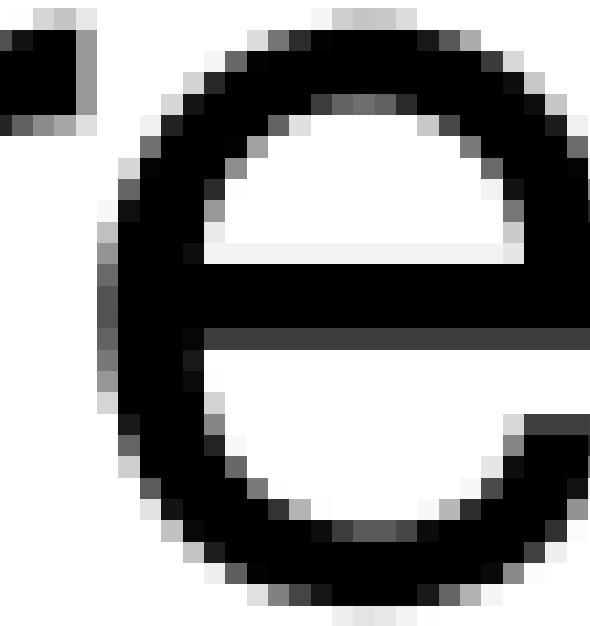
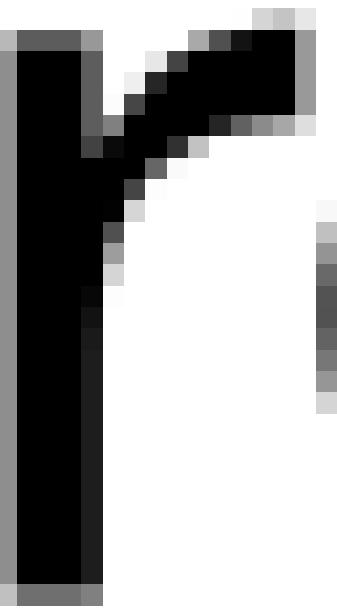
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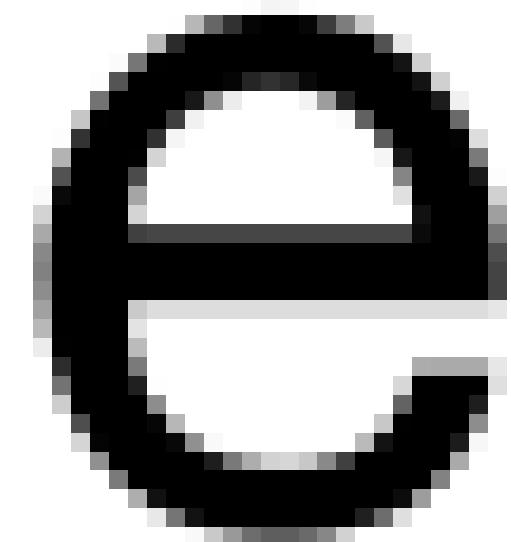












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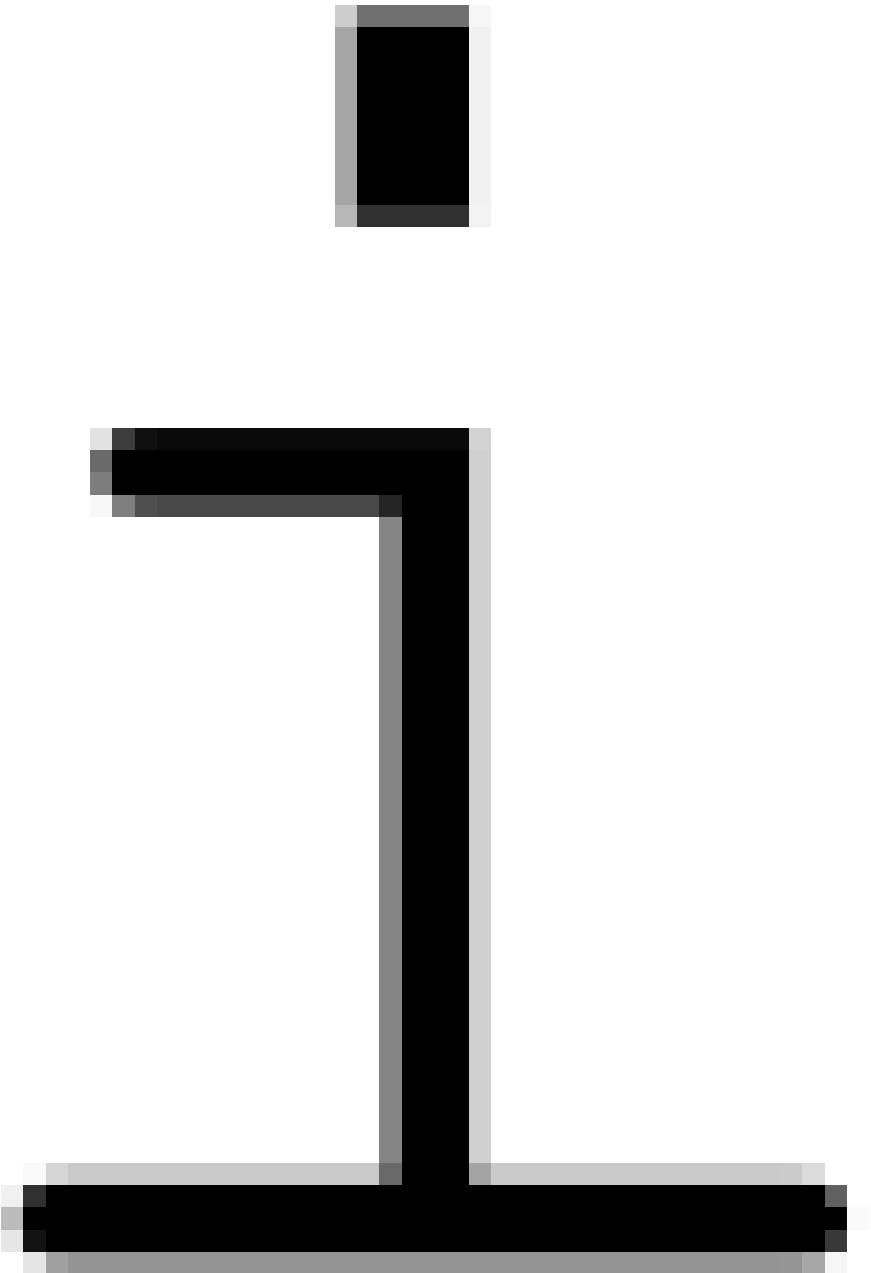
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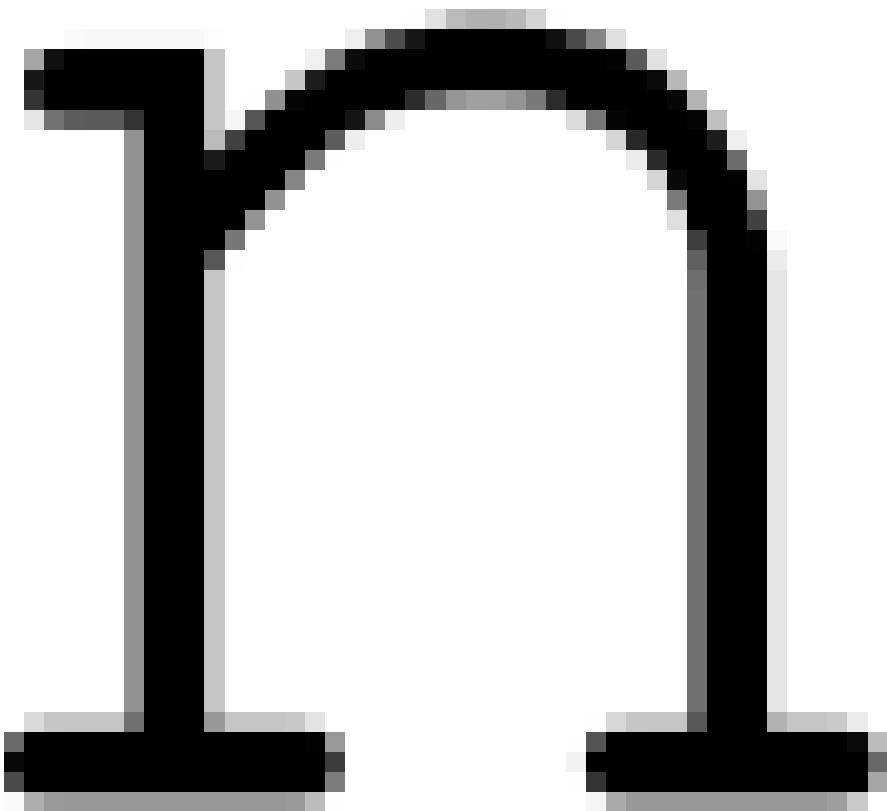


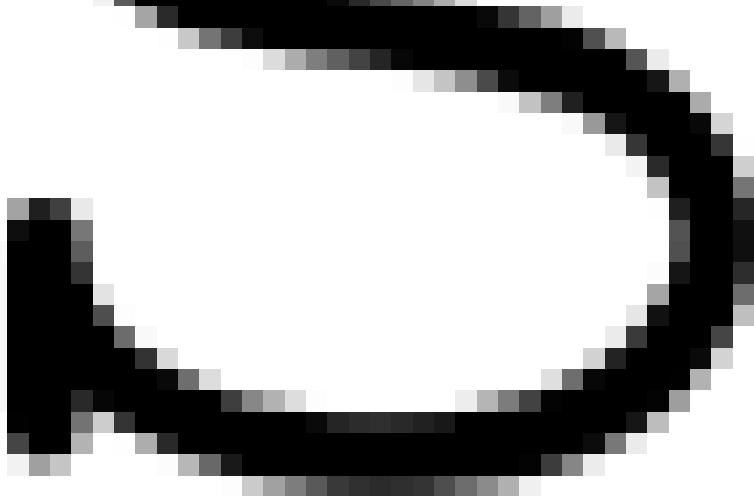


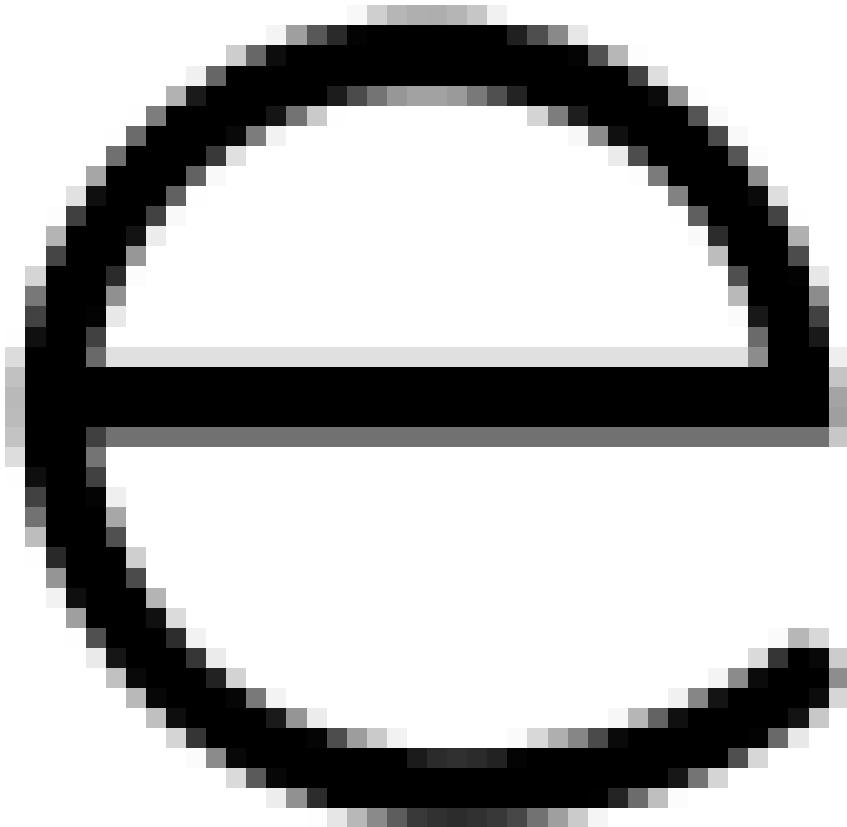


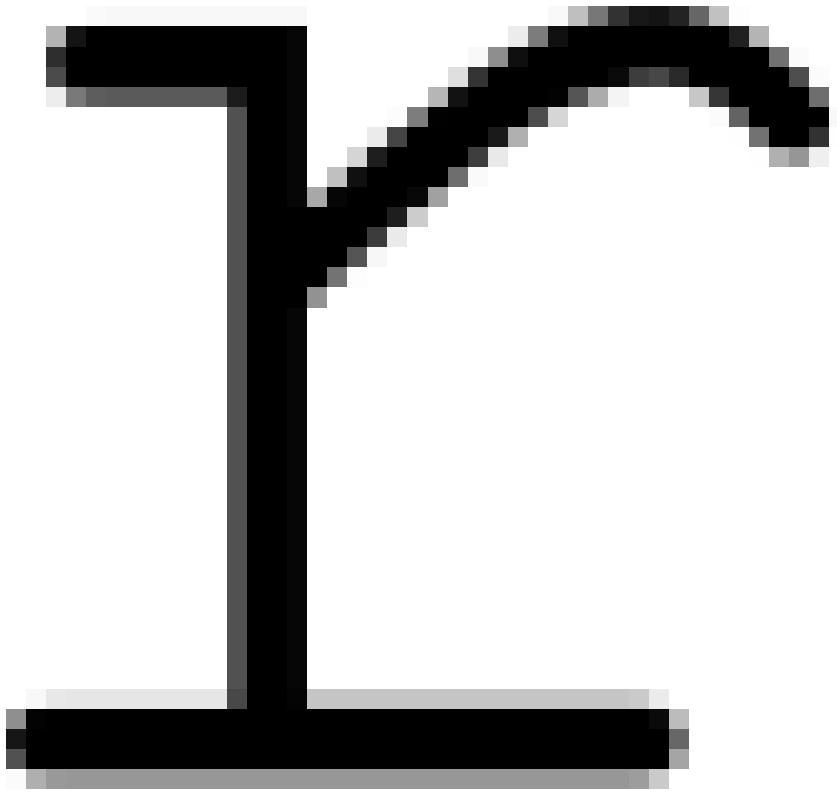


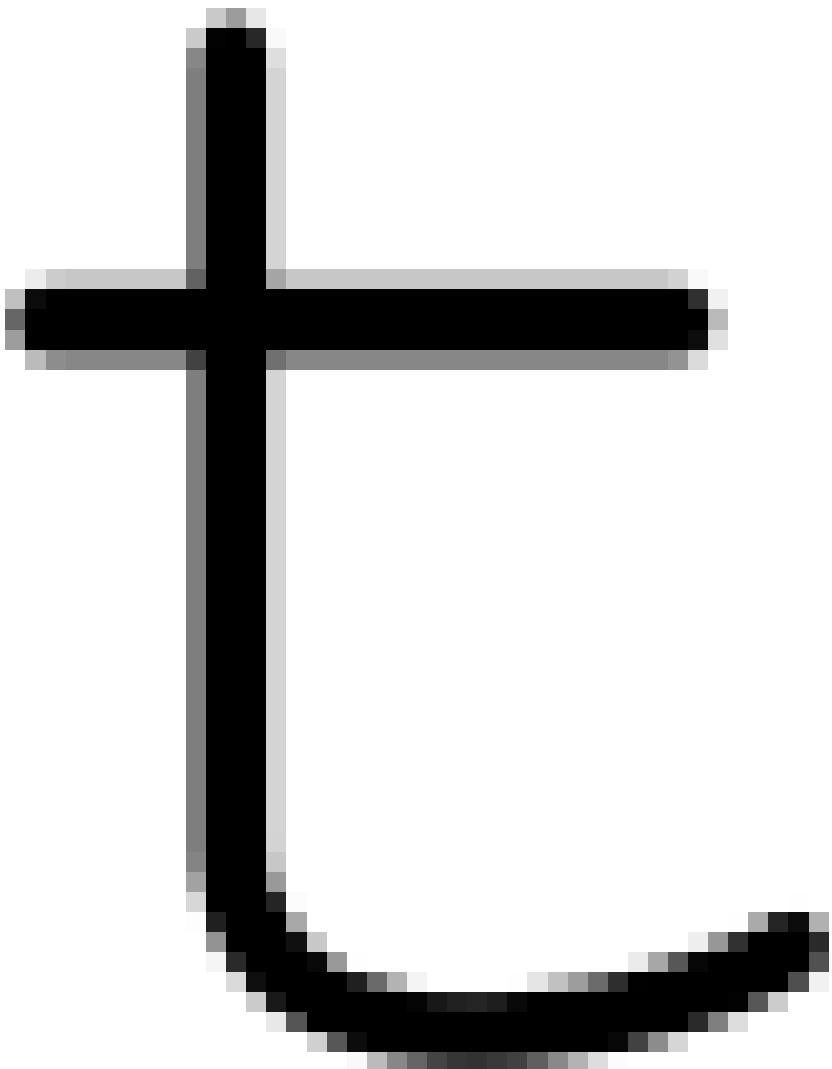




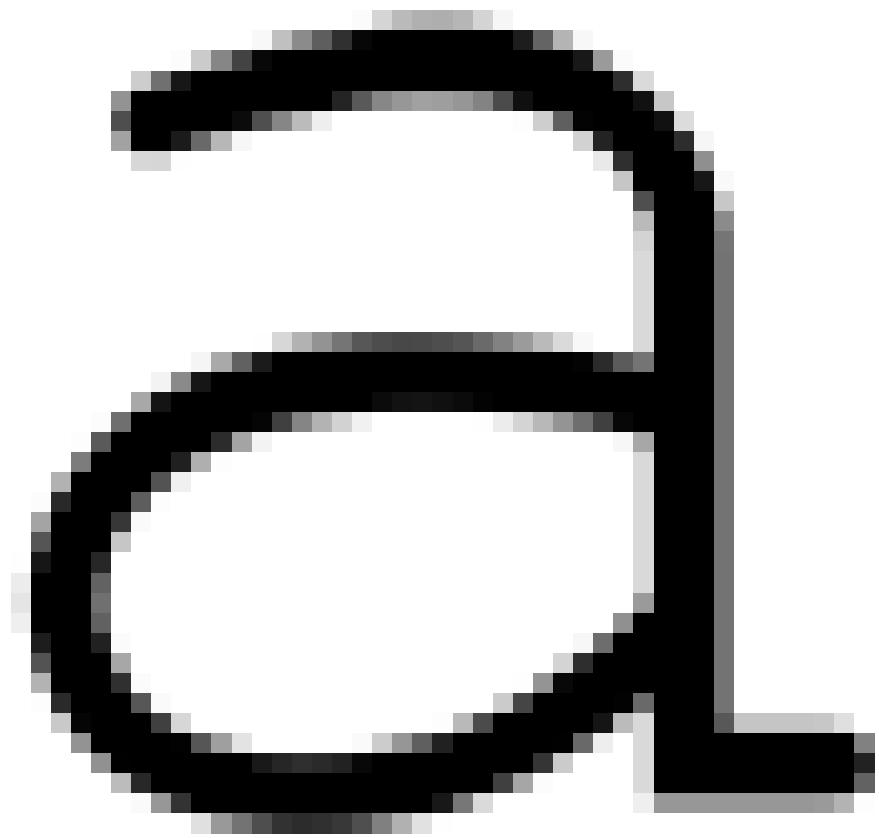


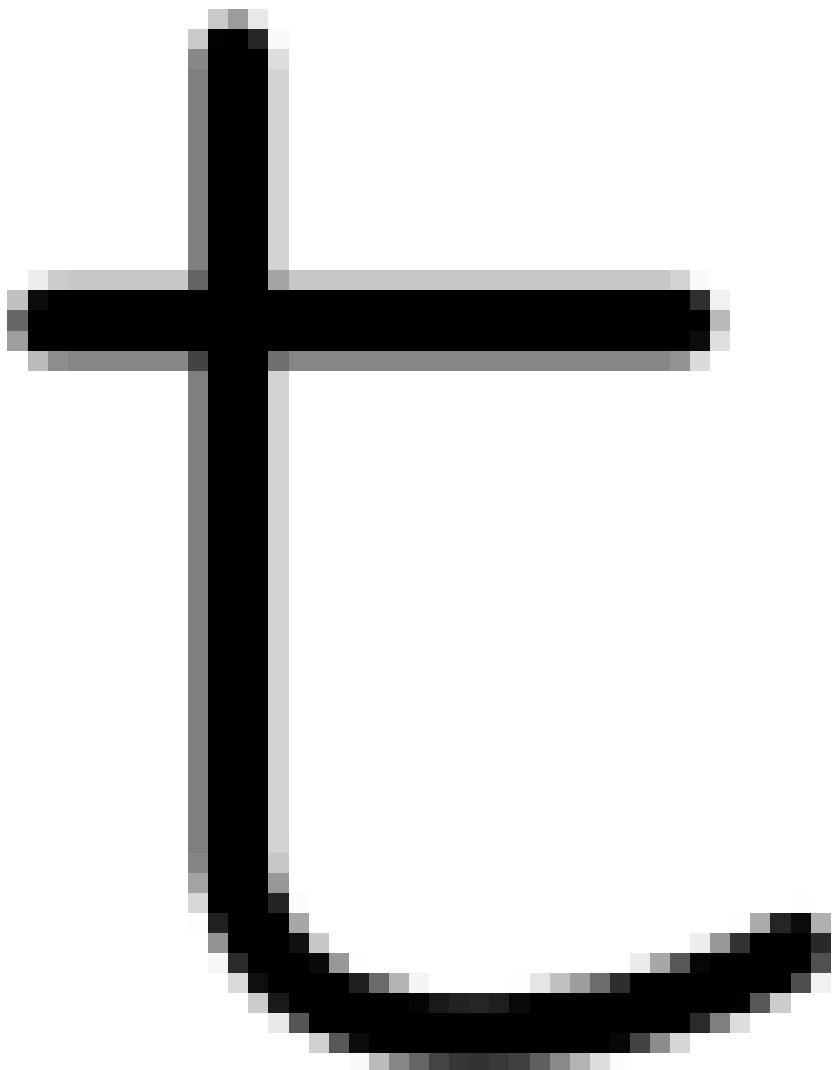




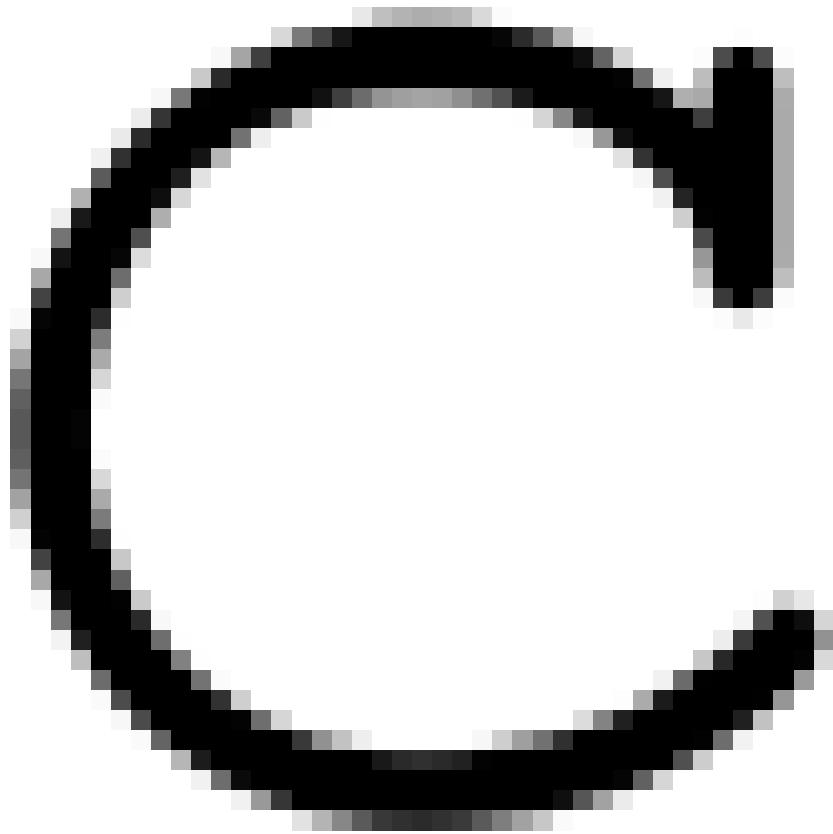


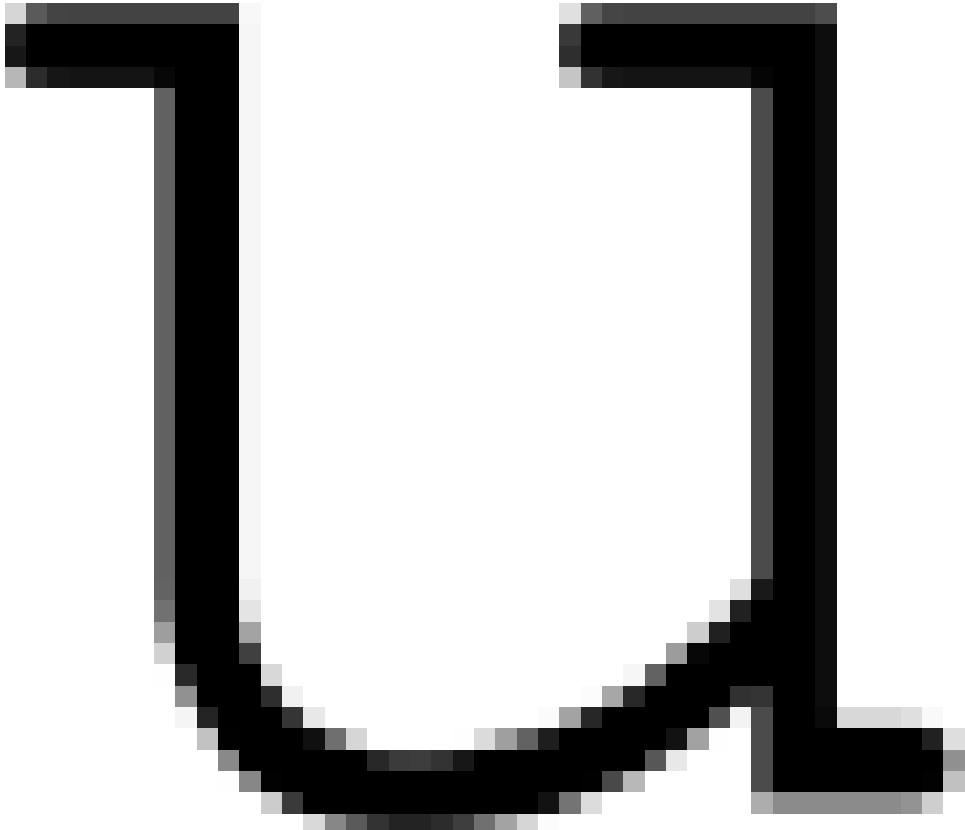


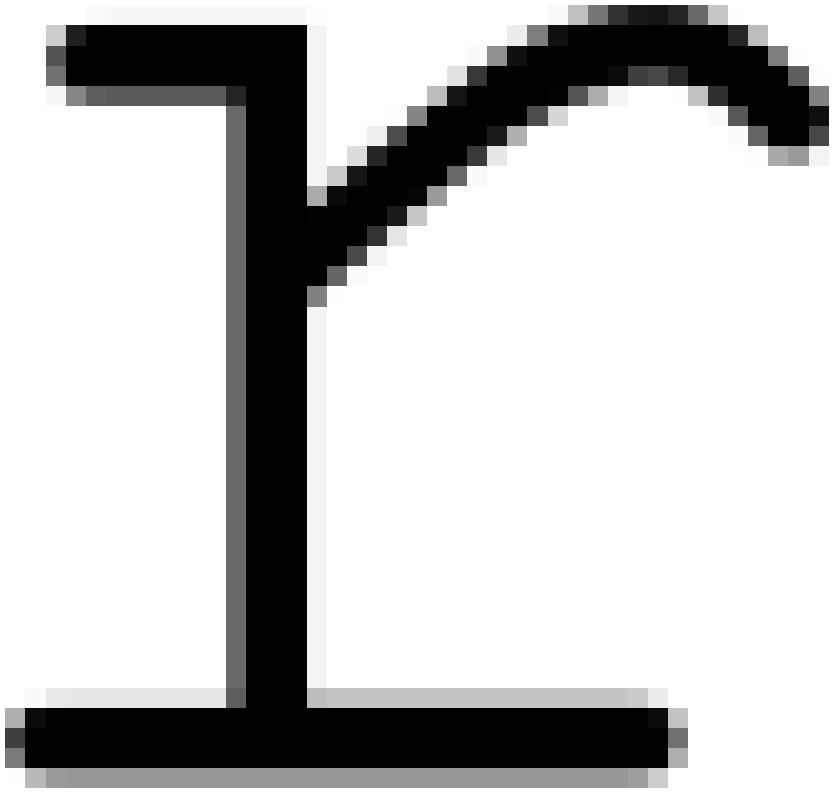


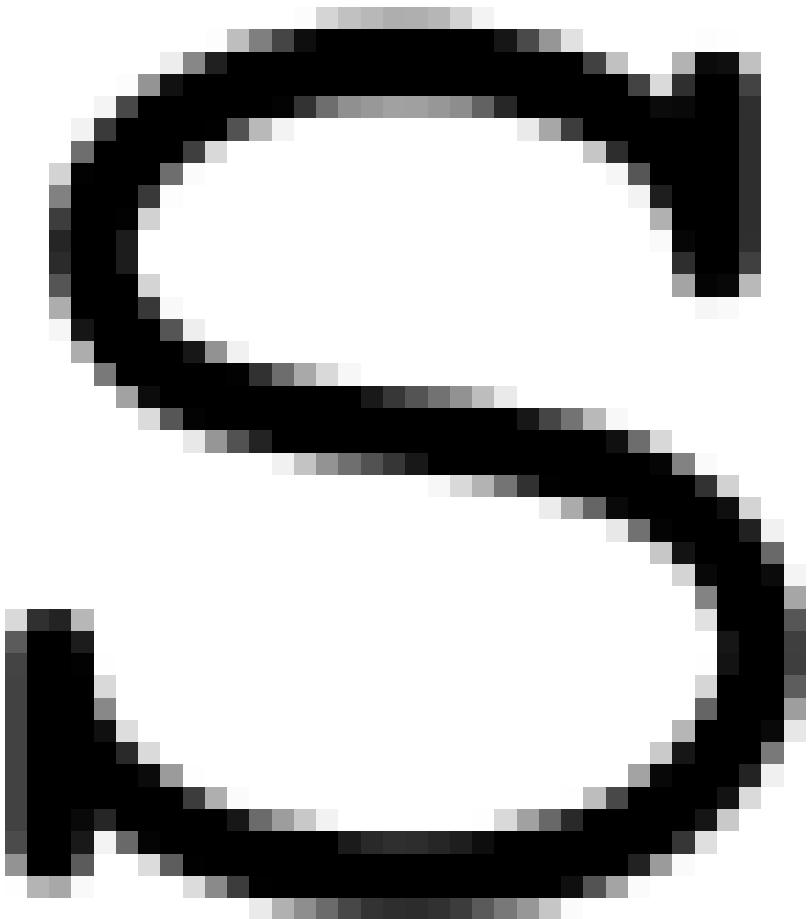


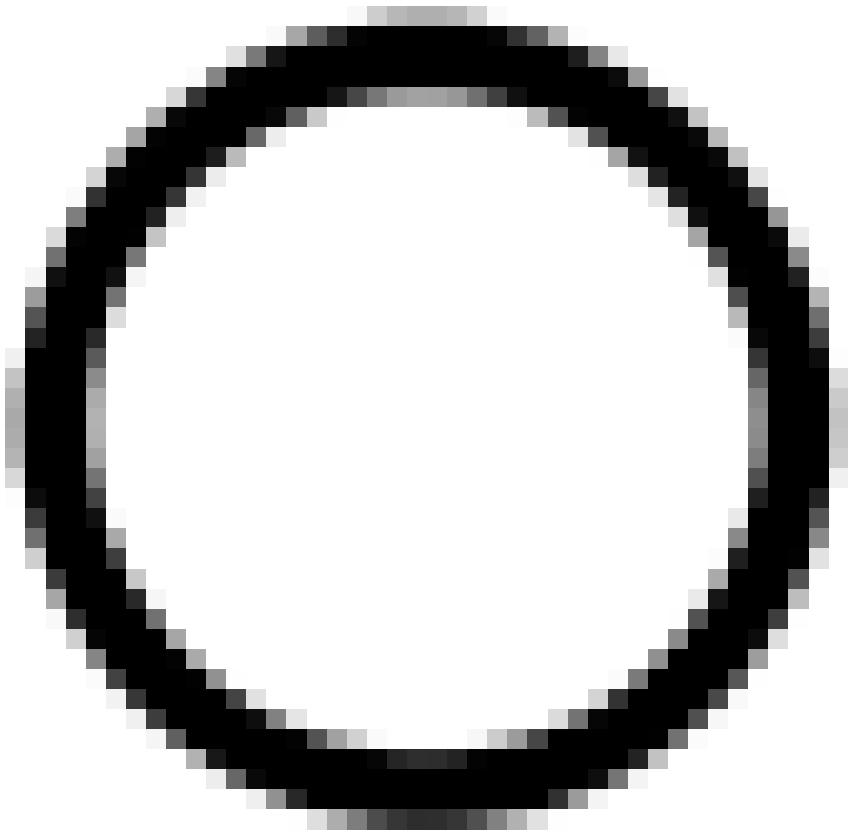


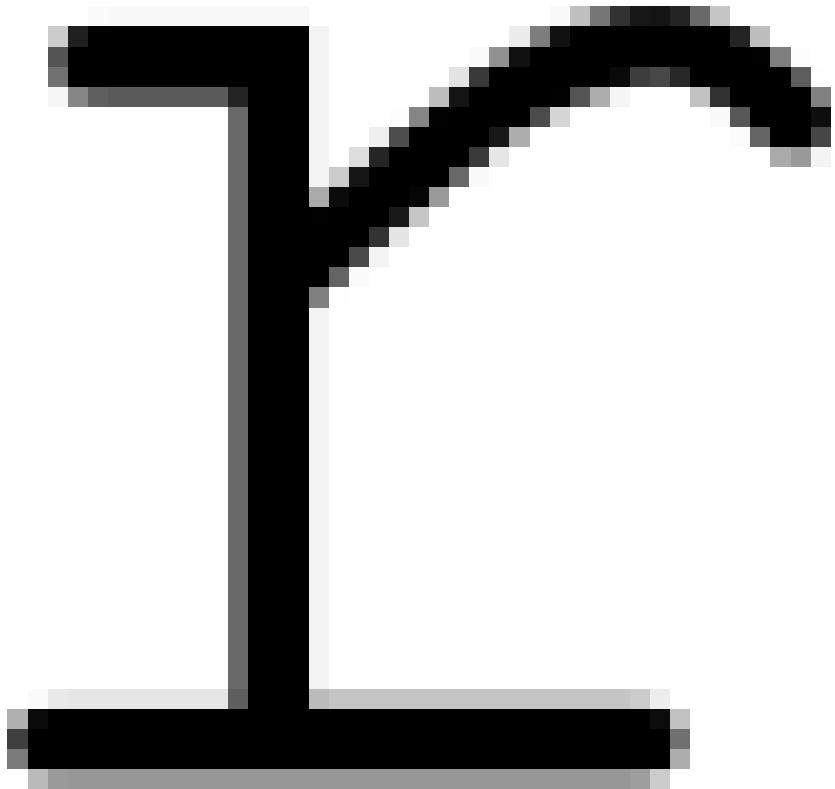


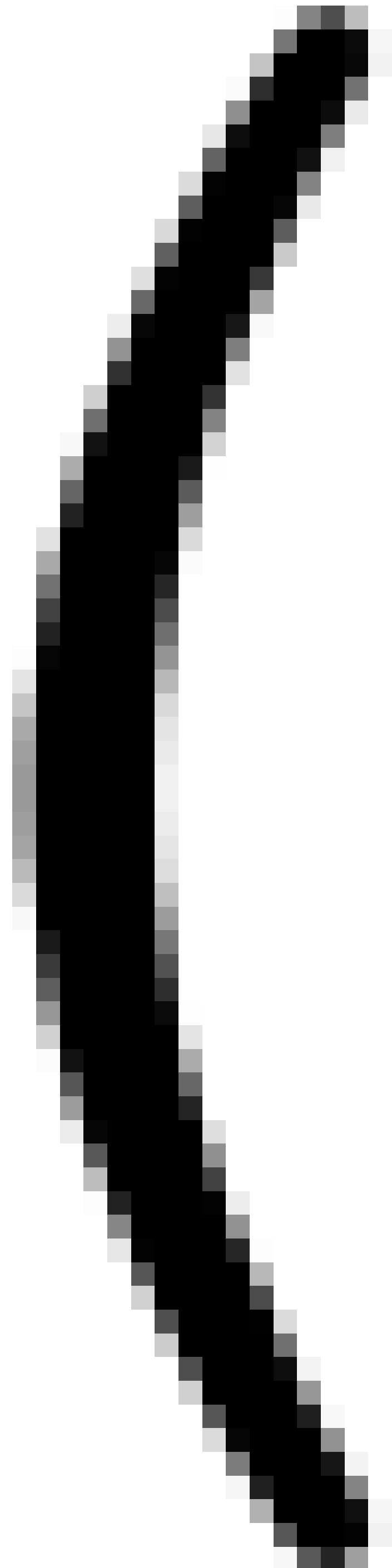


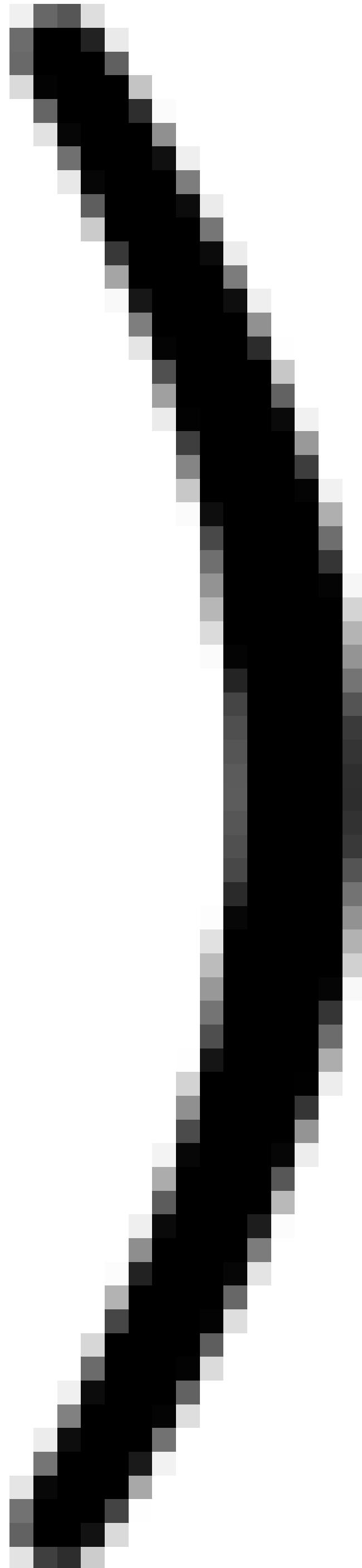




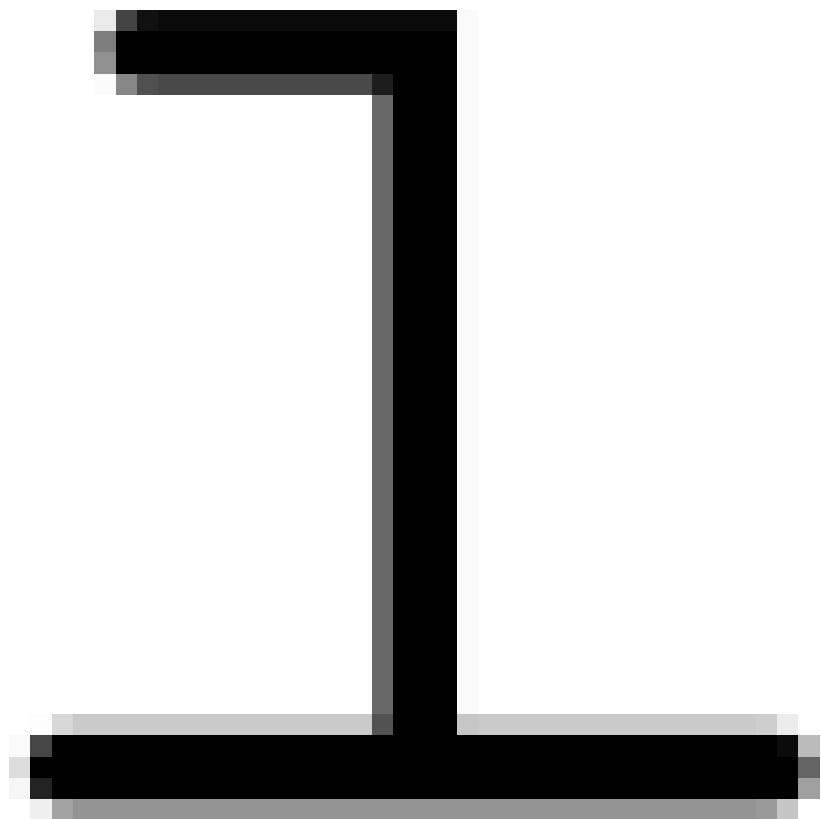
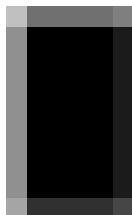


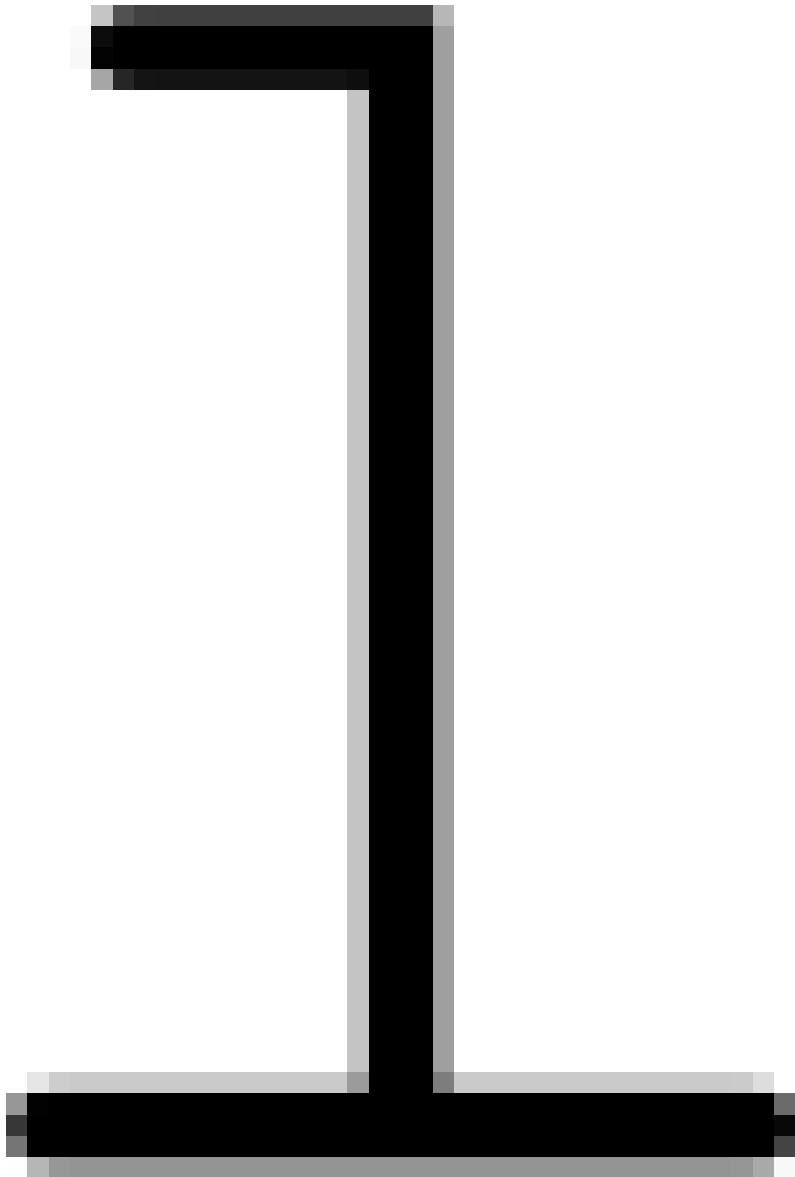


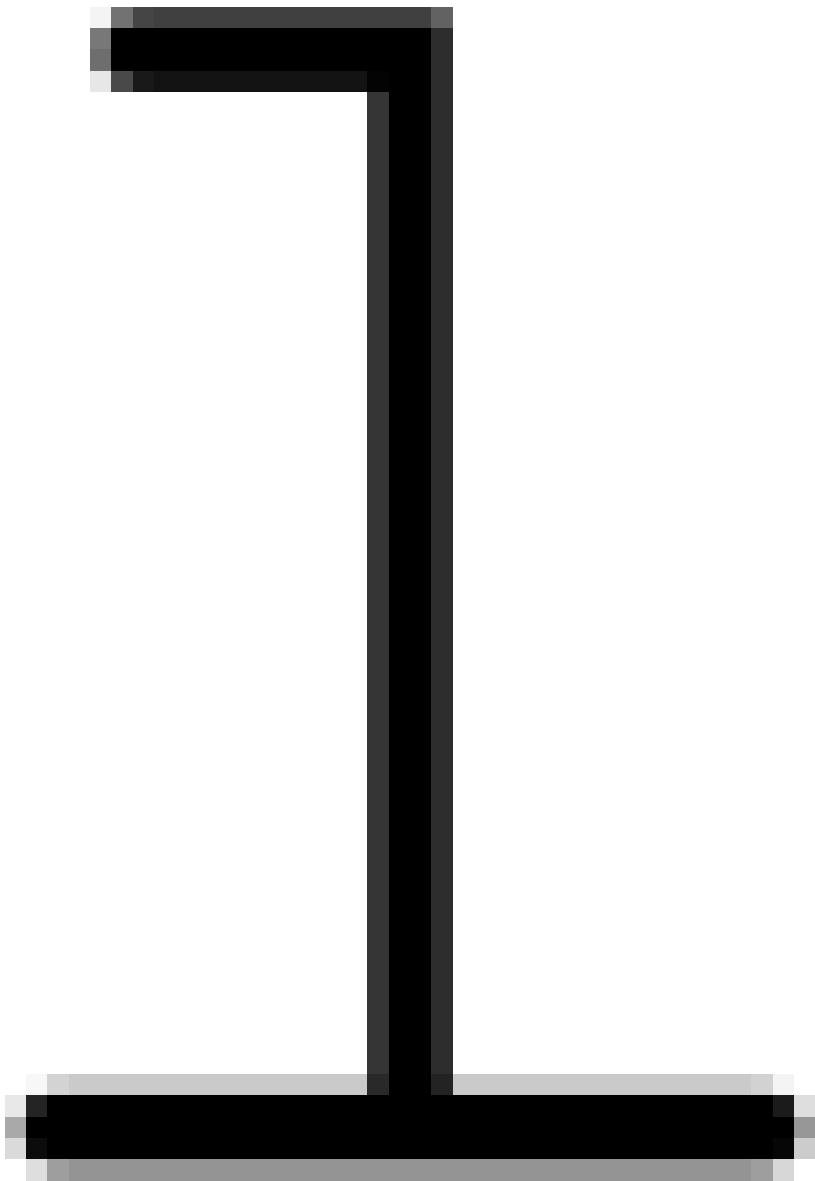


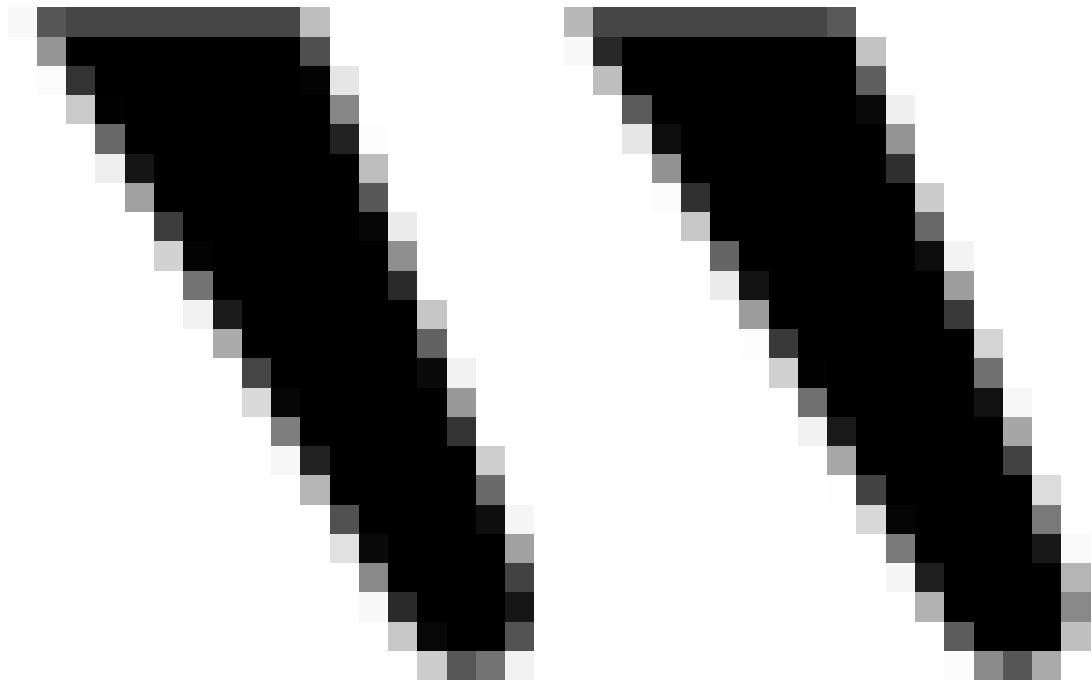


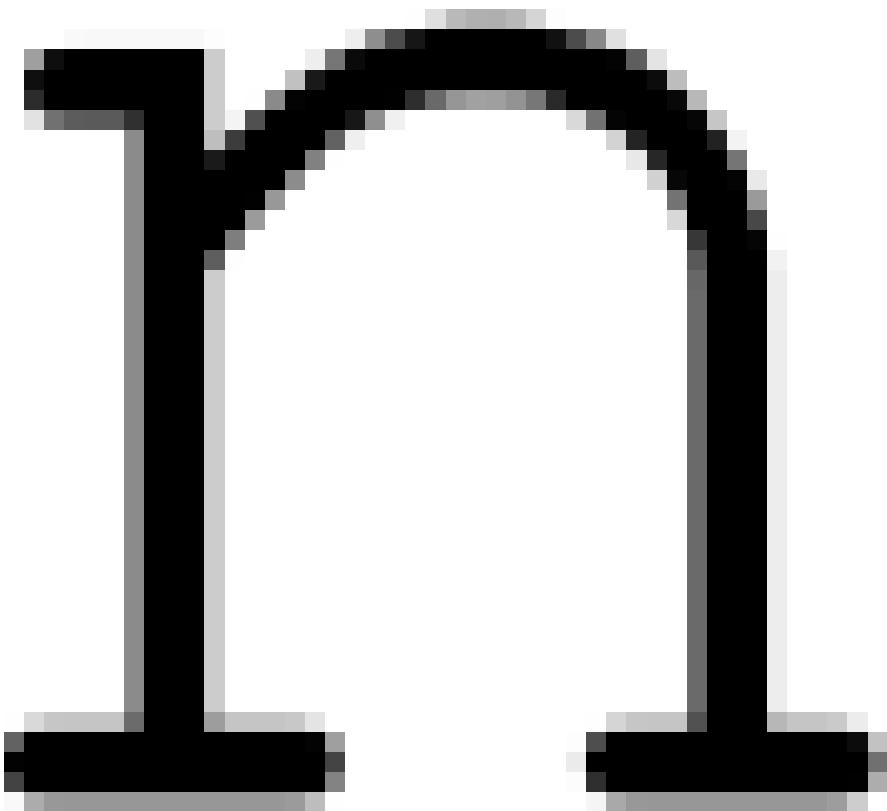


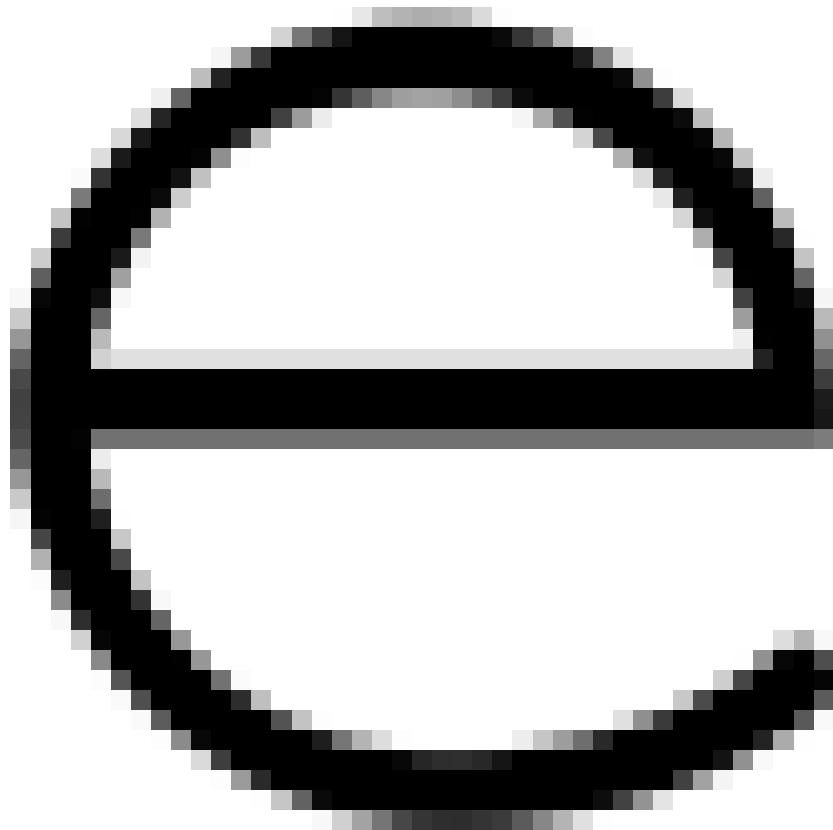




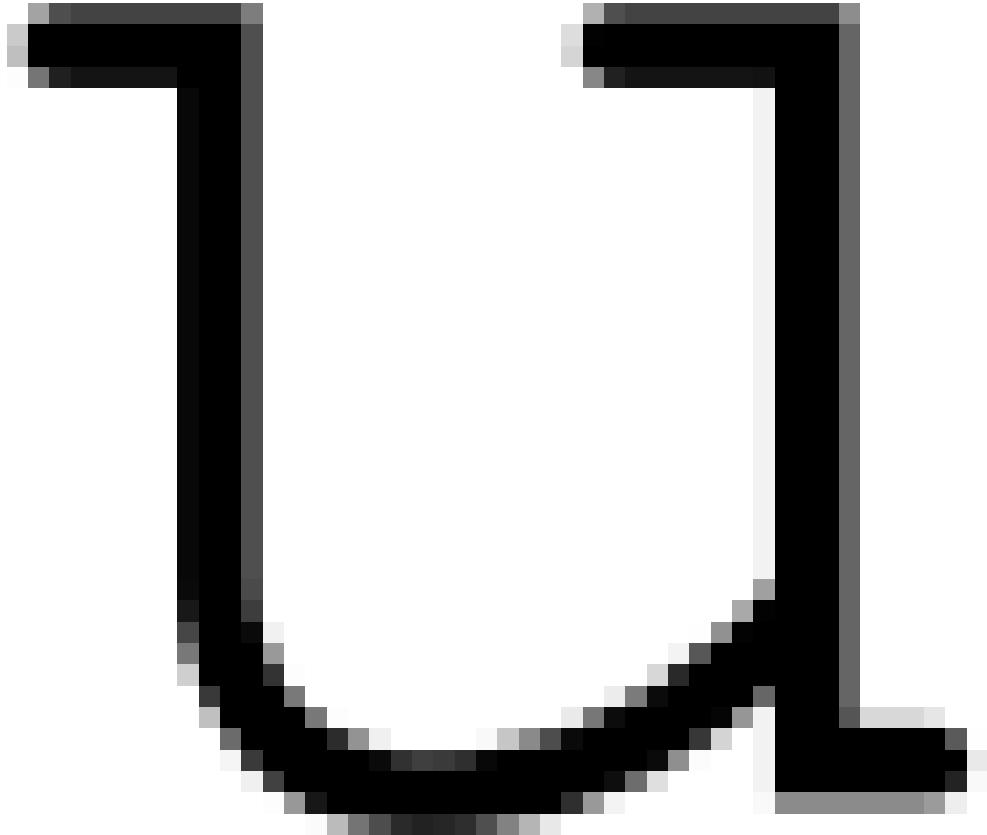




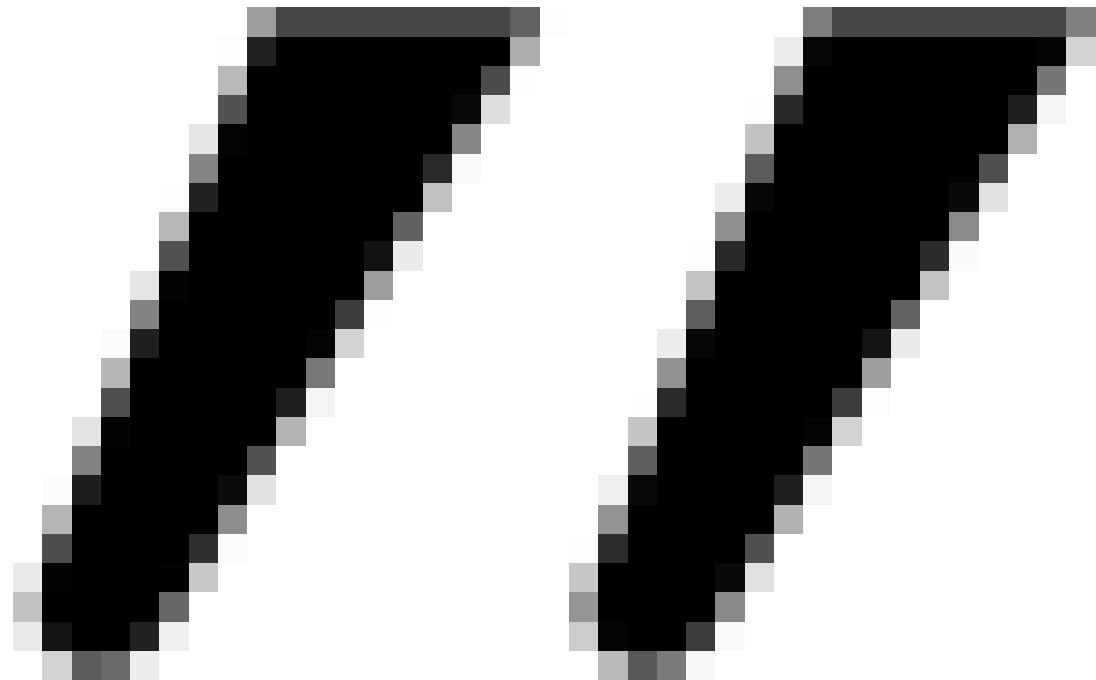






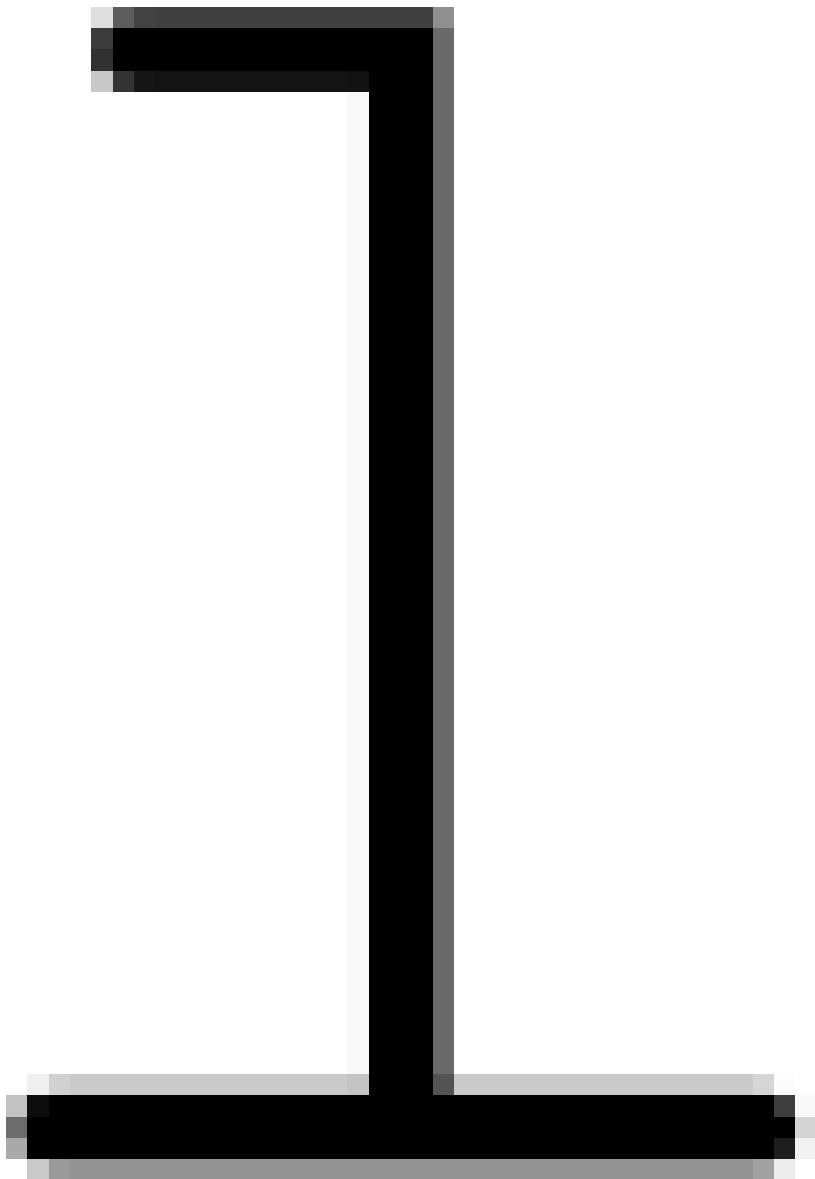


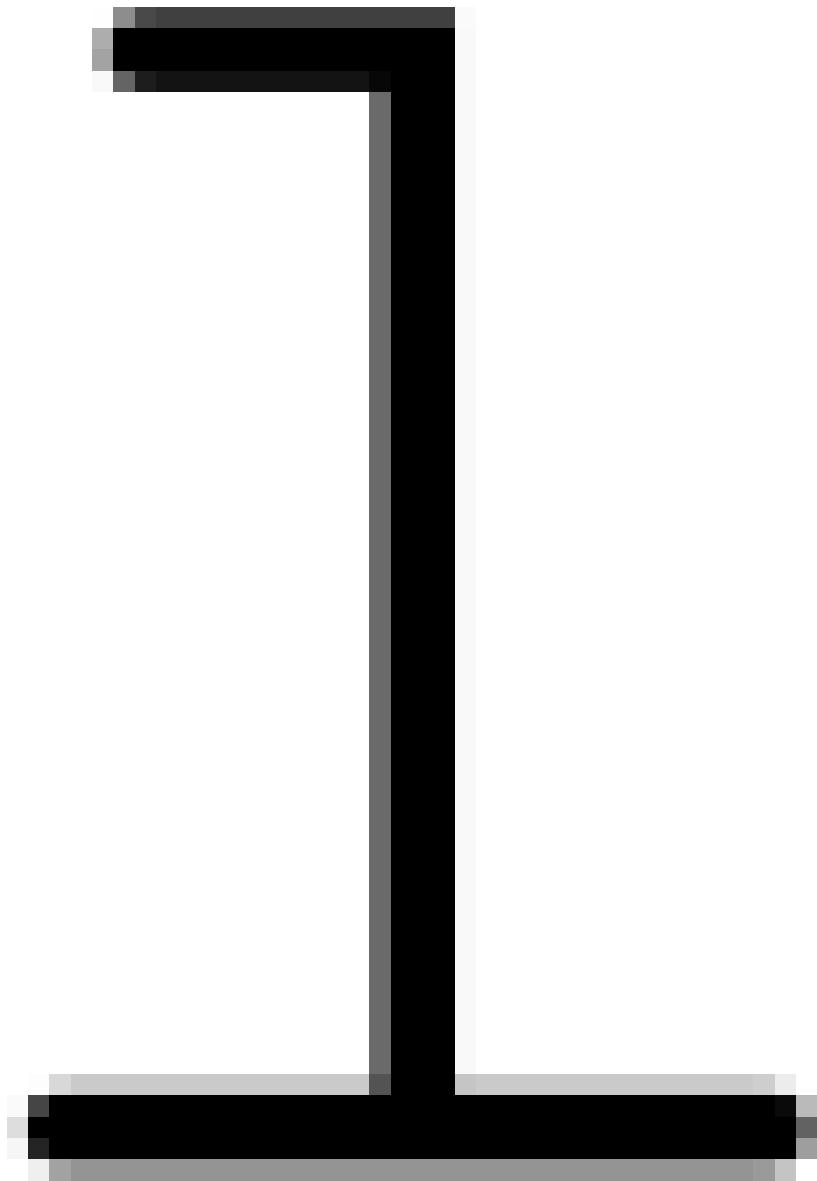


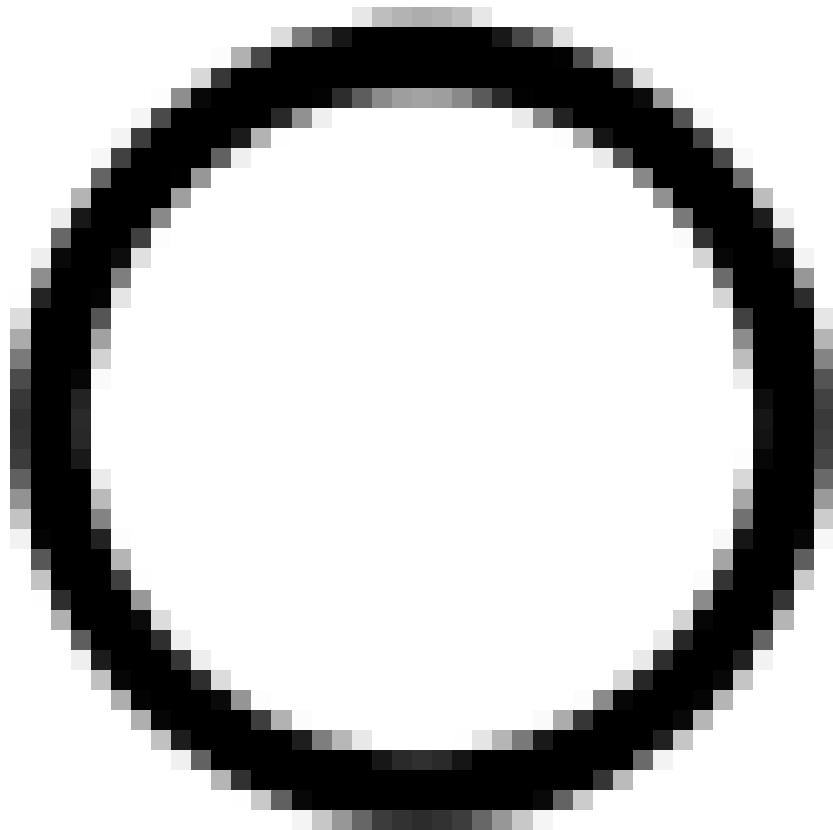






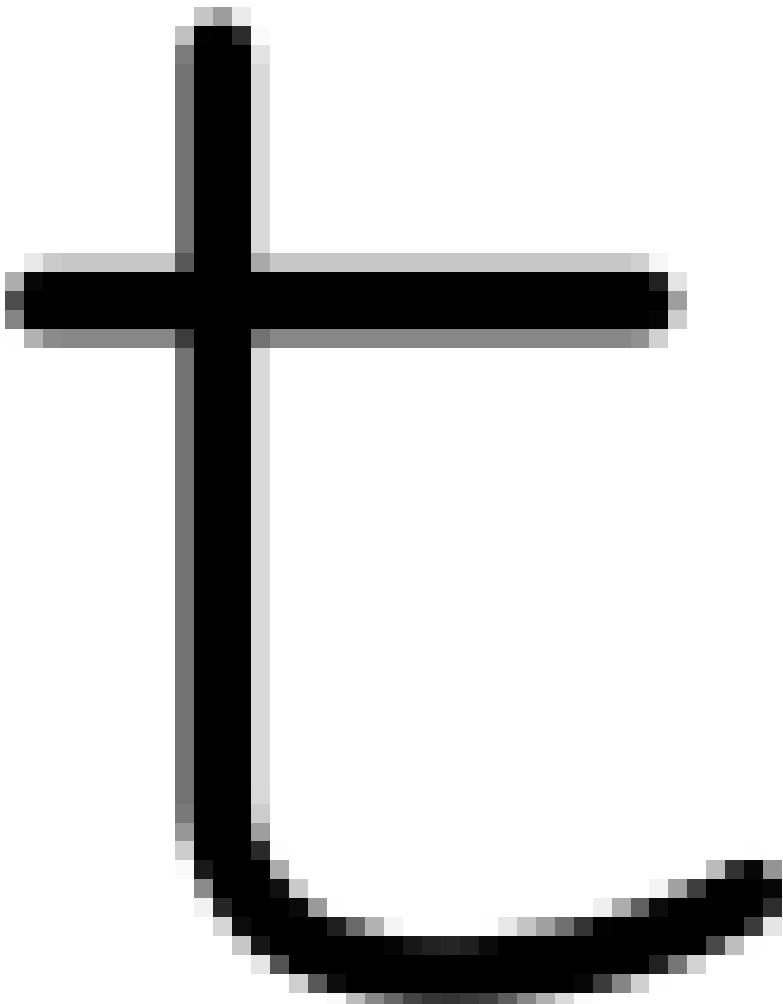


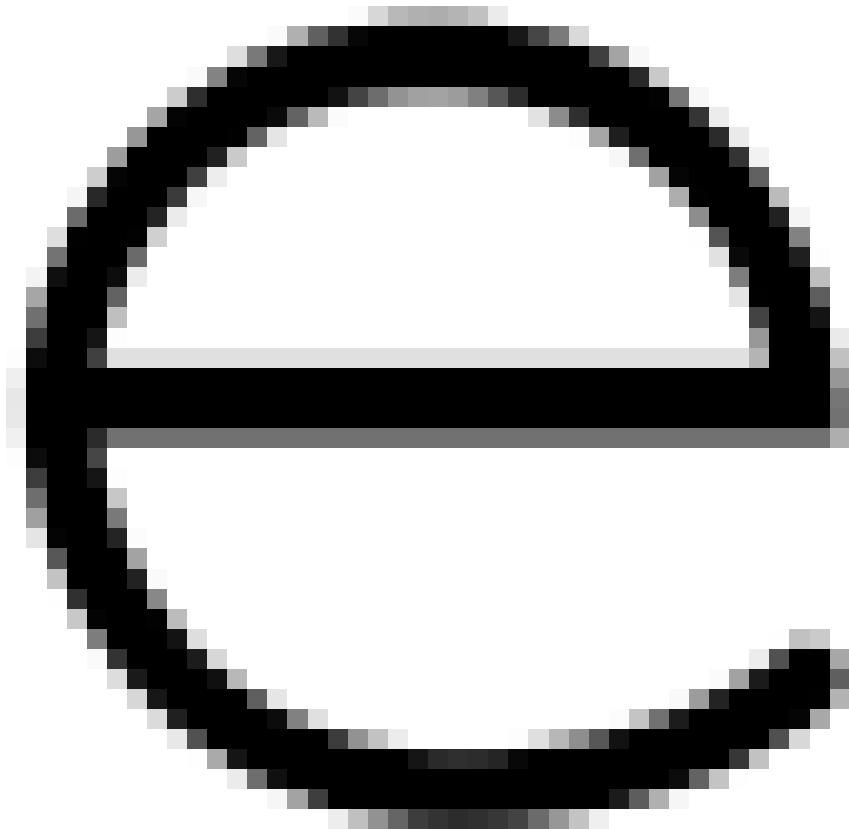




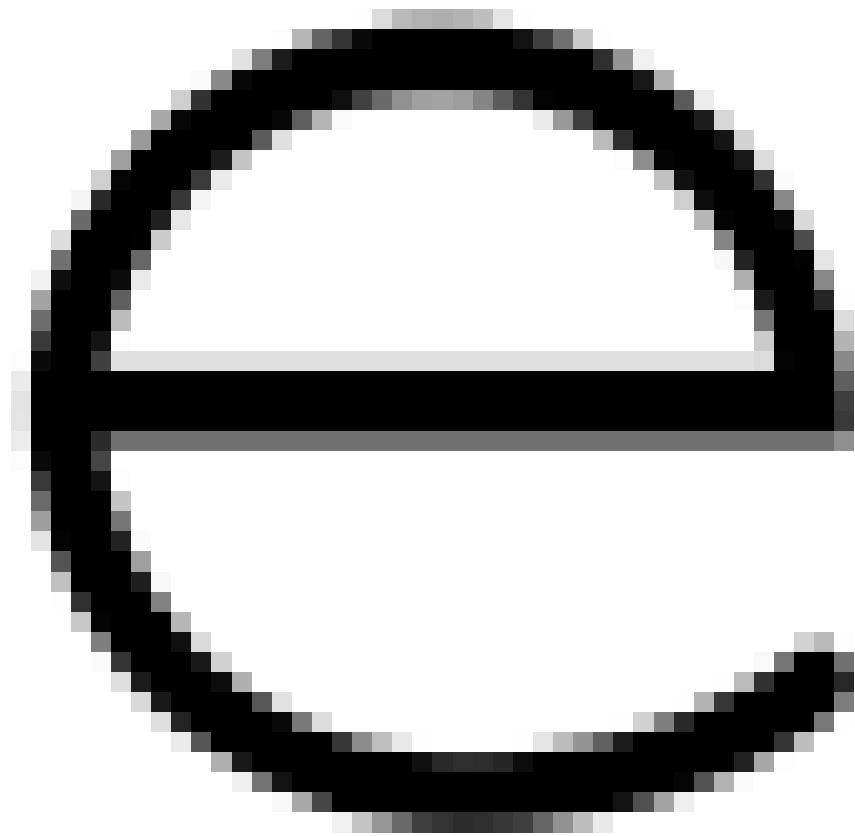


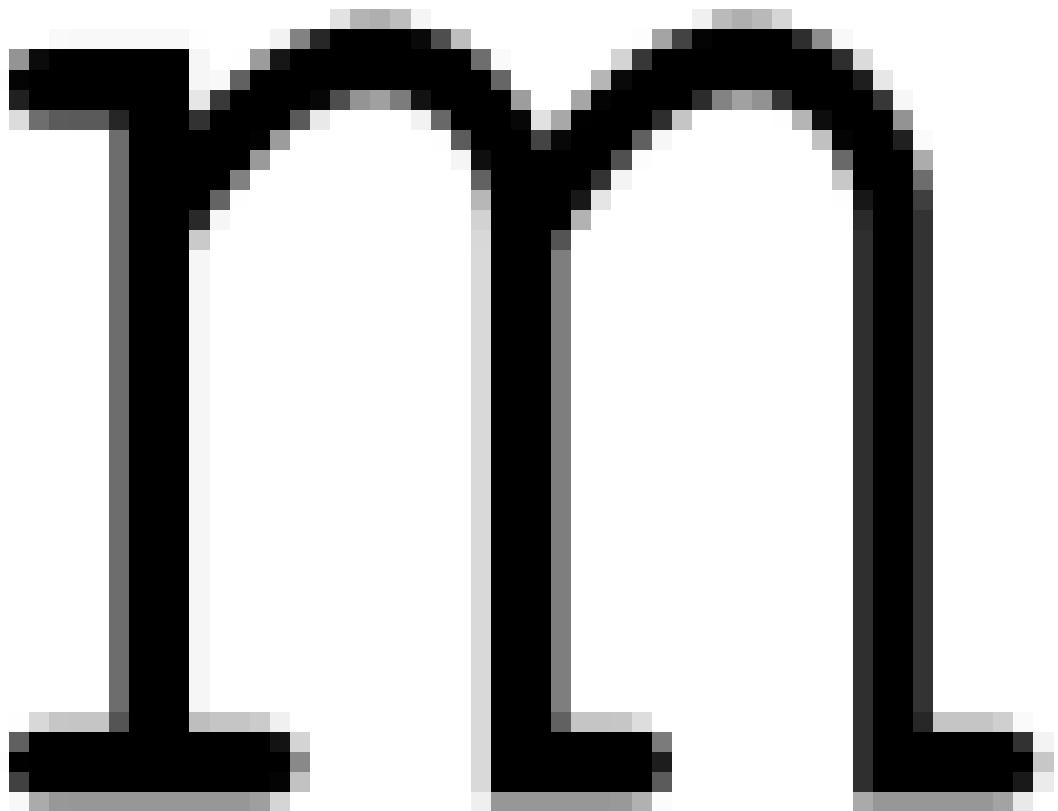


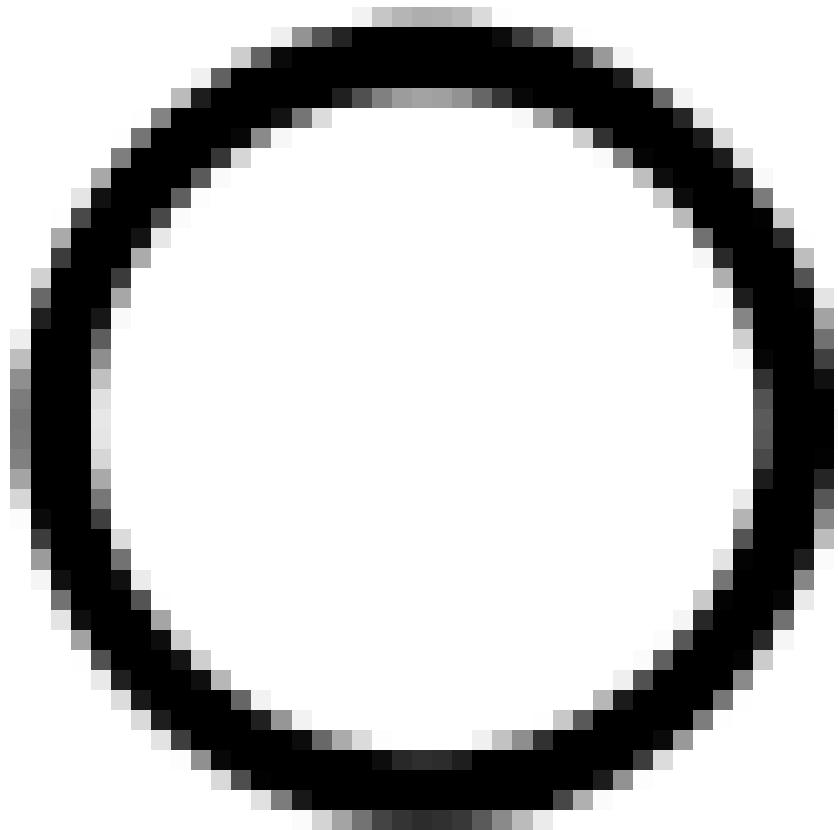


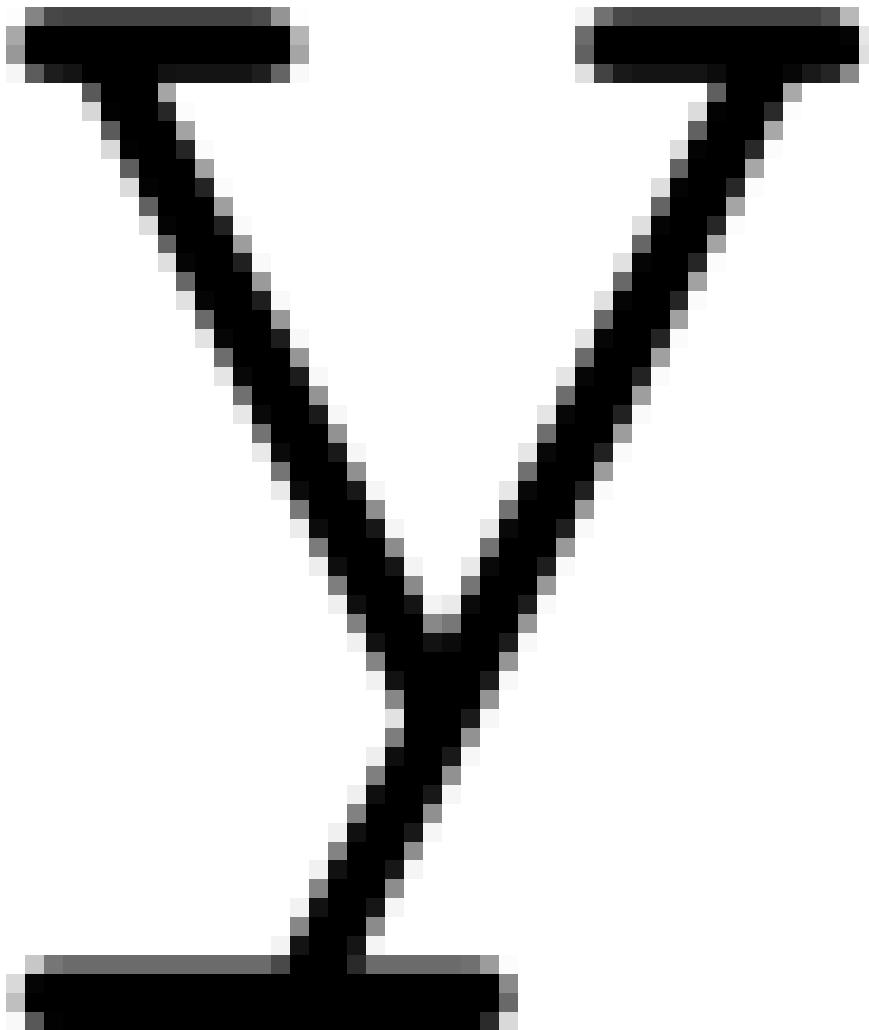


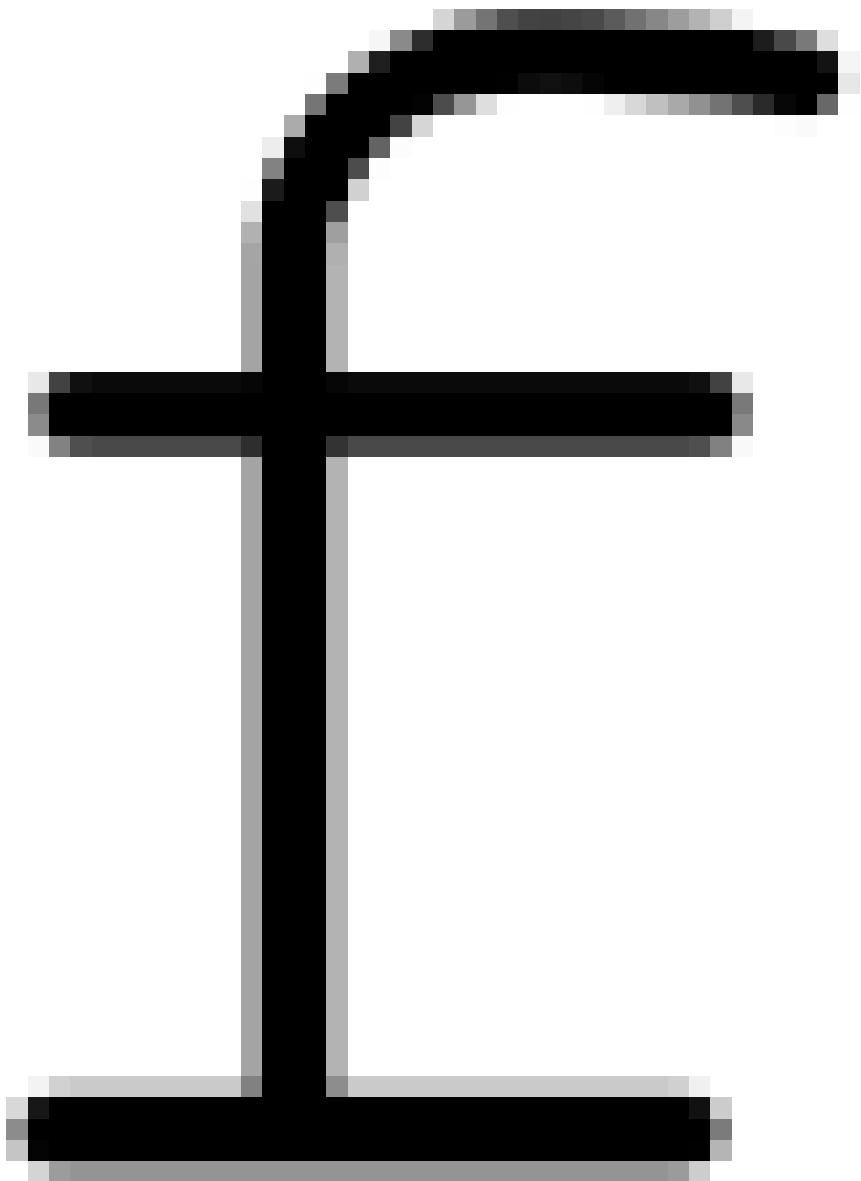


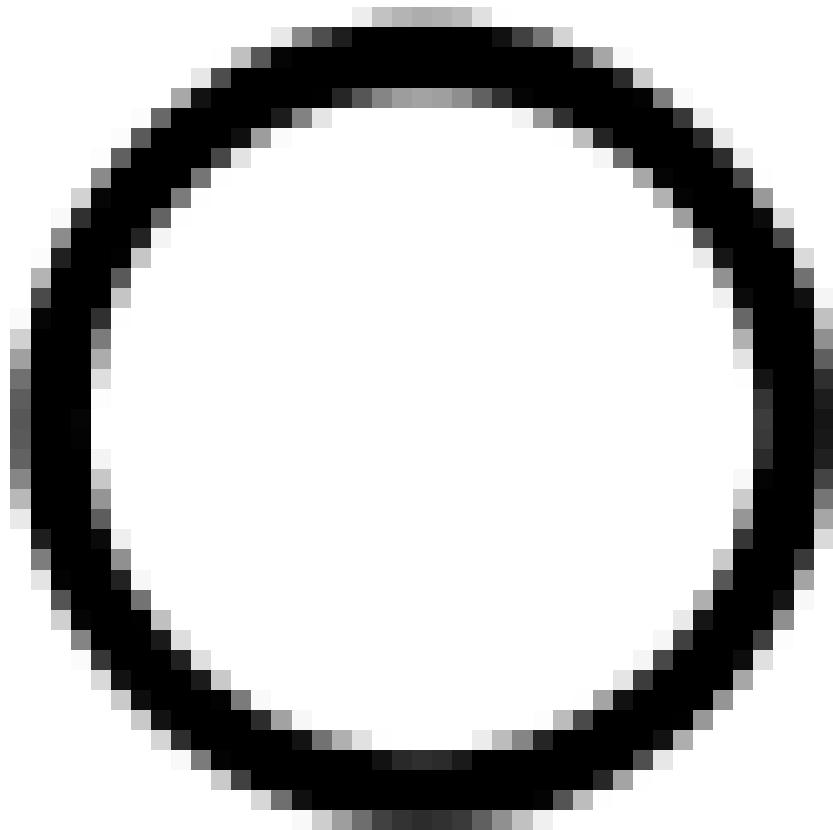


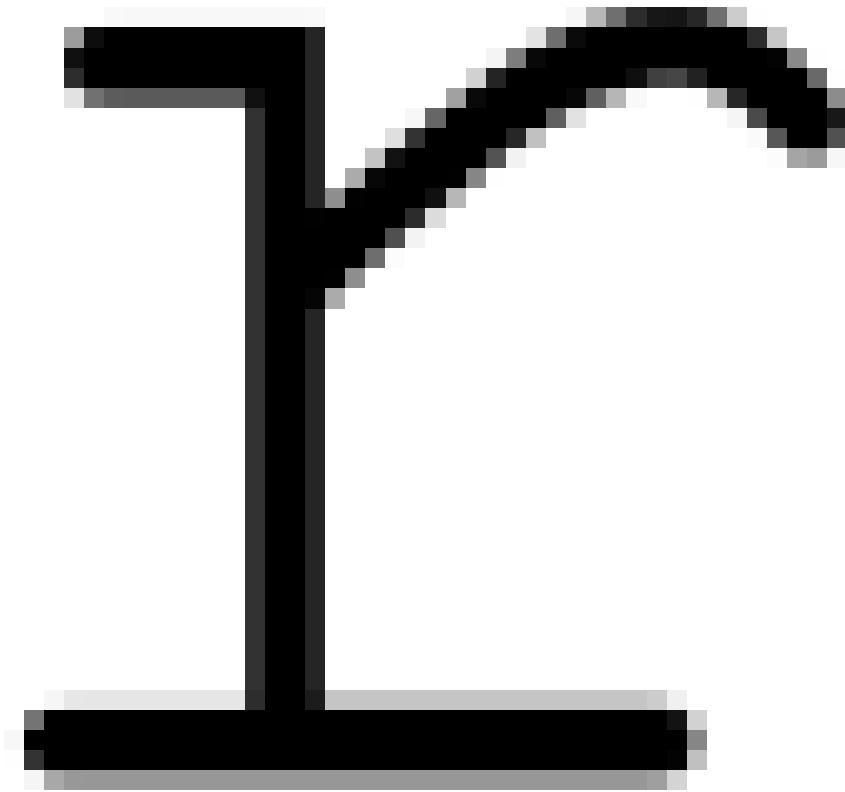


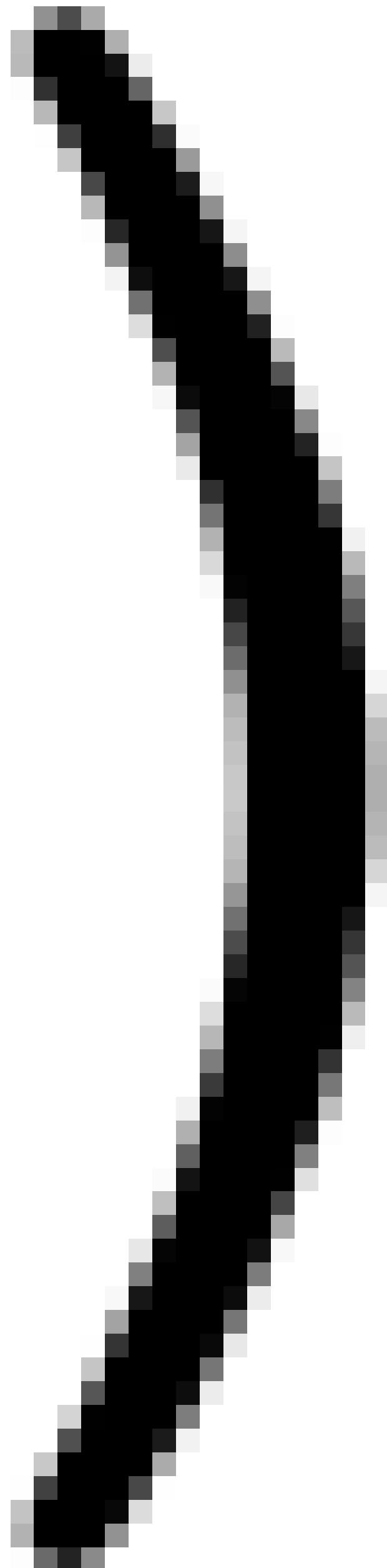




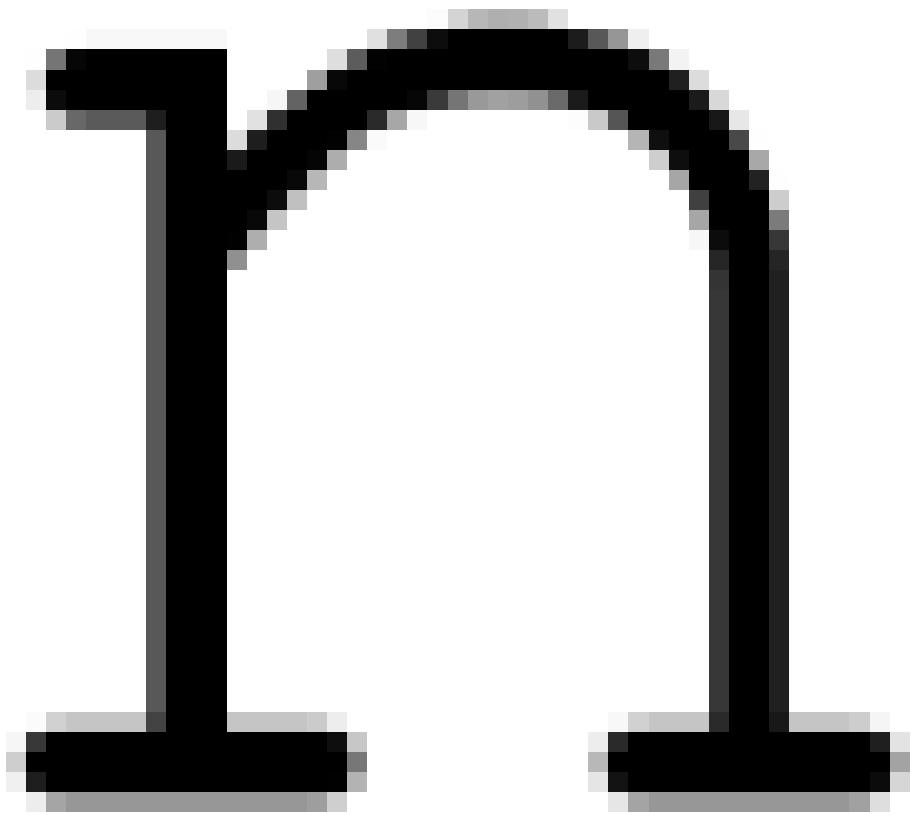


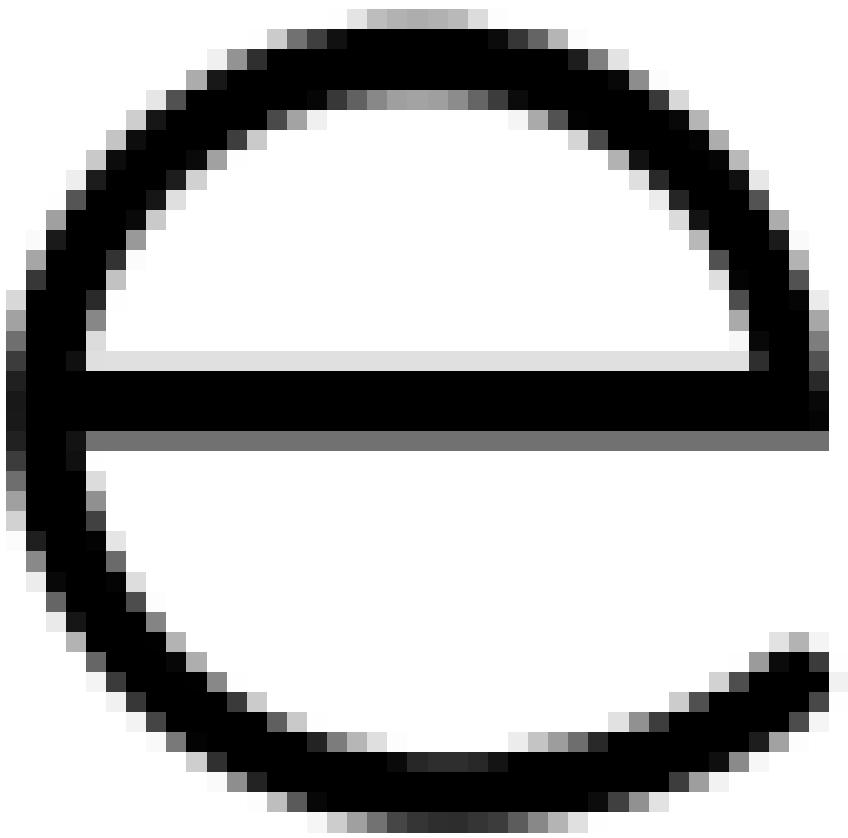




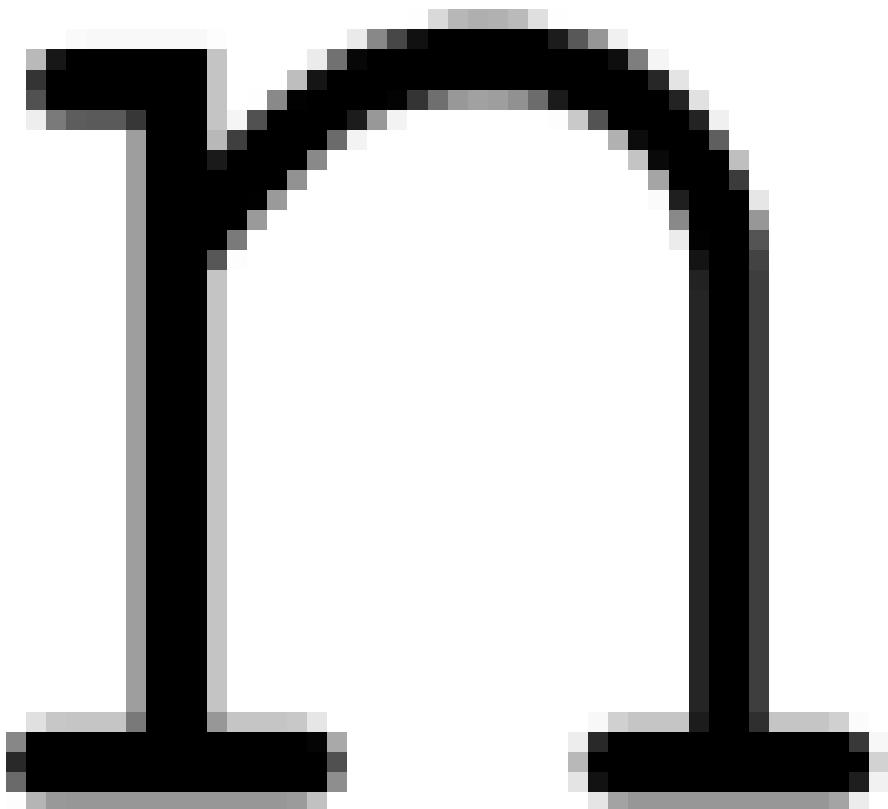


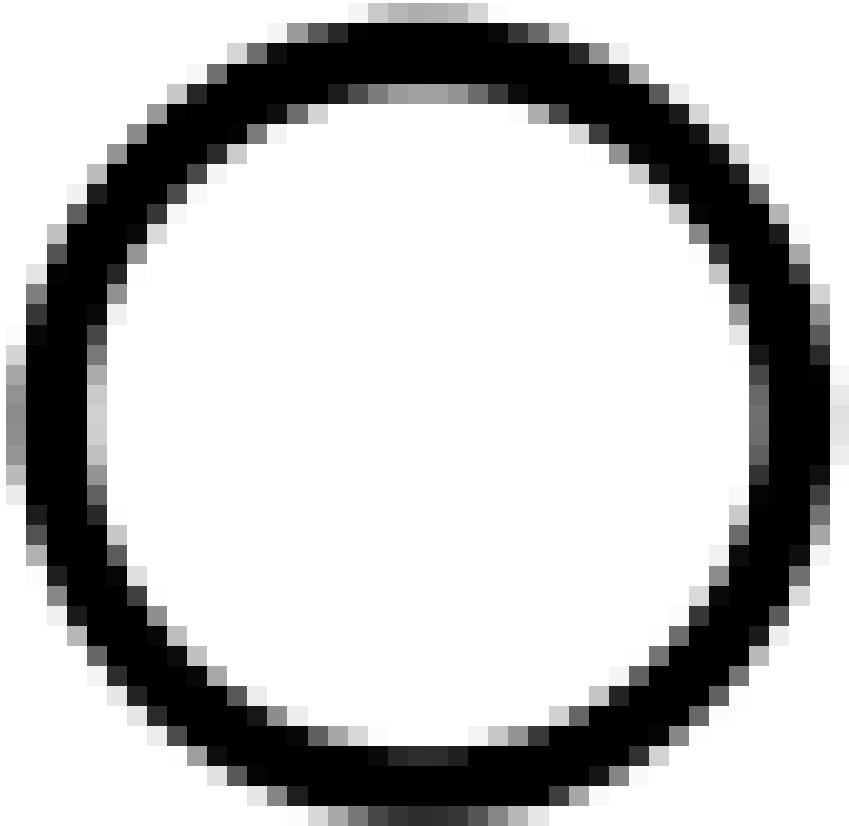




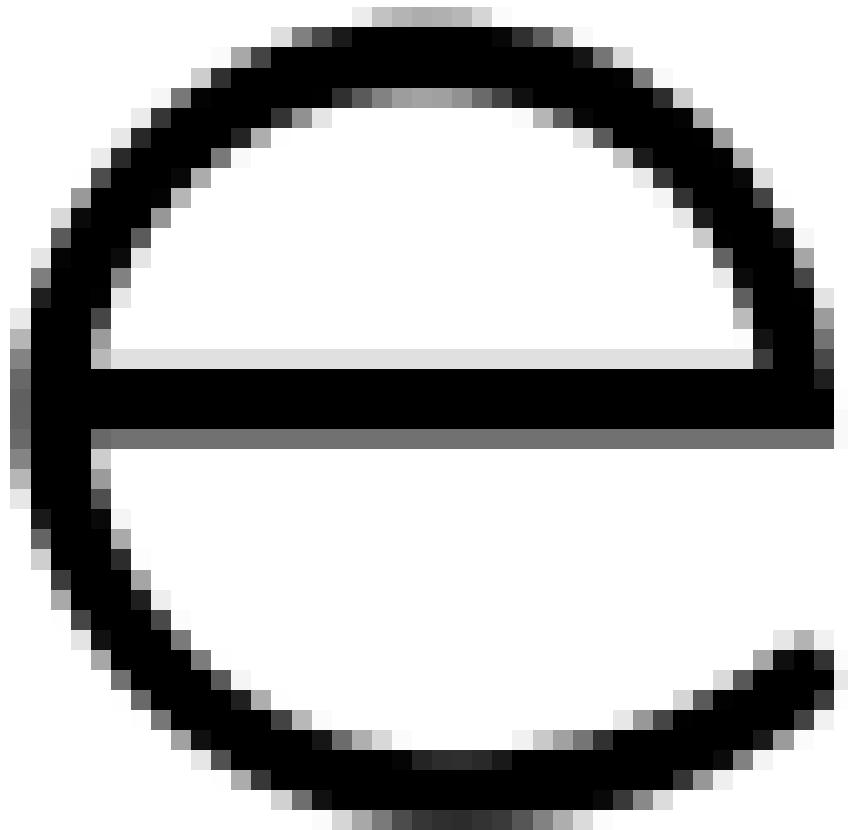




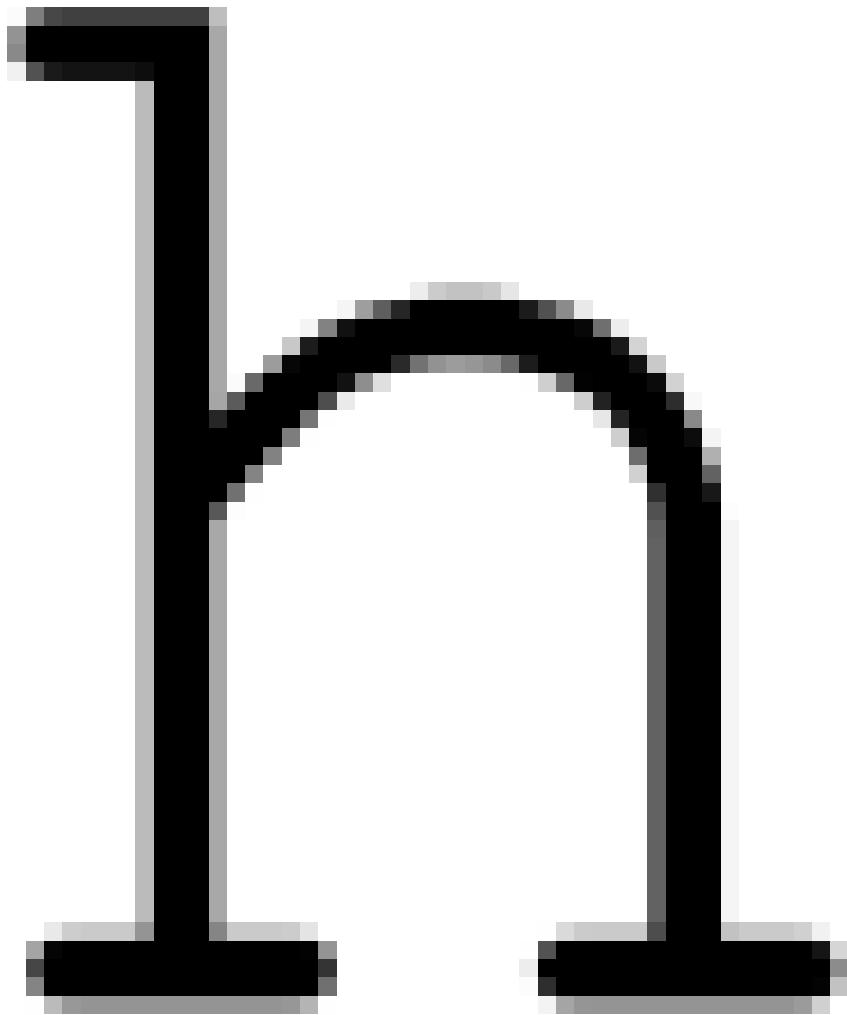


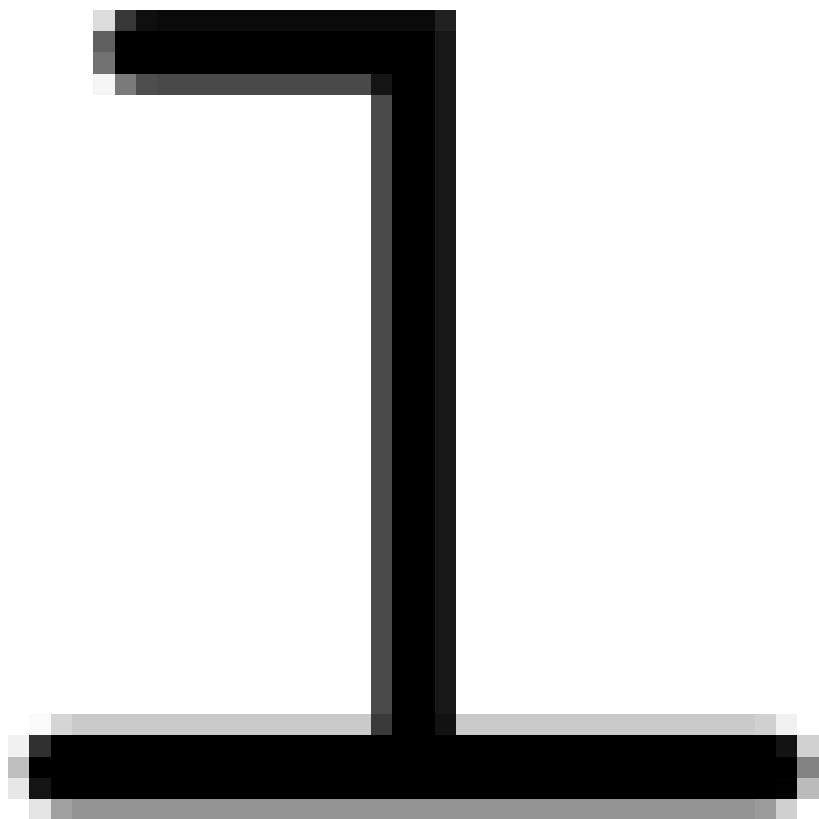
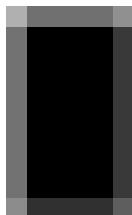




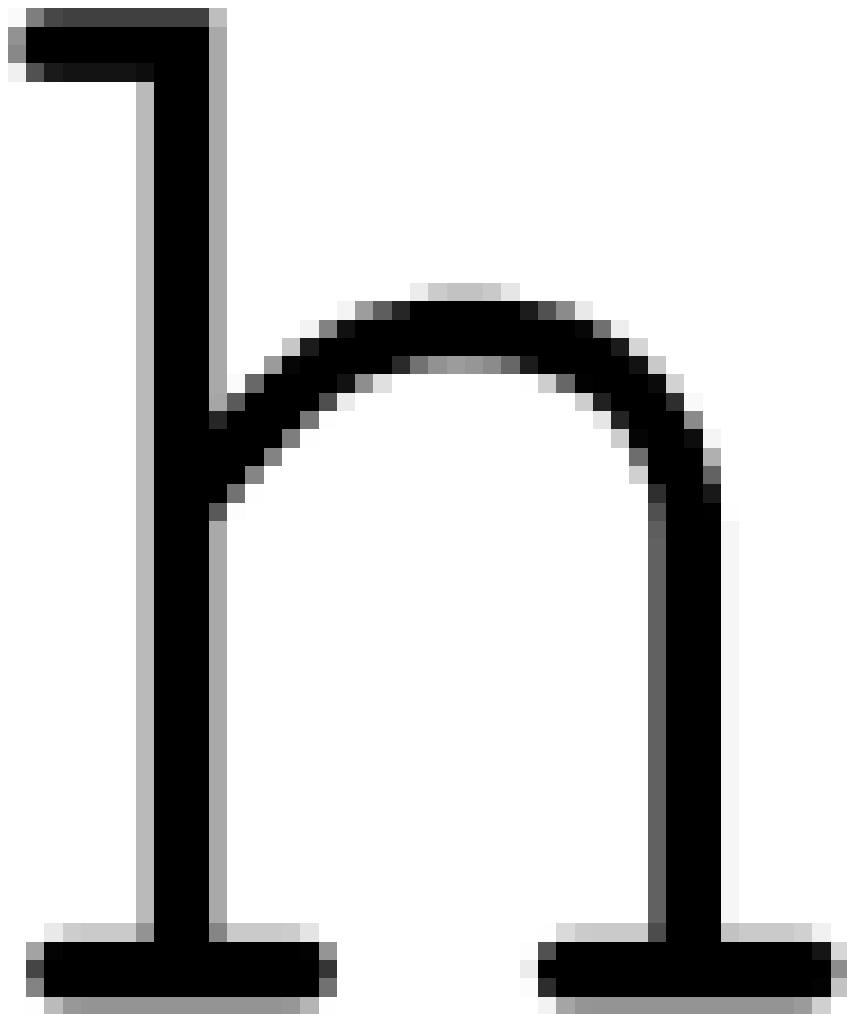




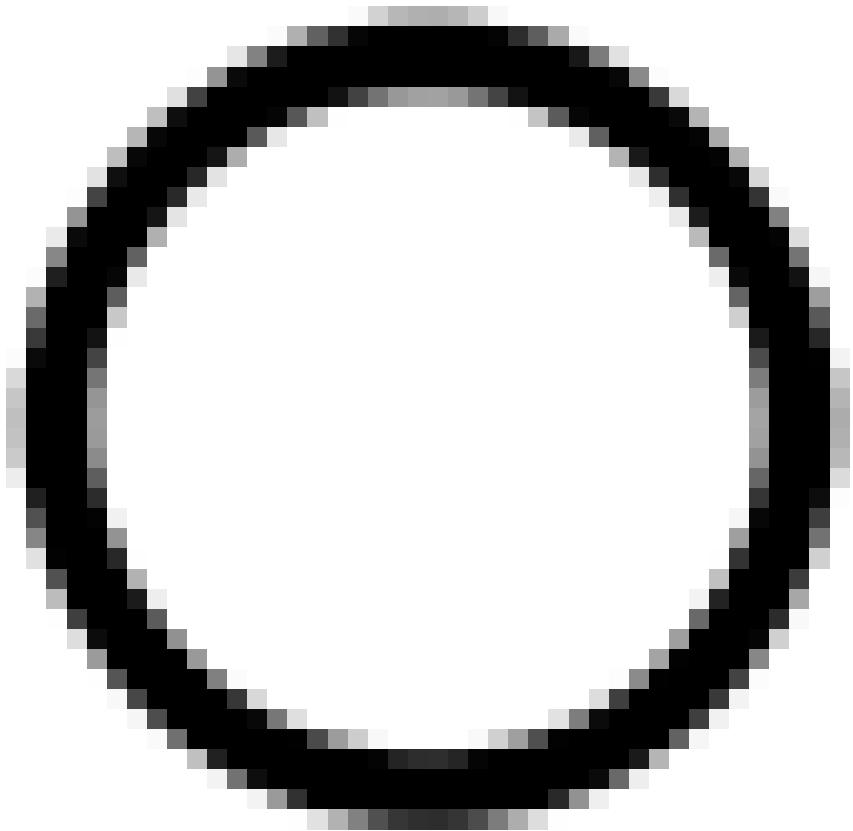


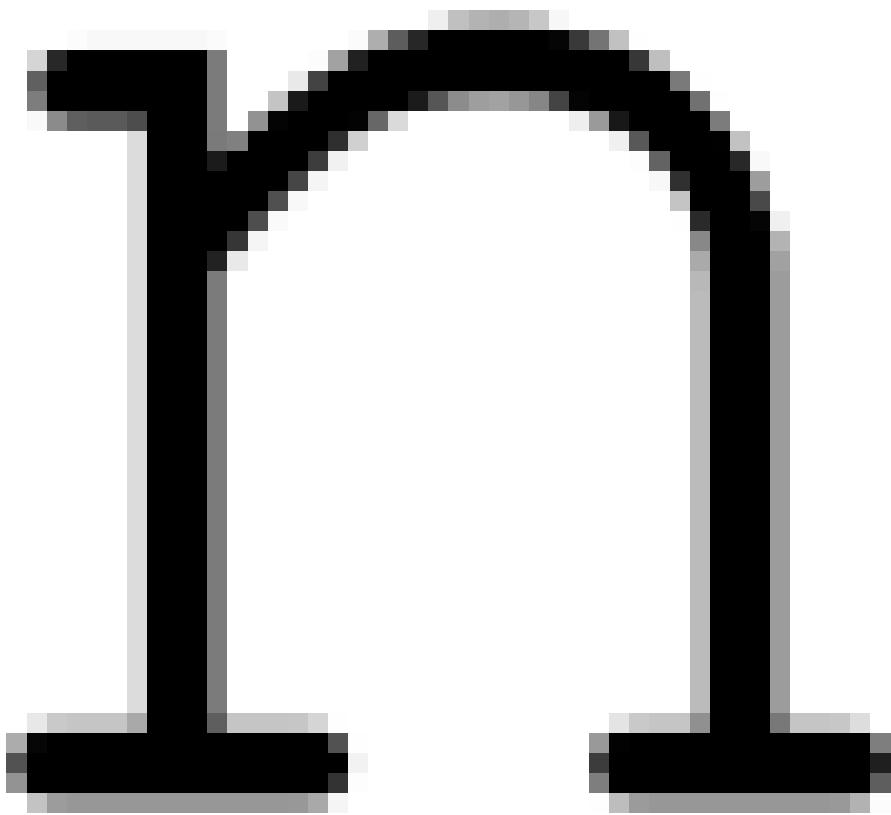


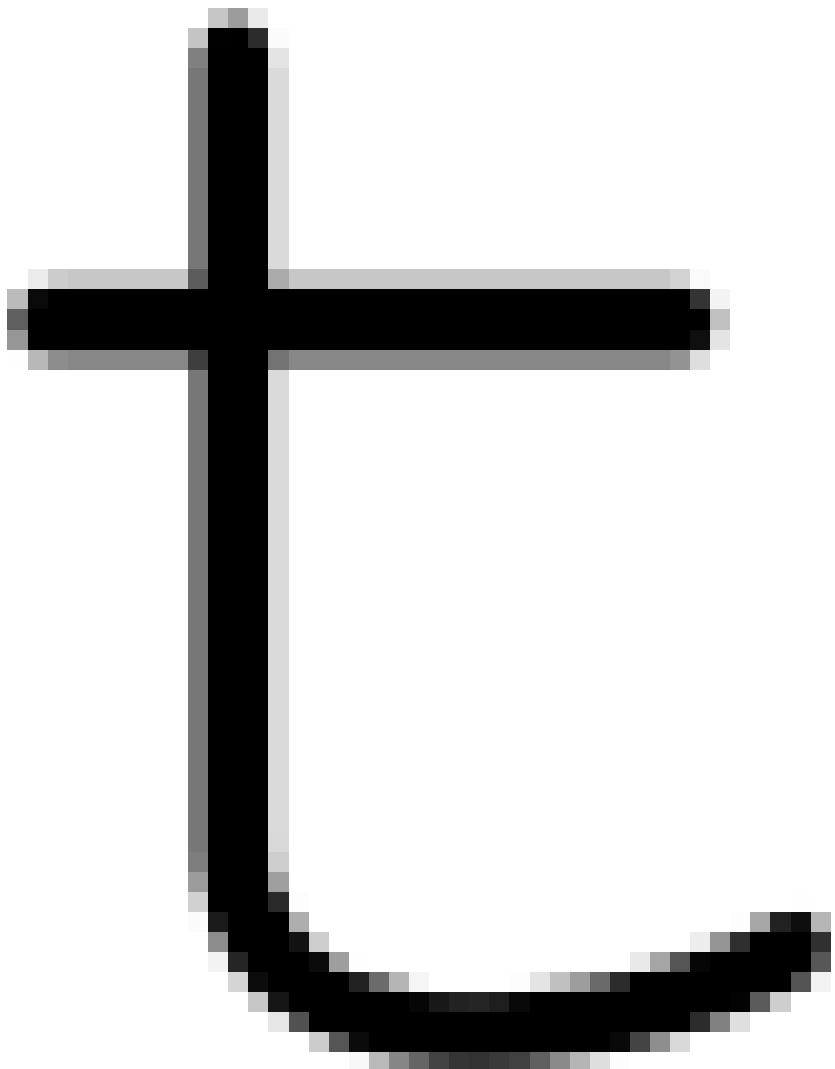




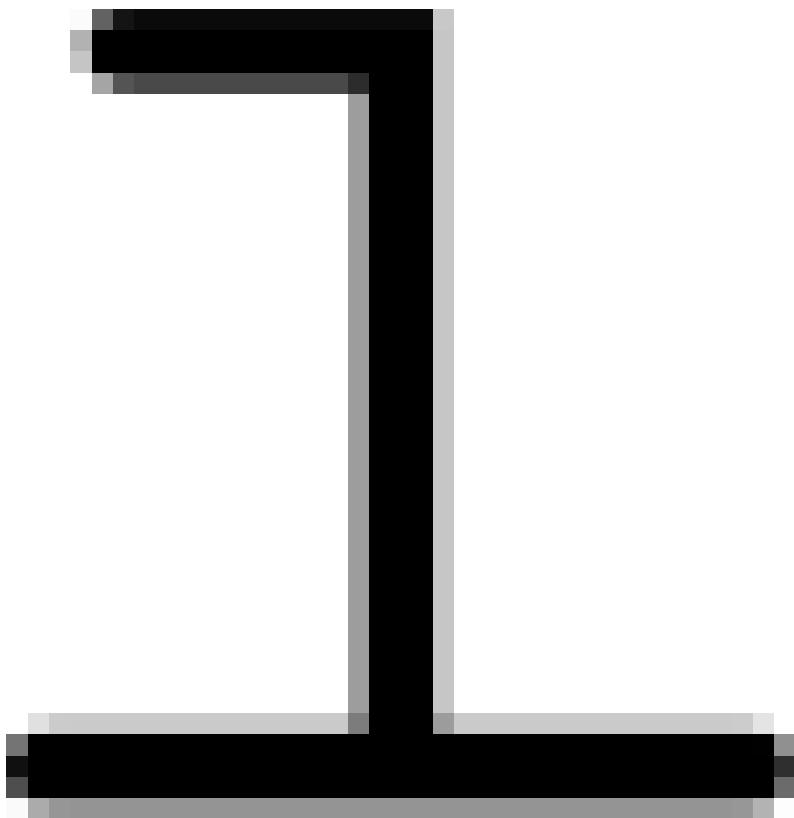
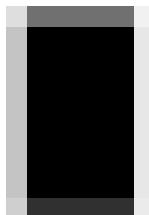


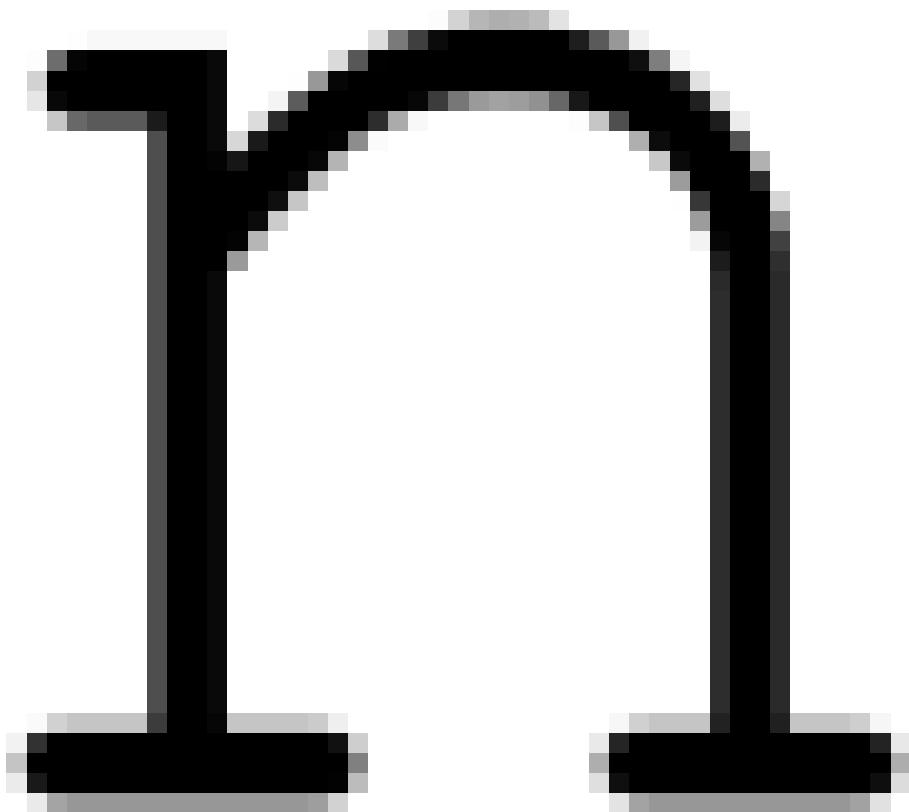


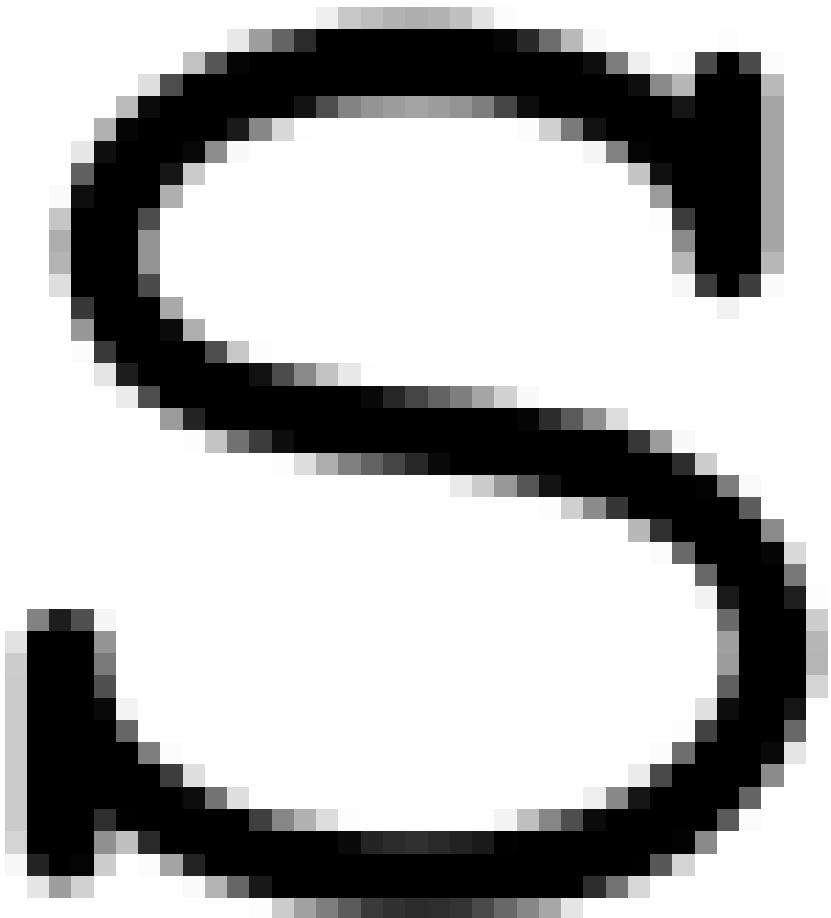


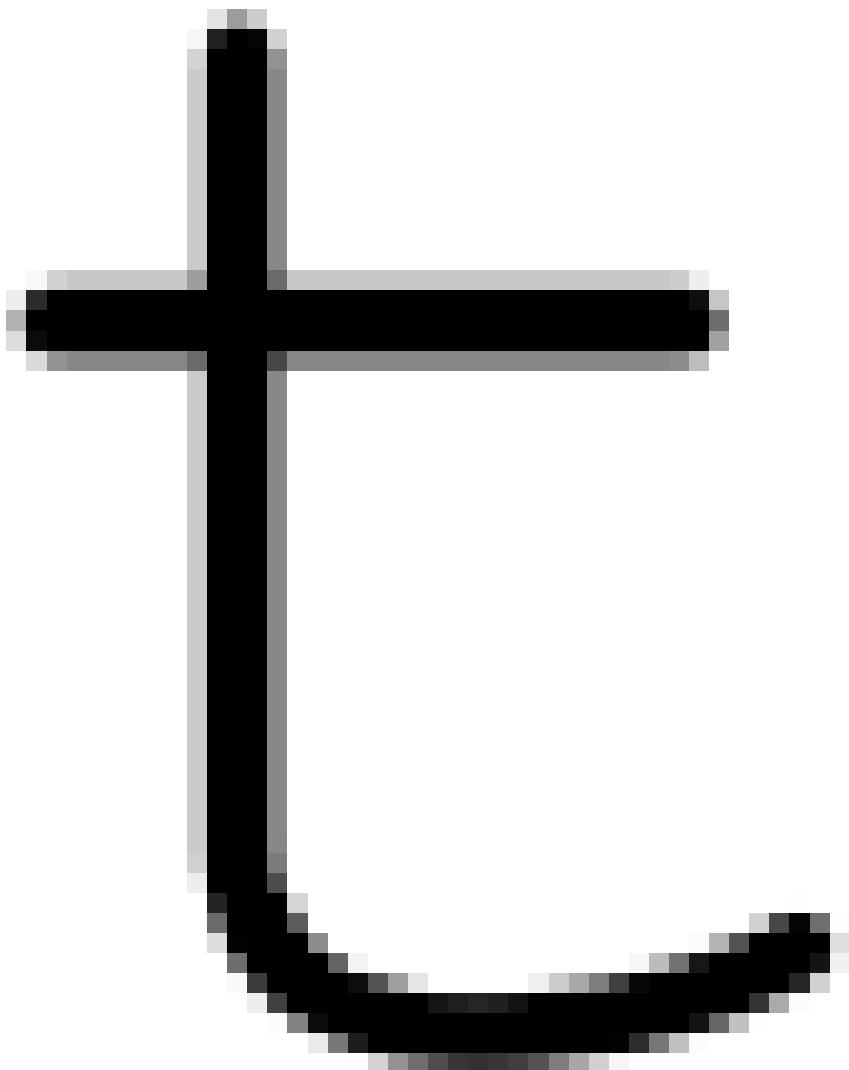


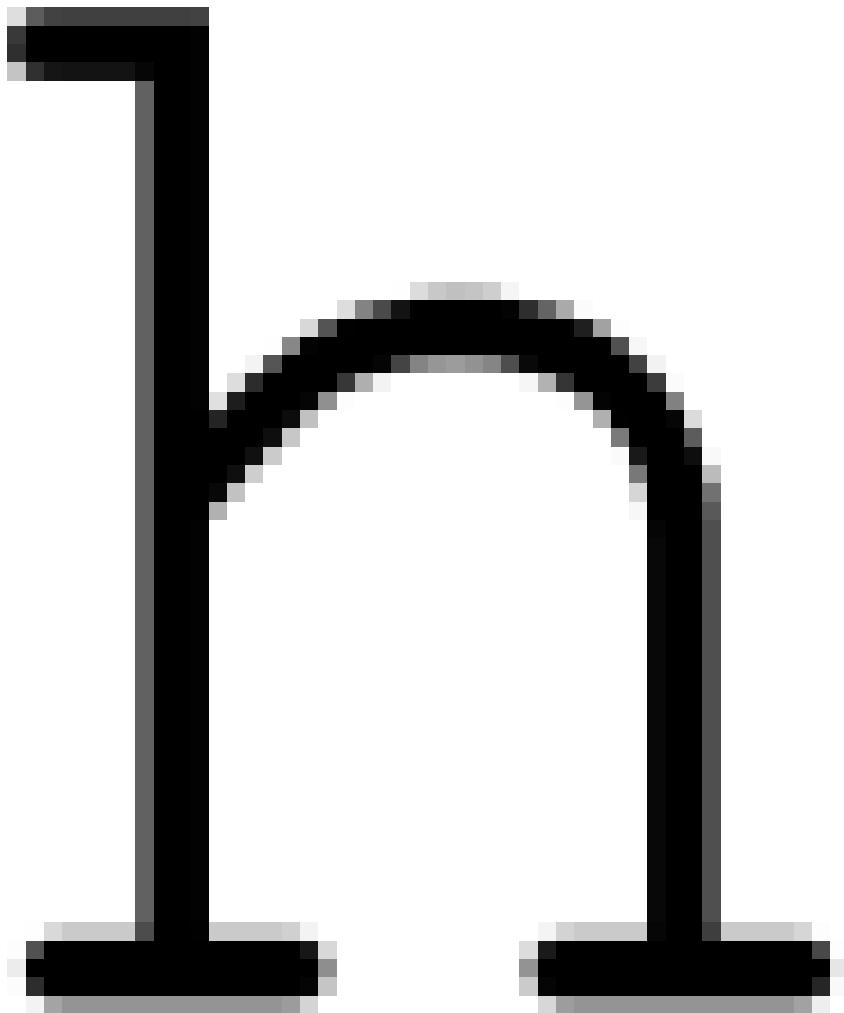


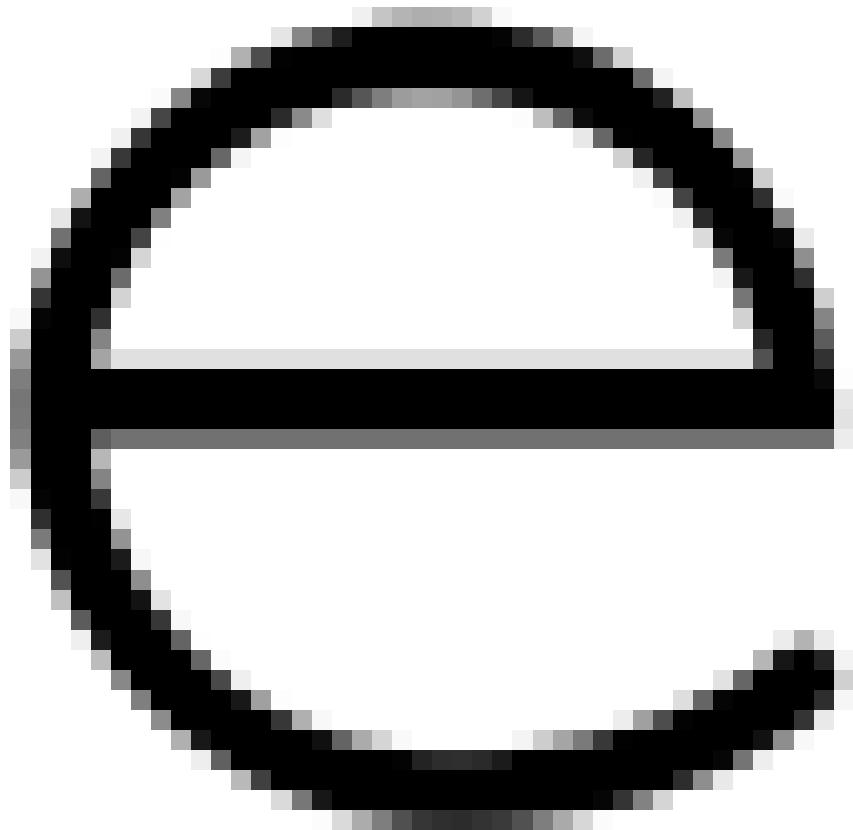


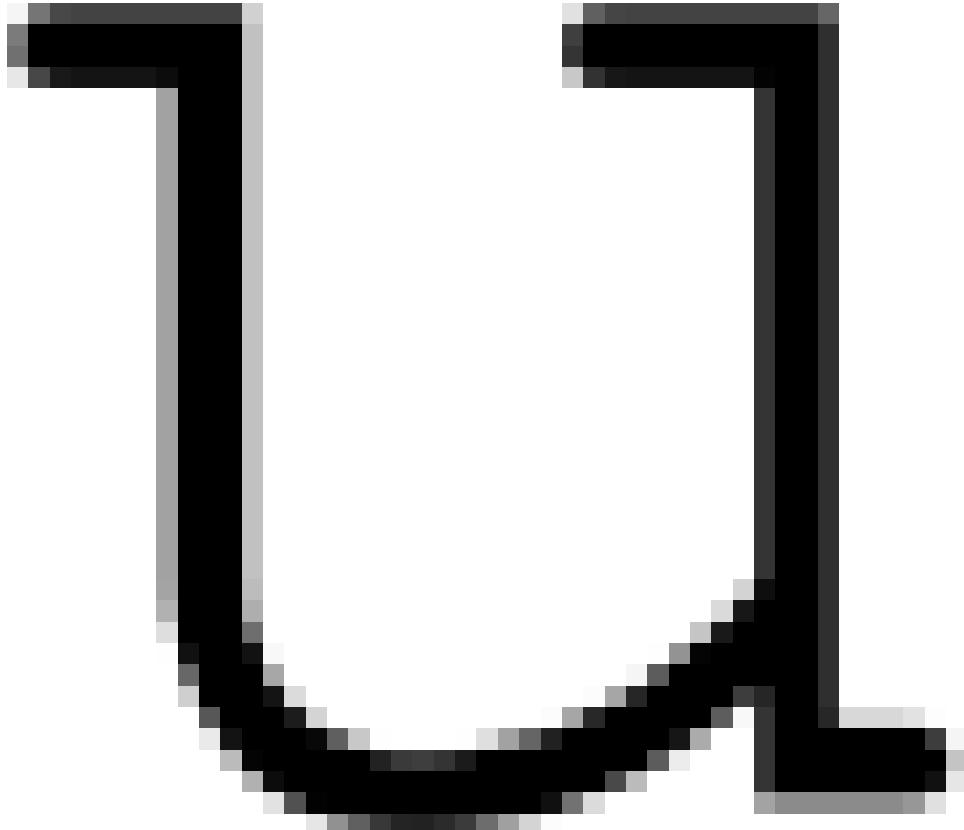


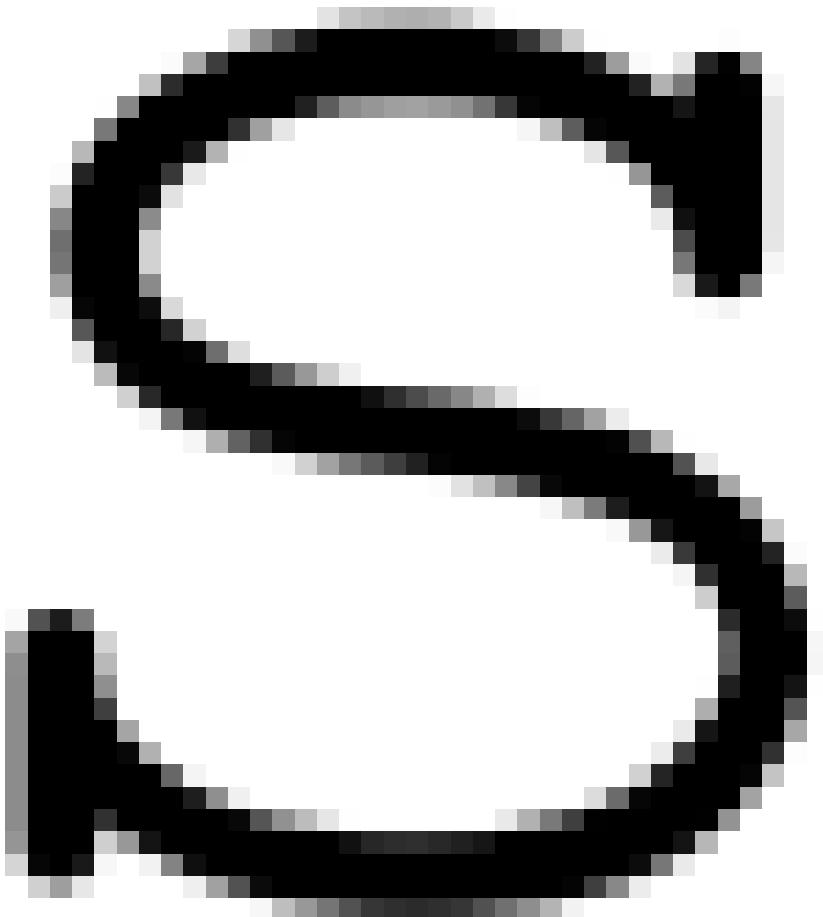


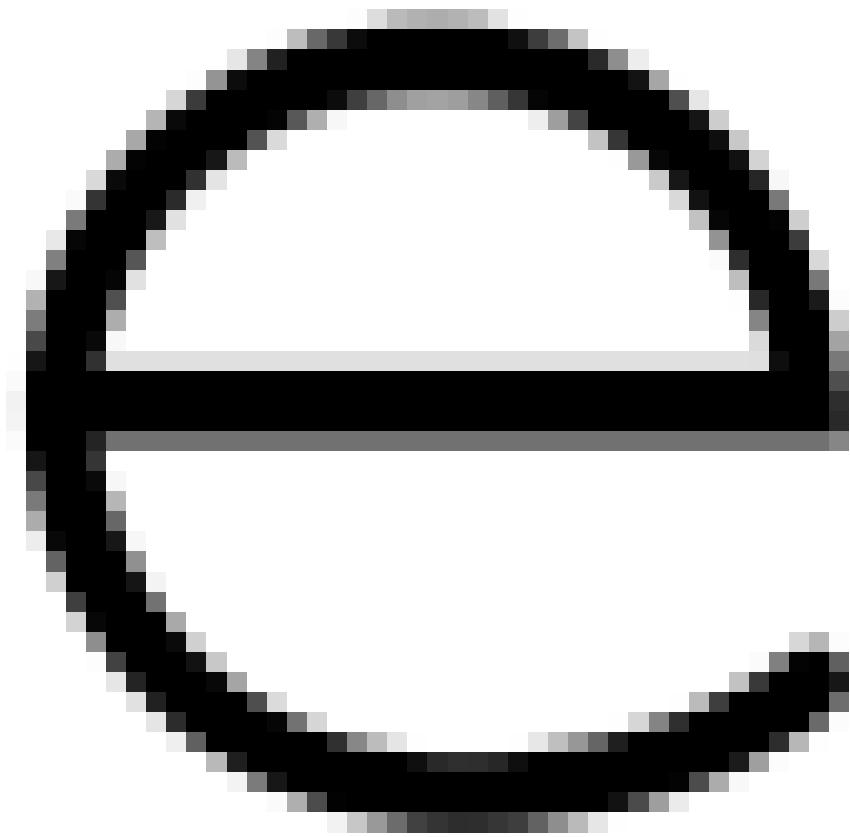


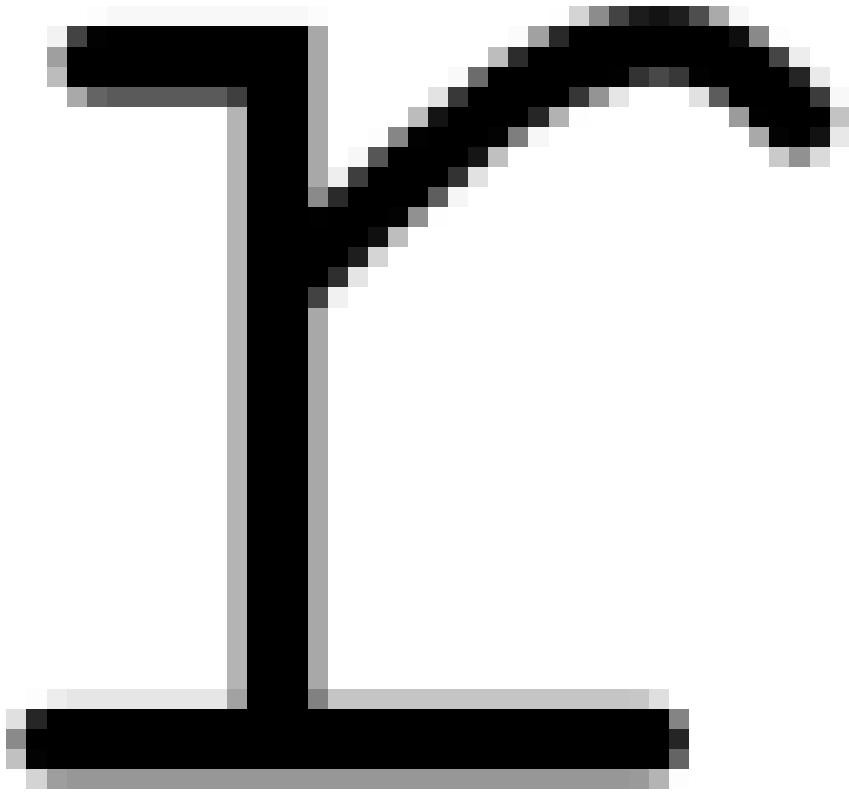


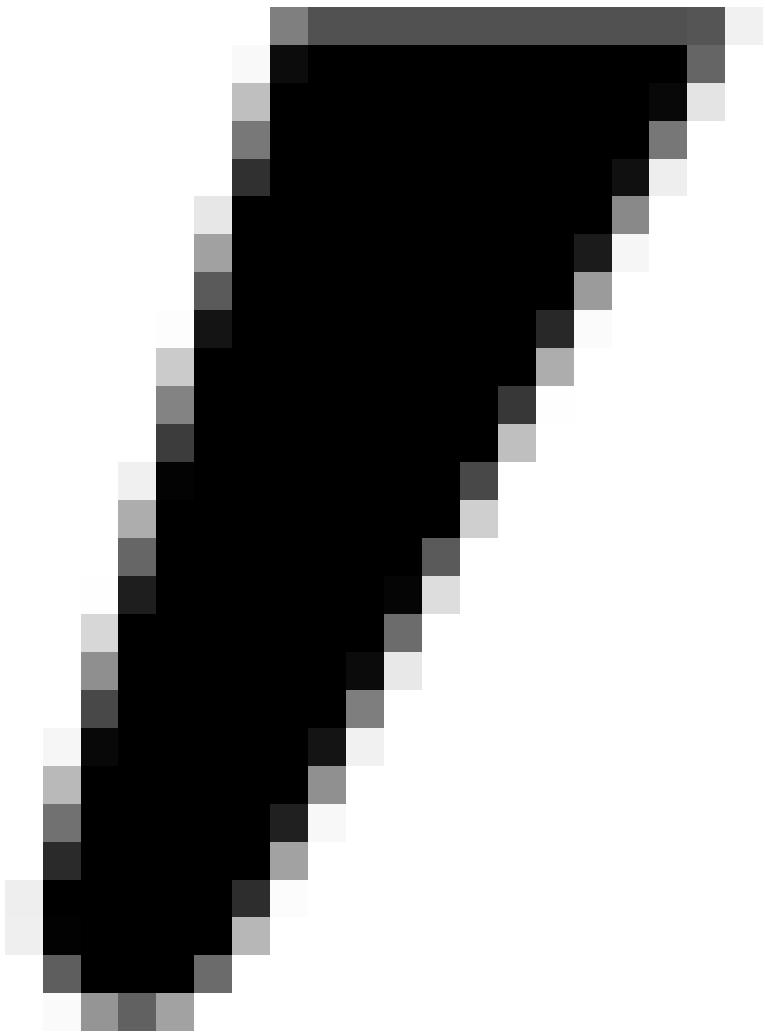


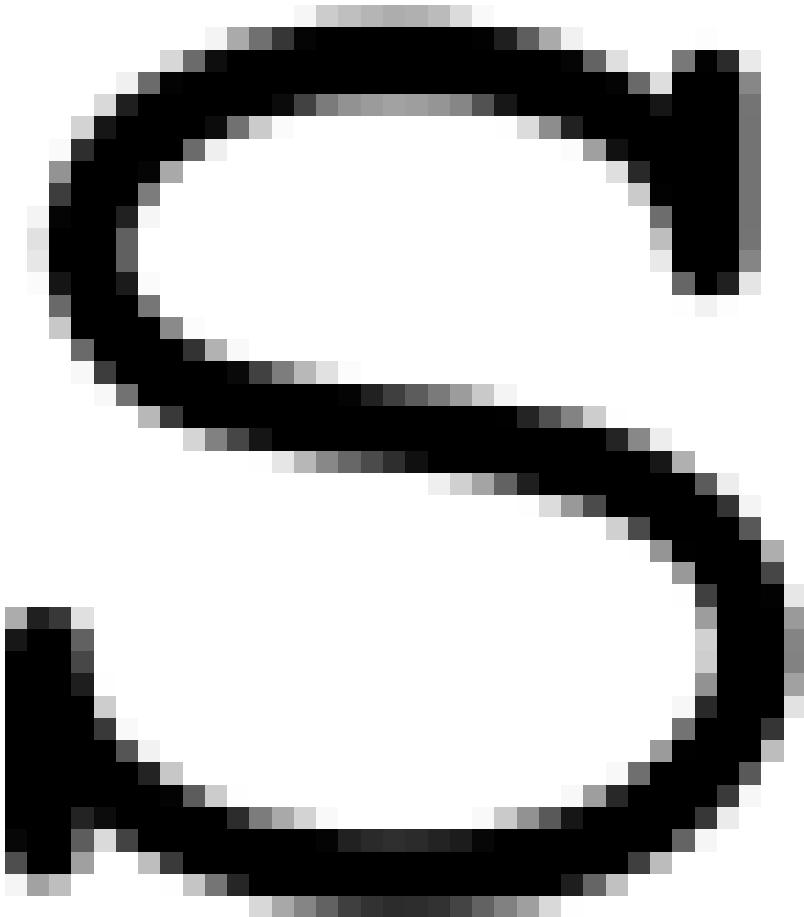




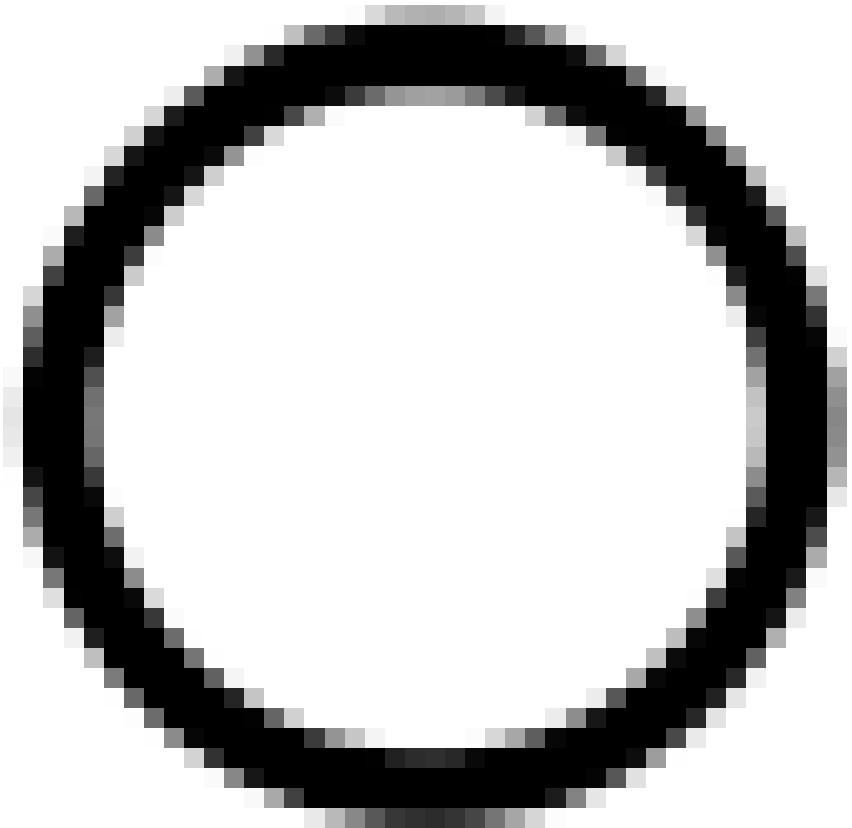


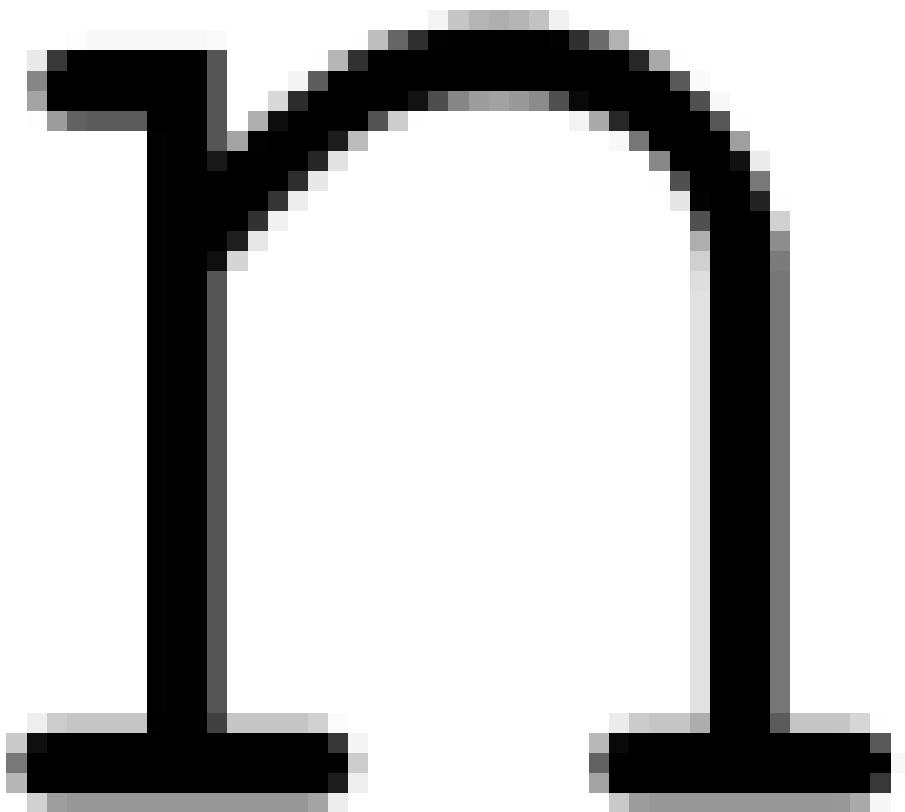






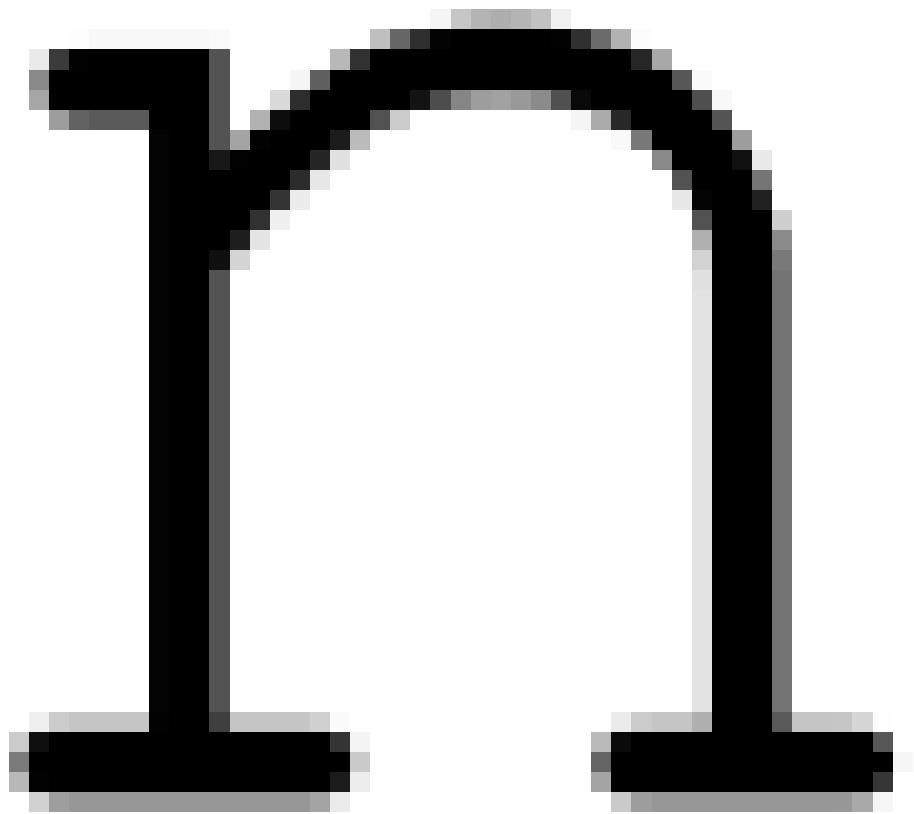


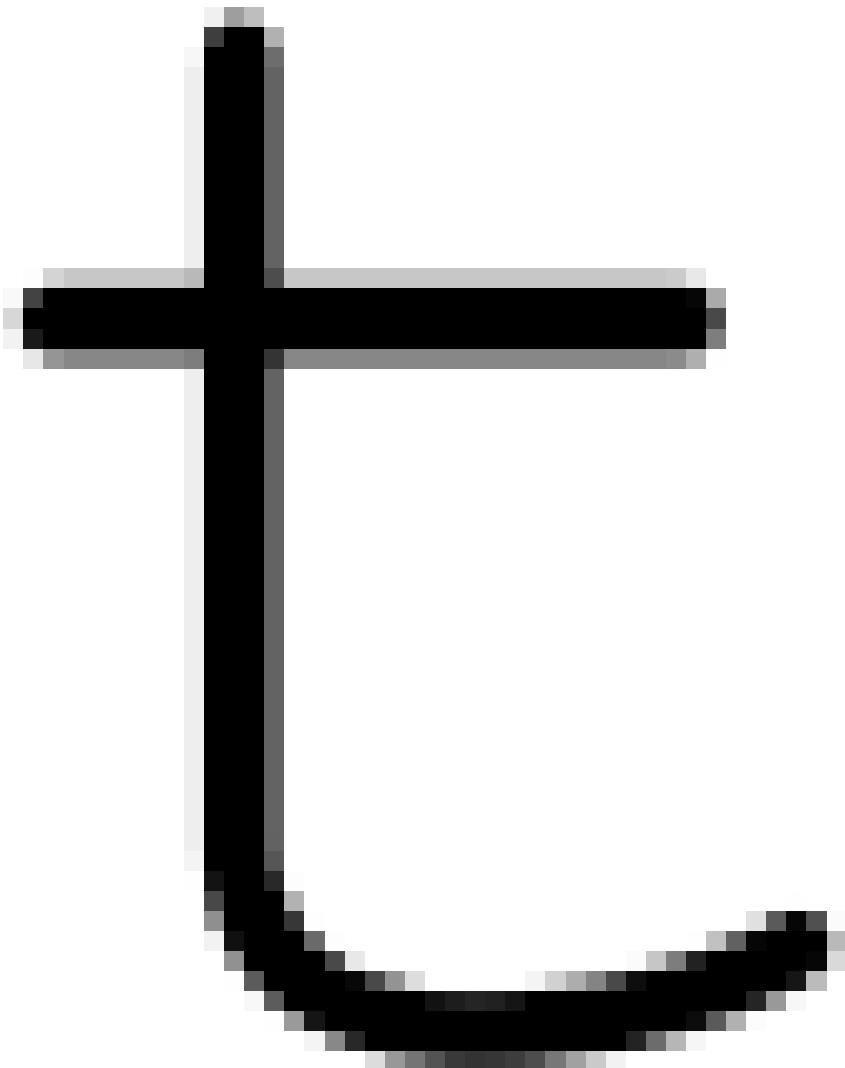


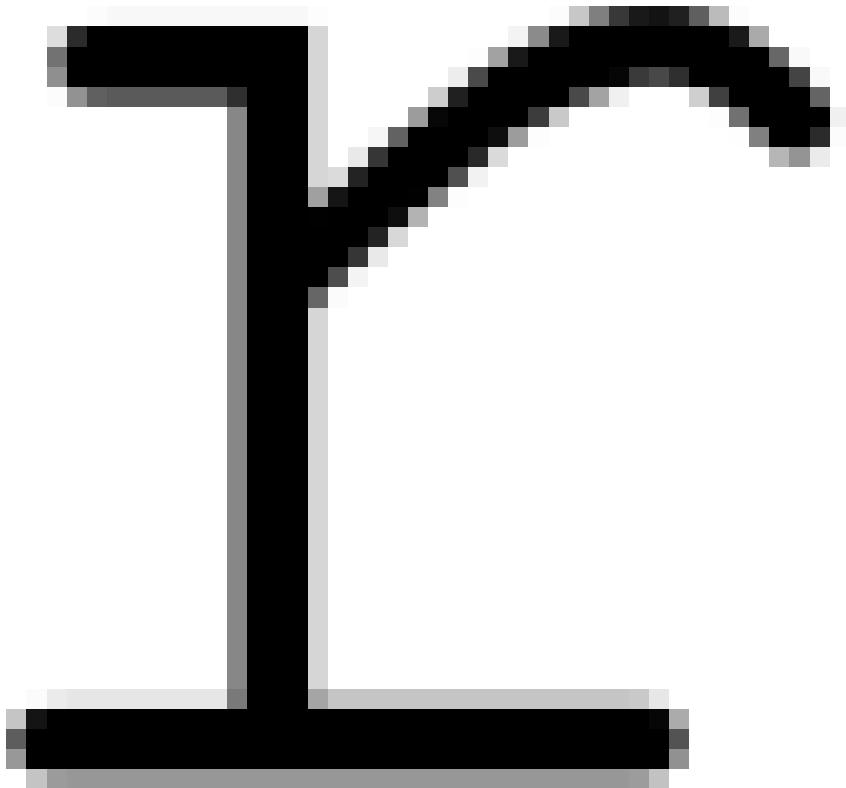


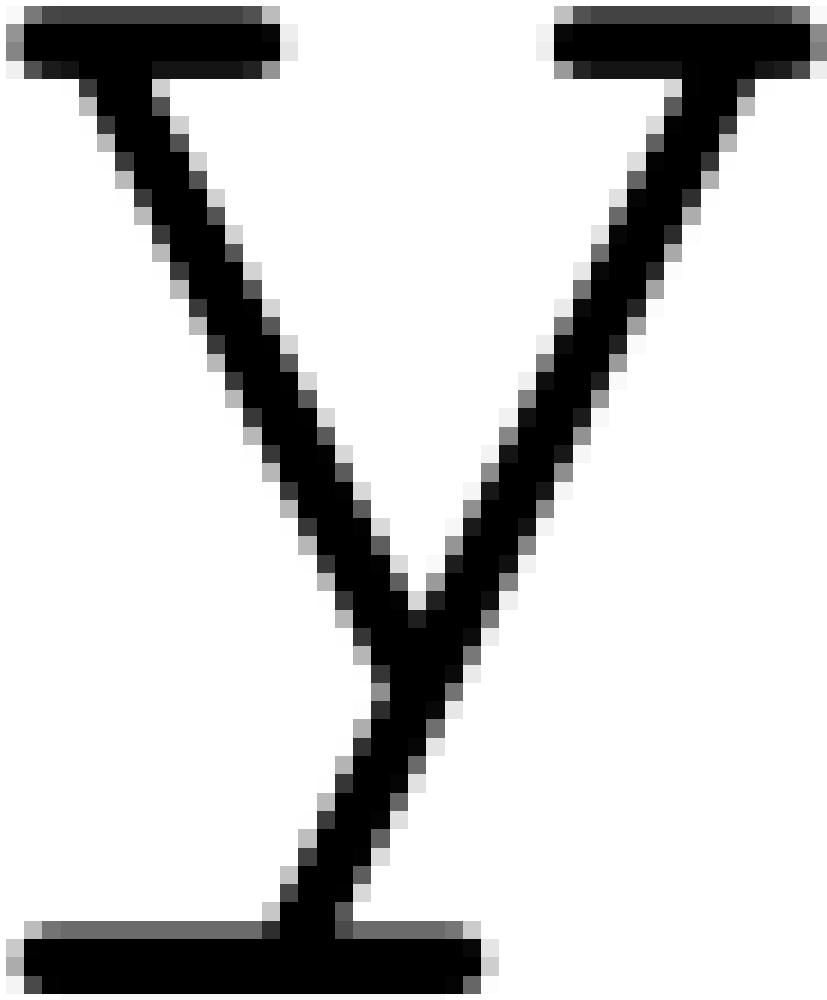


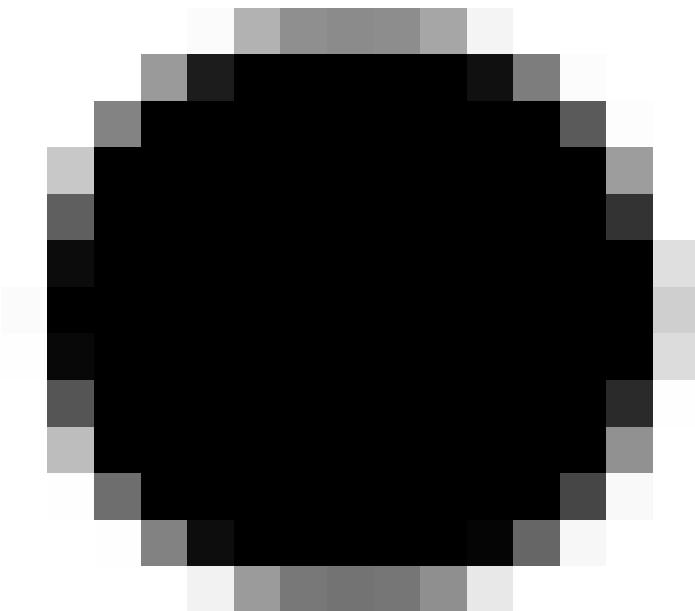


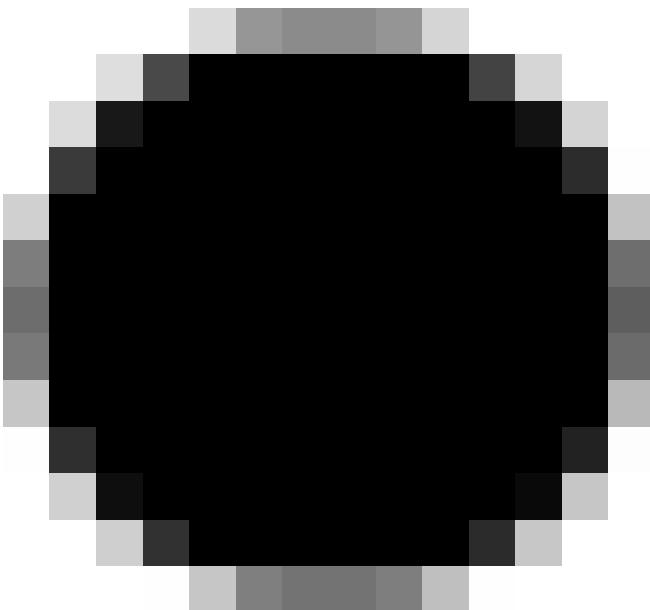






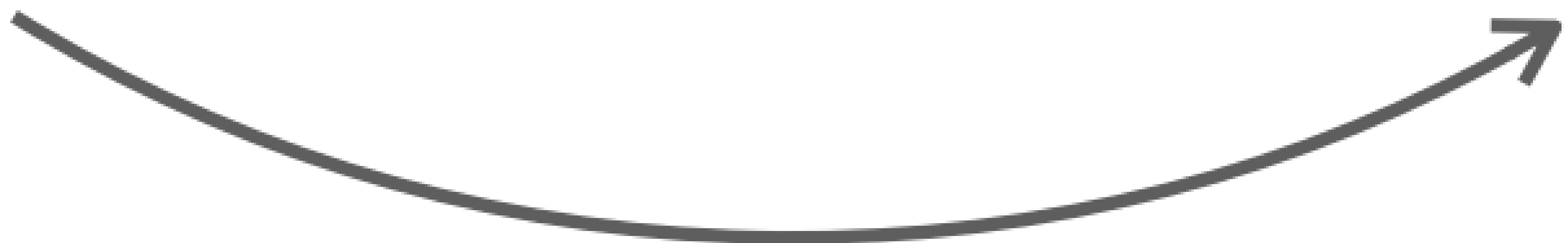












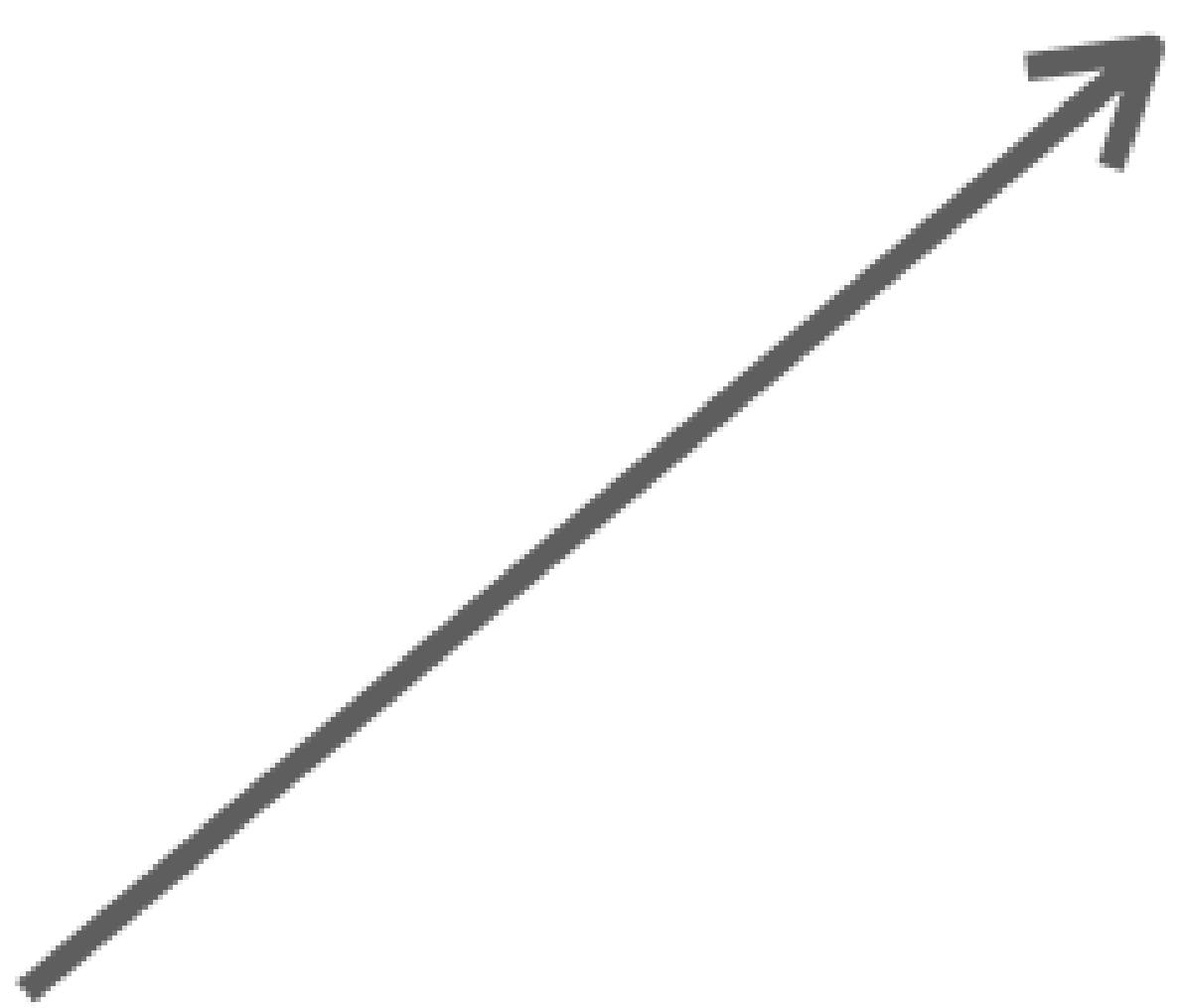
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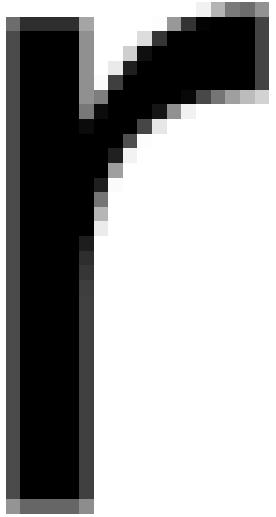
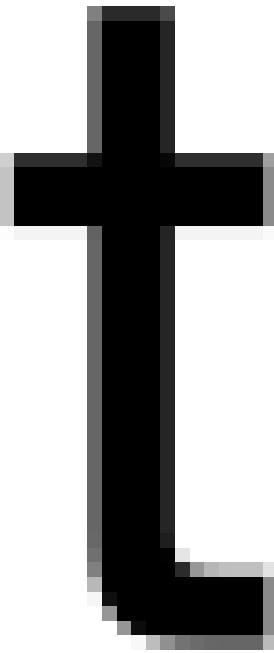
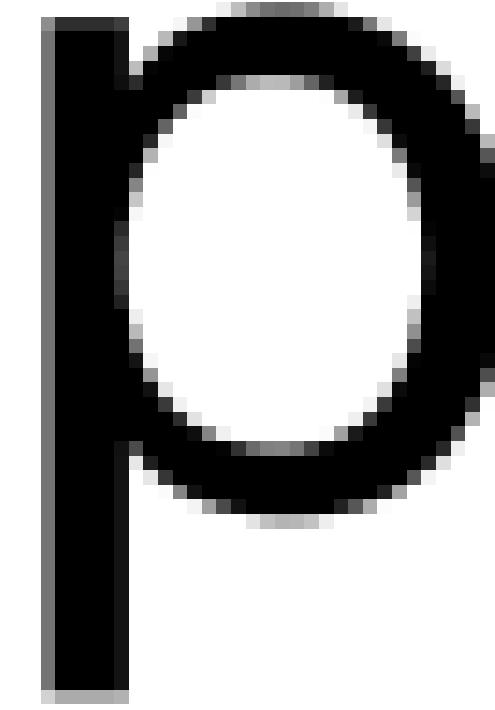
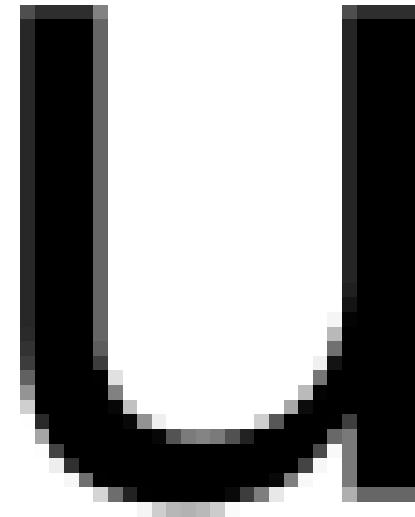
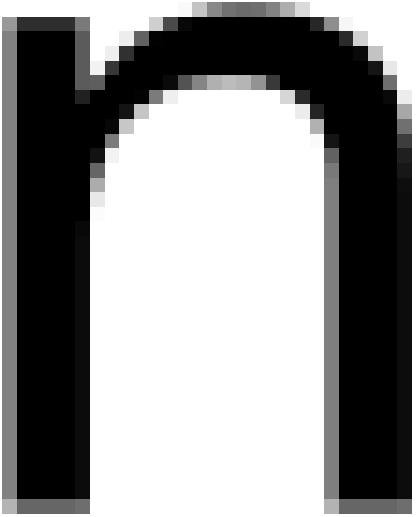
-1

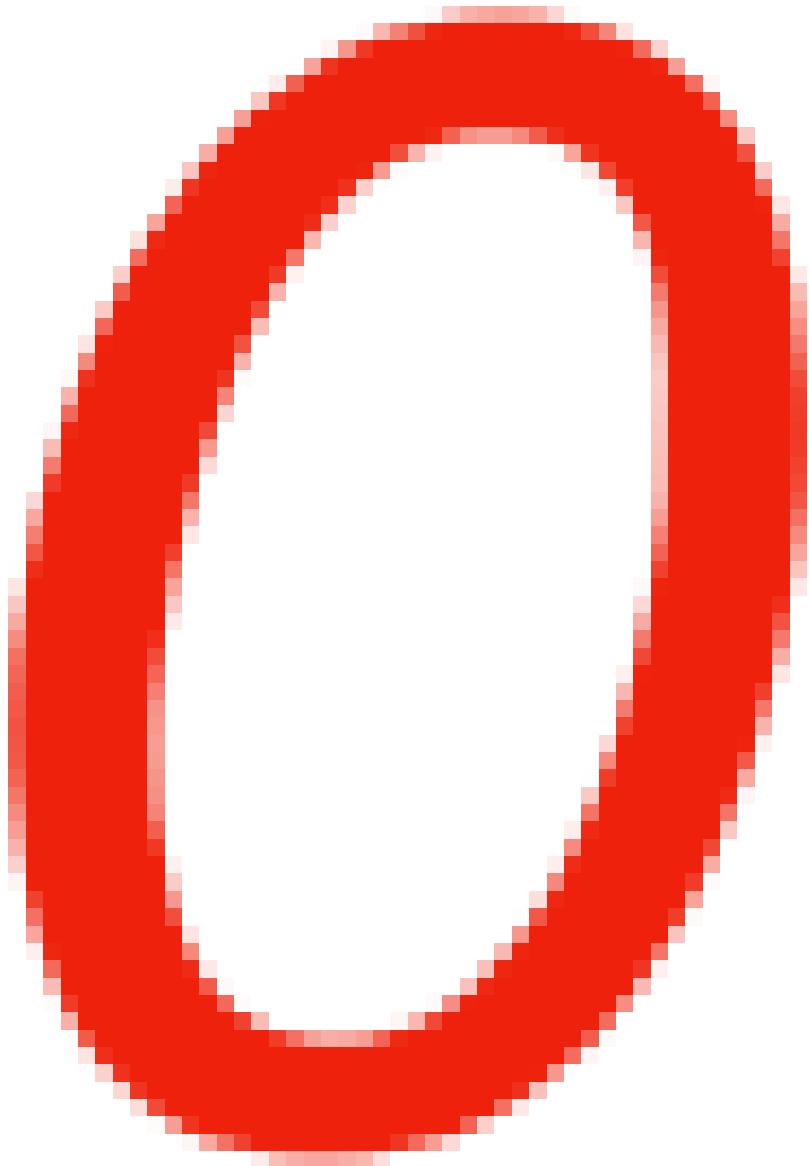
\_name

**HEAD**

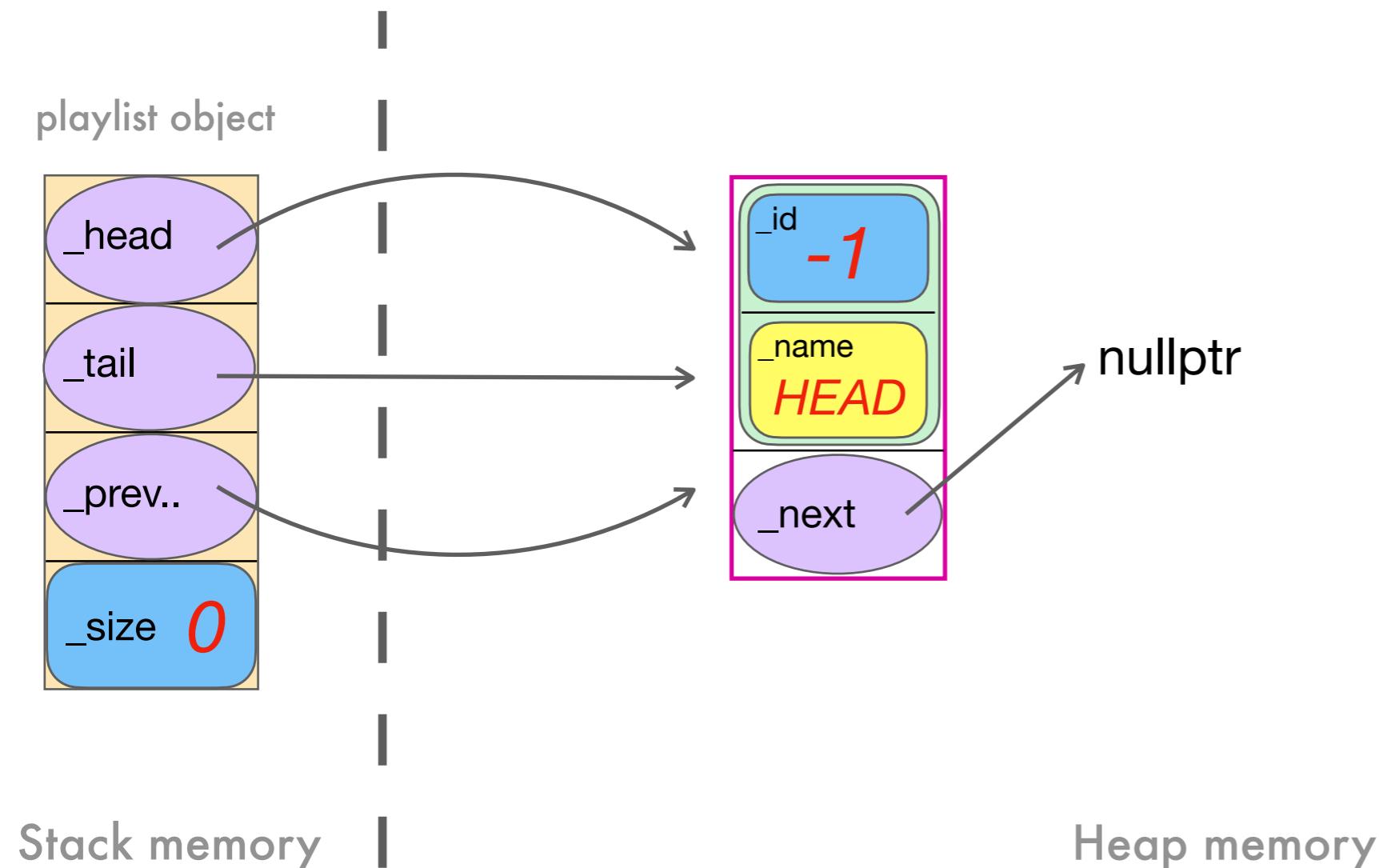
\_next







`insert_at_cursor()` will “new up” (allocate memory for) a new node which contains the user’s `SongEntry`..



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

Legend