





























Privacyist

Legend





Privacyist: No



Privacyist: Noode\*



Playvist: Song Entry



size\_



head



\_\_\_\_\_

tsini

**OROV** .



size

stack memory

Heap memory

playivist • obiect









std::string









































































































































































































































































































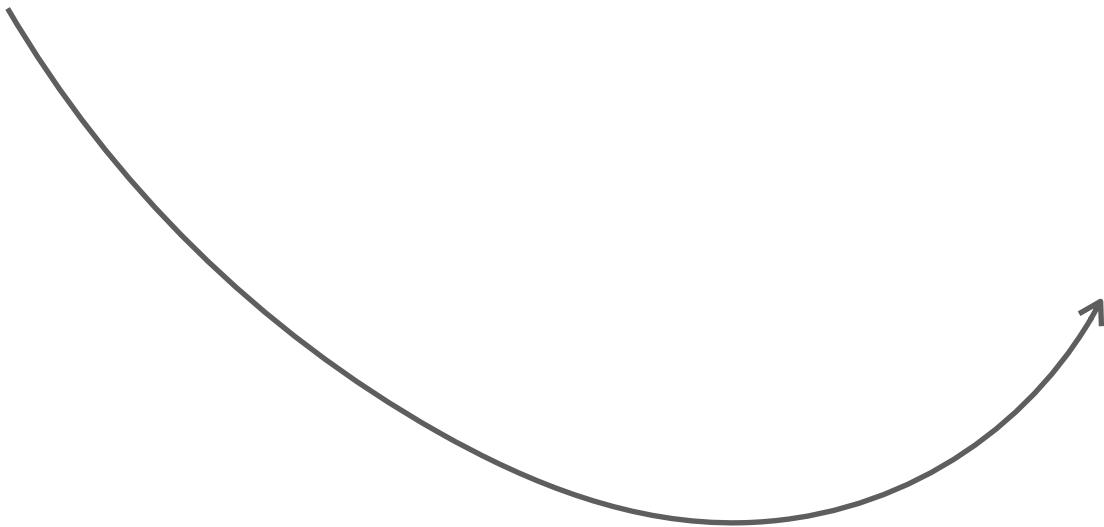














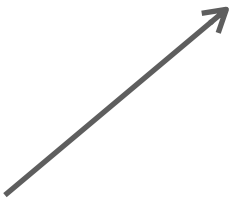
\_id

*-1*

\_name

*HEAD*

\_next



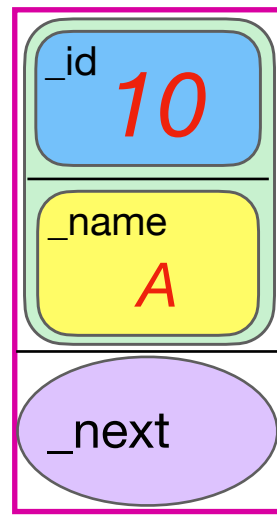
n u i p t r

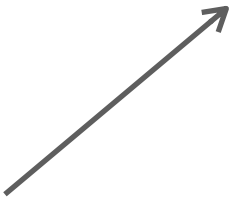




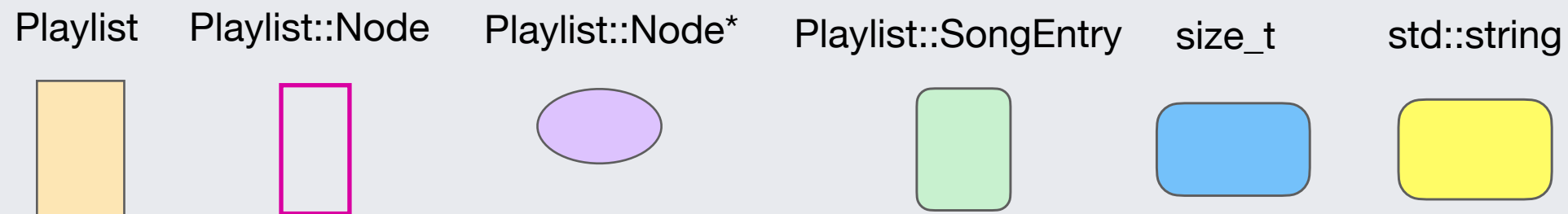
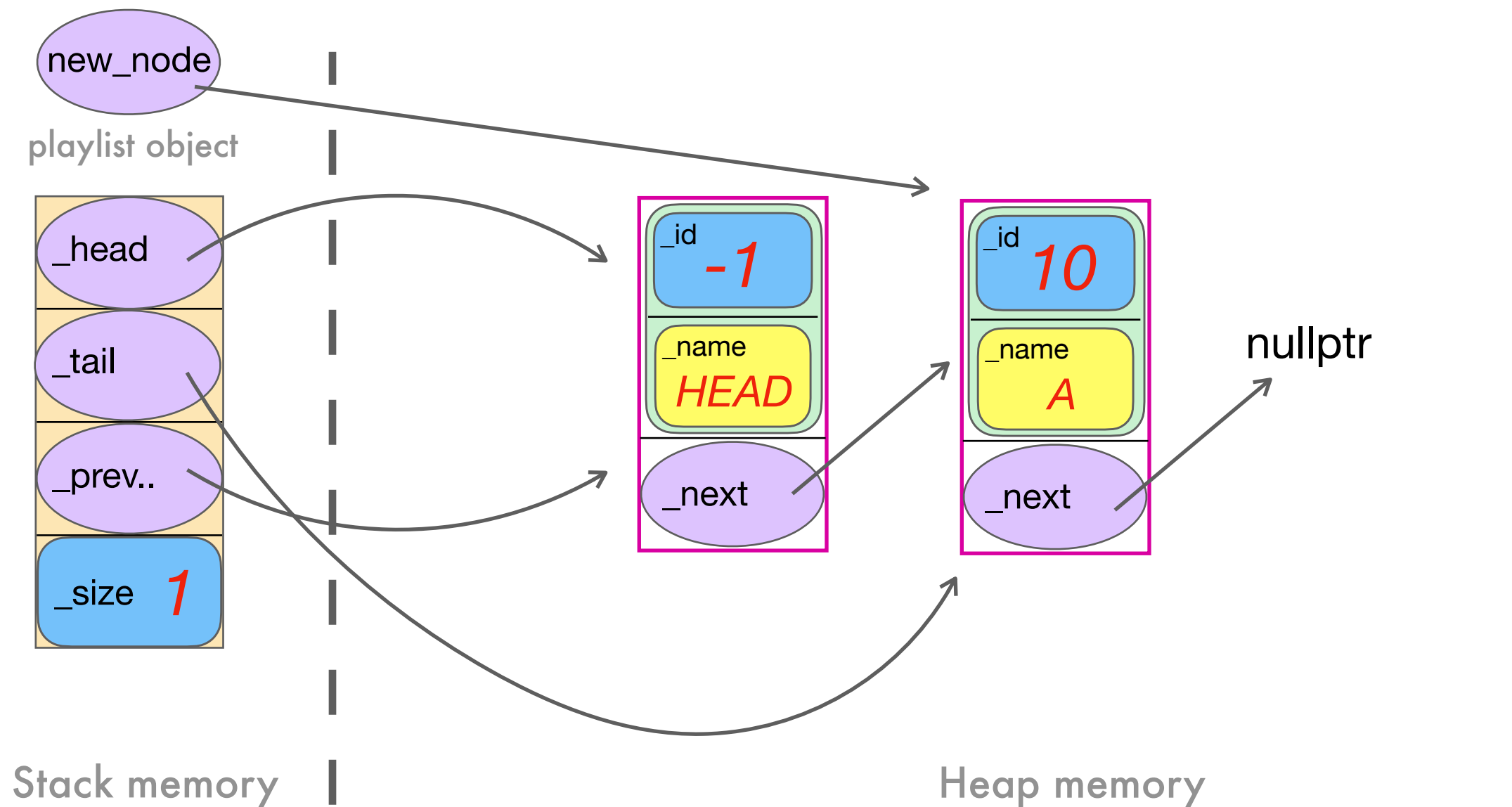
new\_node

A diagram illustrating a linked list node. On the left, a purple oval labeled 'new\_node' has an arrow pointing to a node structure on the right. The node structure is a vertical stack of three boxes: a light blue box for '\_id' containing the value '10', a yellow box for '\_name' containing the value 'A', and a purple box for '\_next'. The entire node structure is enclosed in a magenta rectangular border.



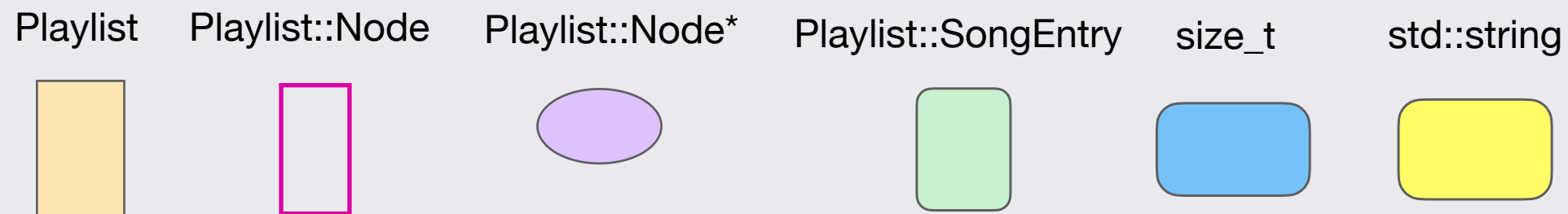
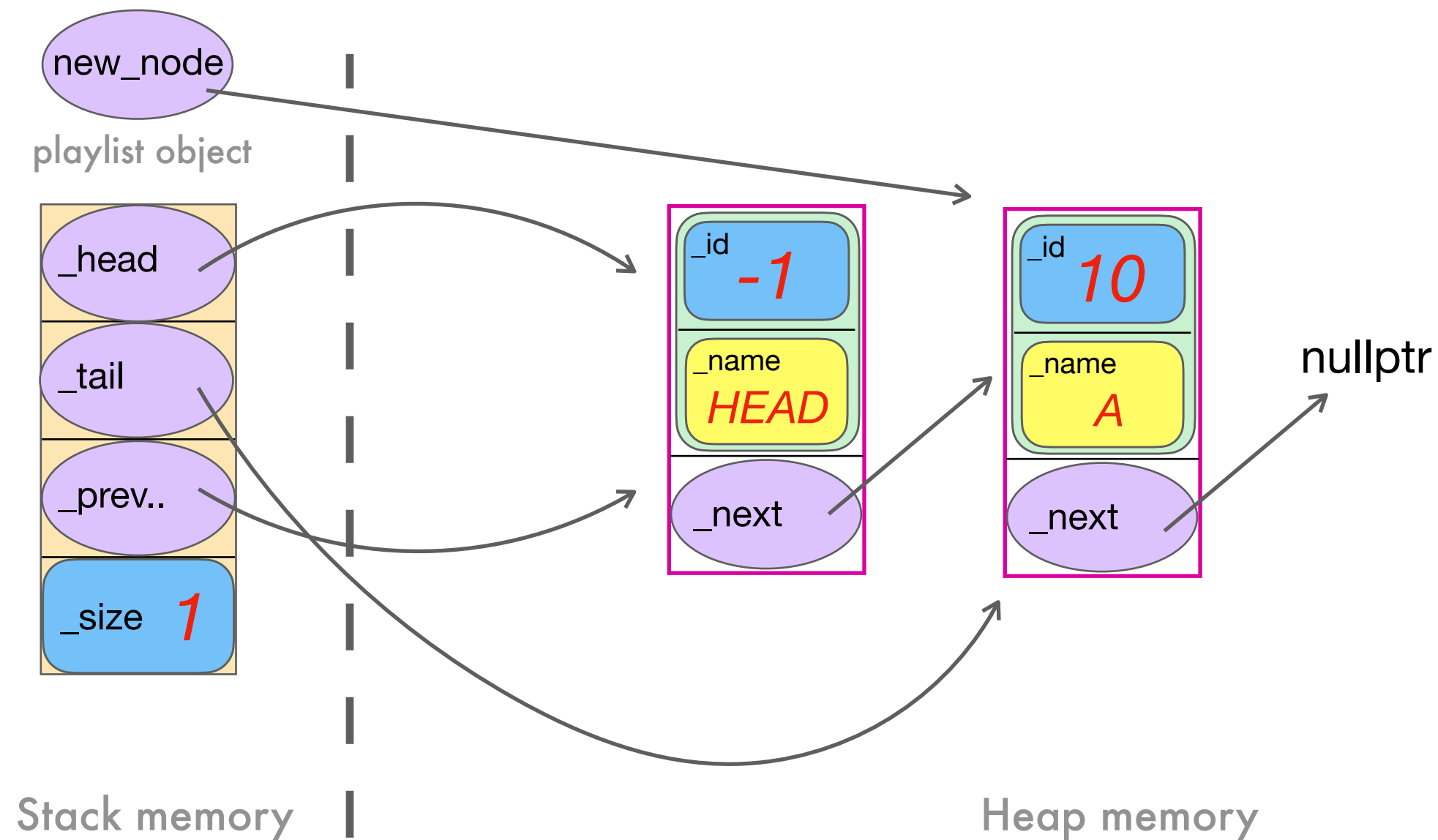


When `insert_at_cursor()` returns, the temporary local `Node*` `new_node` will be destroyed, but the node itself in heap memory is now accessible via the list, via the sentinel node.



Legend

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Legend