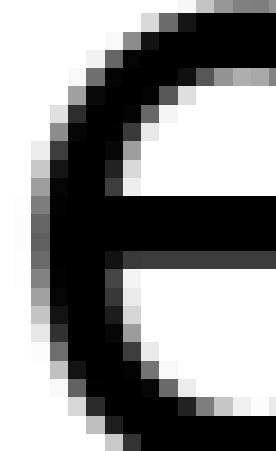
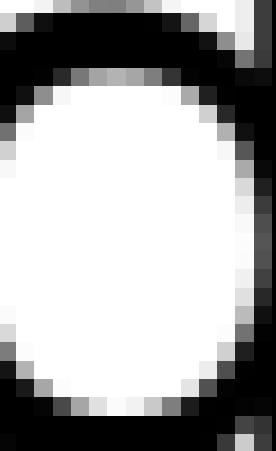
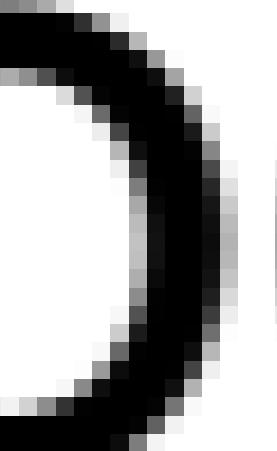
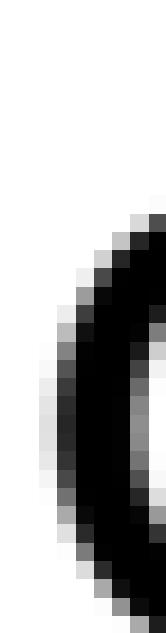
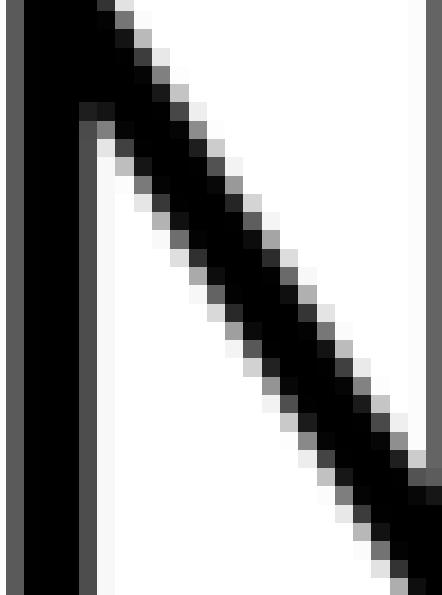
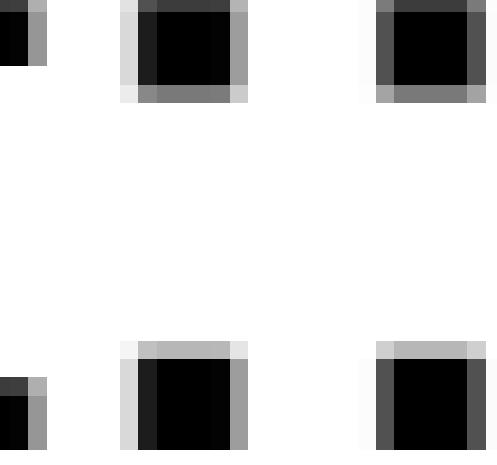
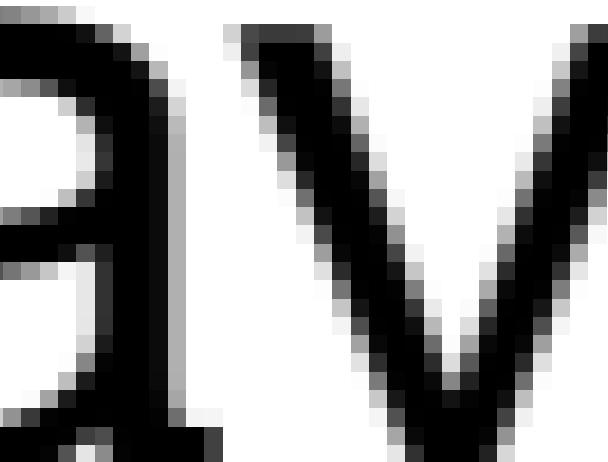
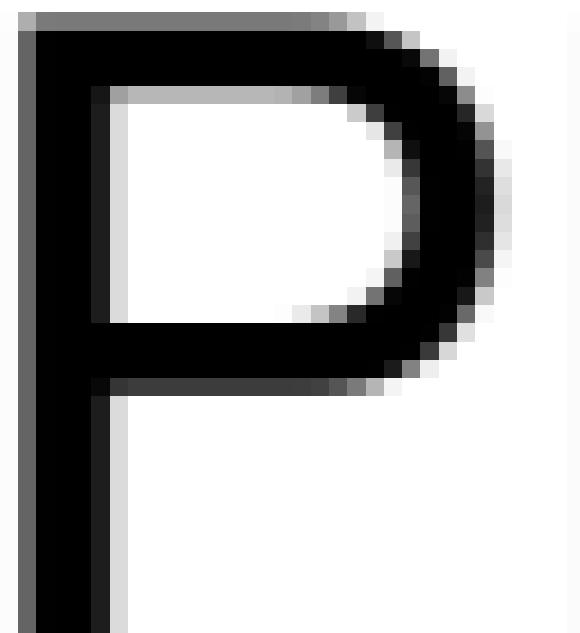
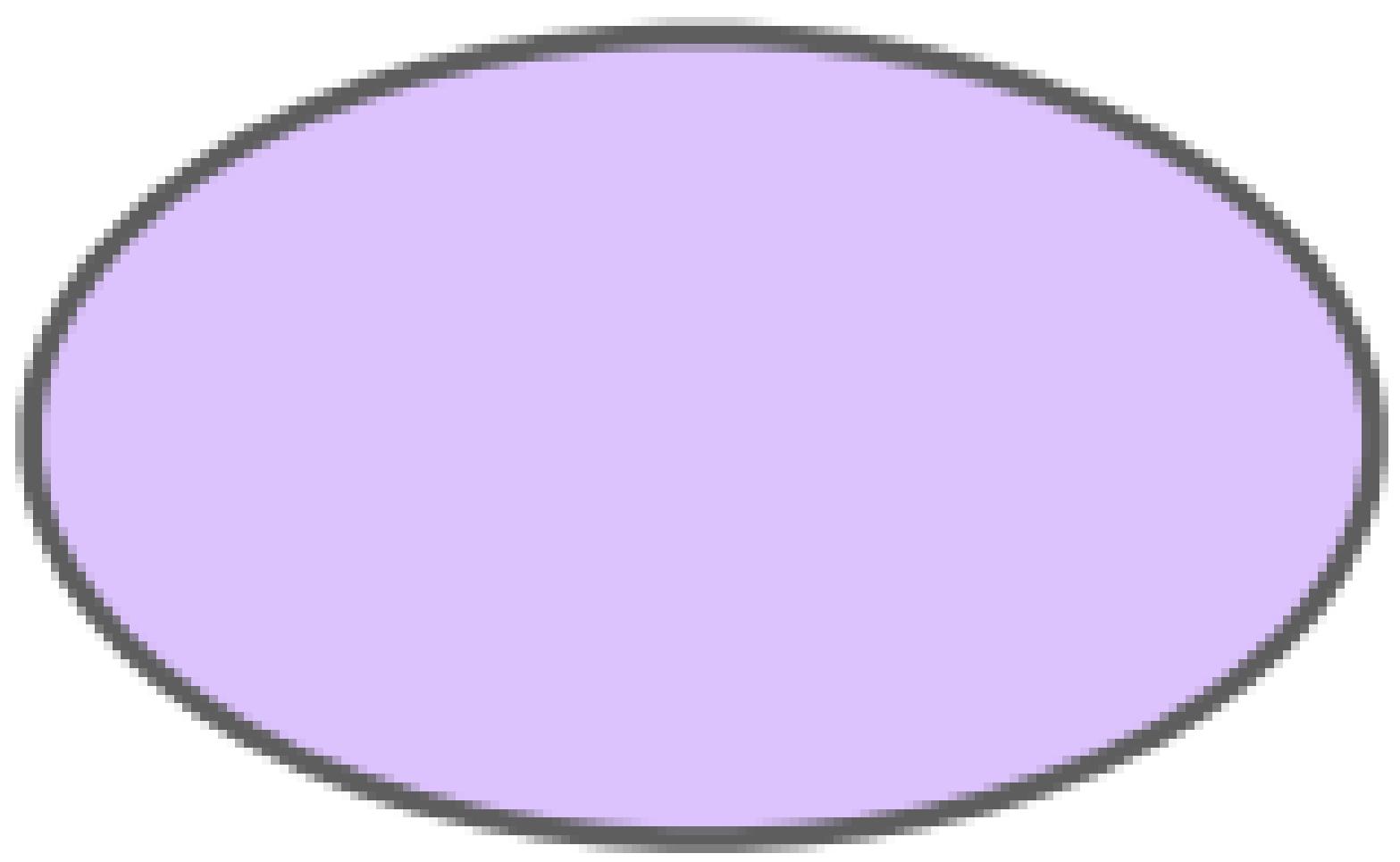
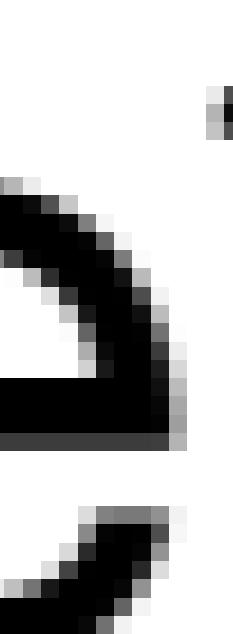
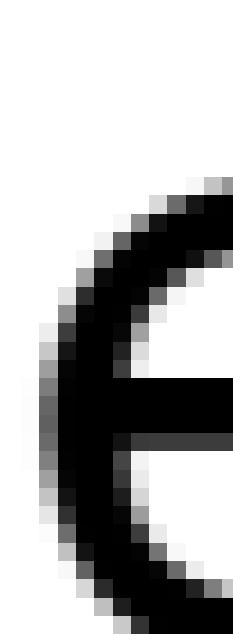
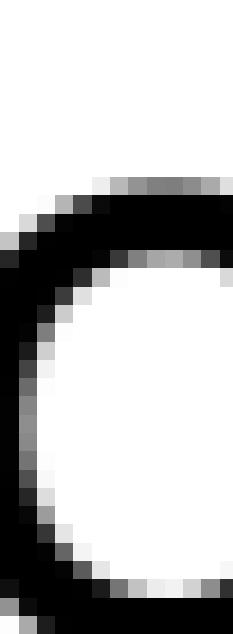
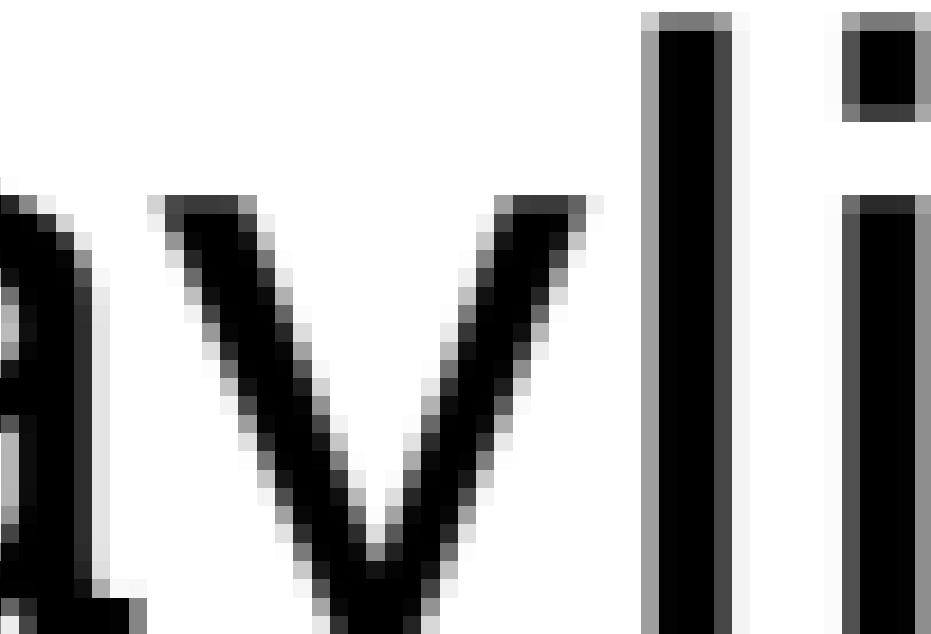
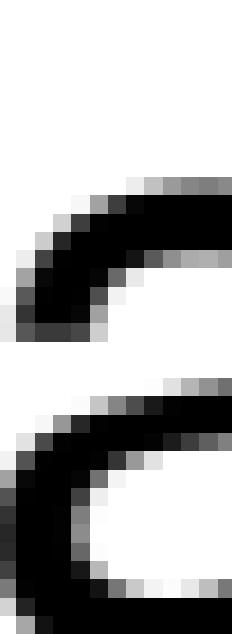
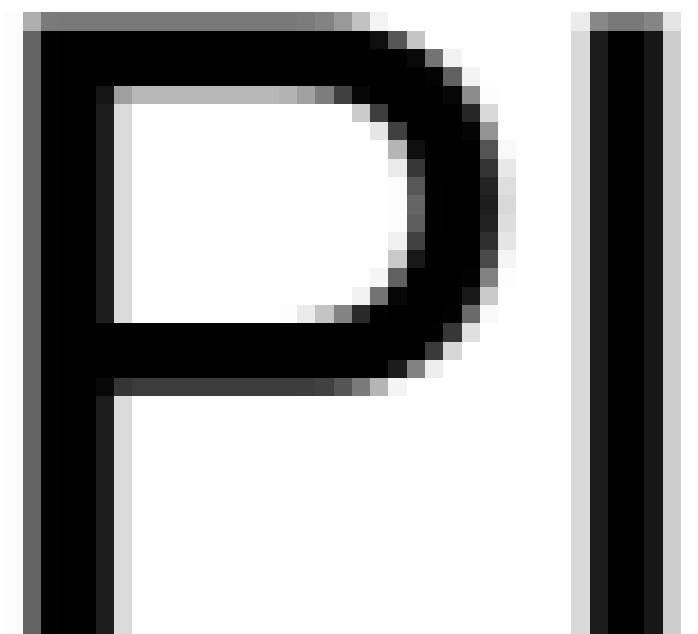


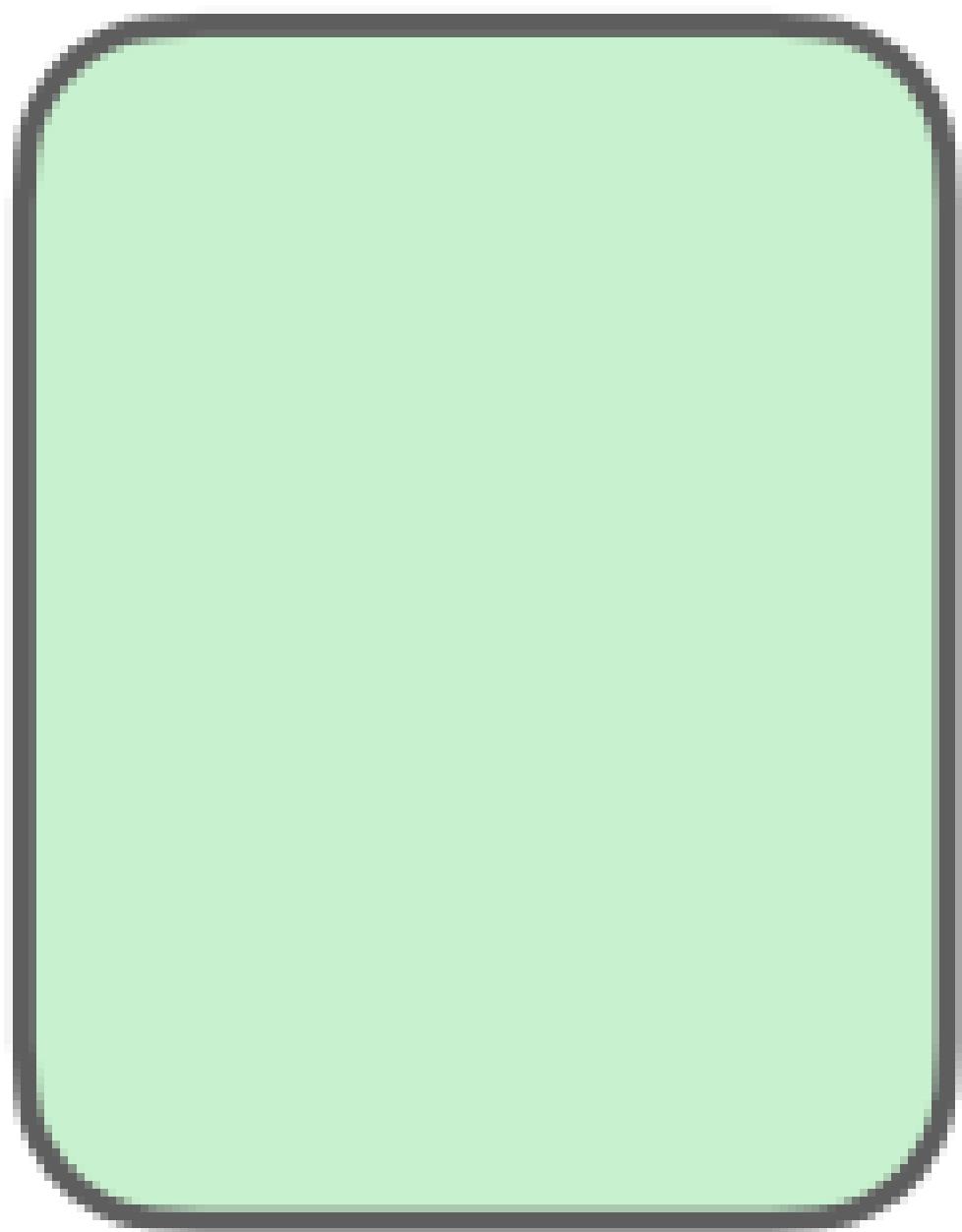
Legend





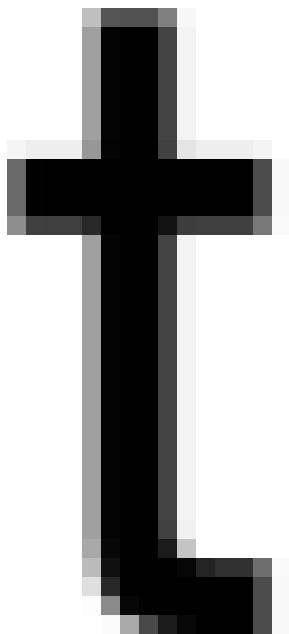
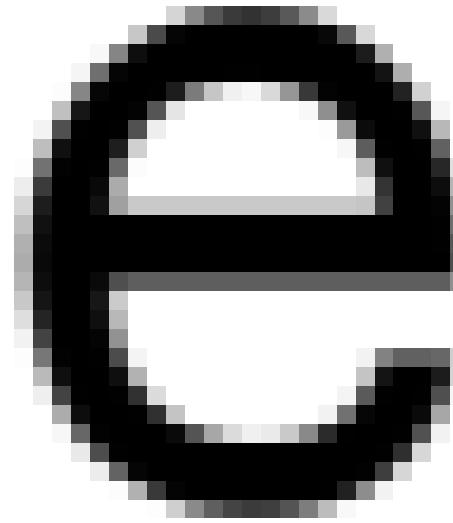
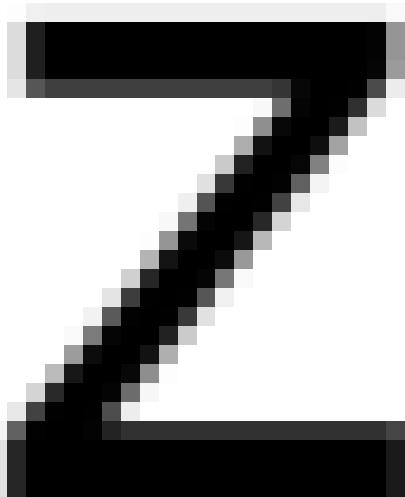
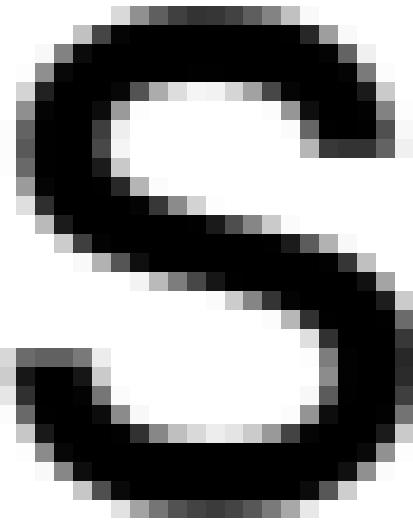




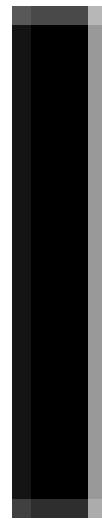
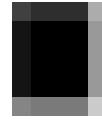
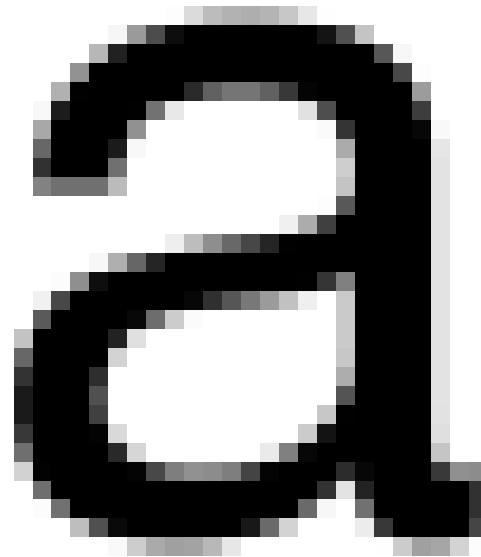
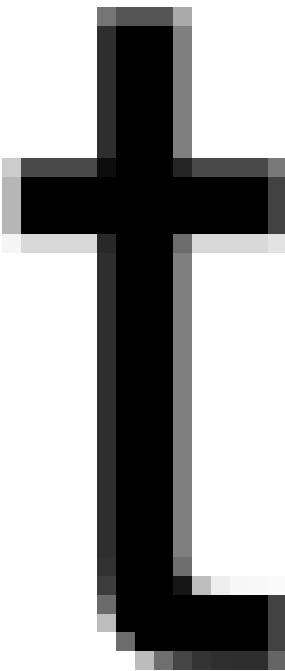


Playist - Songlist

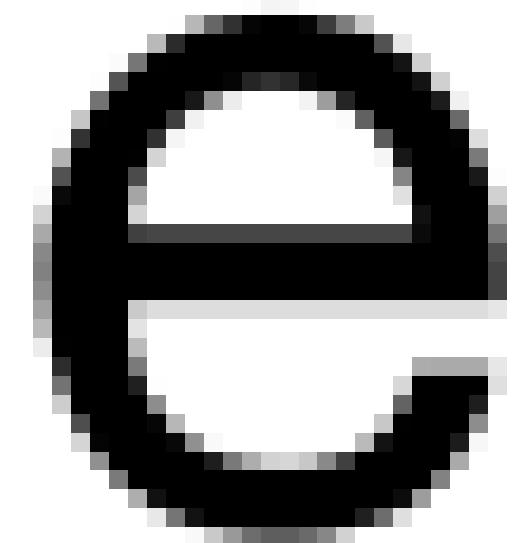
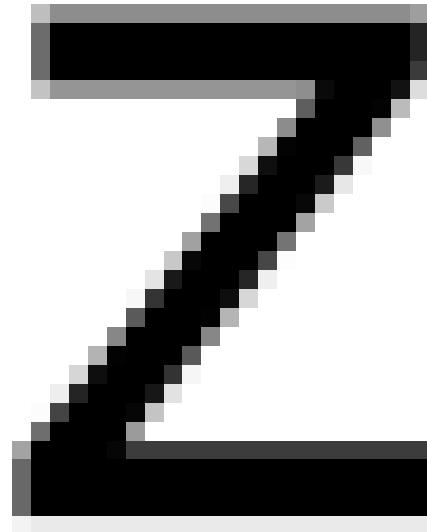
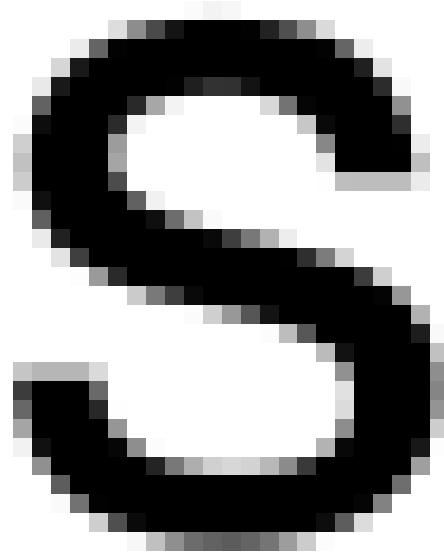












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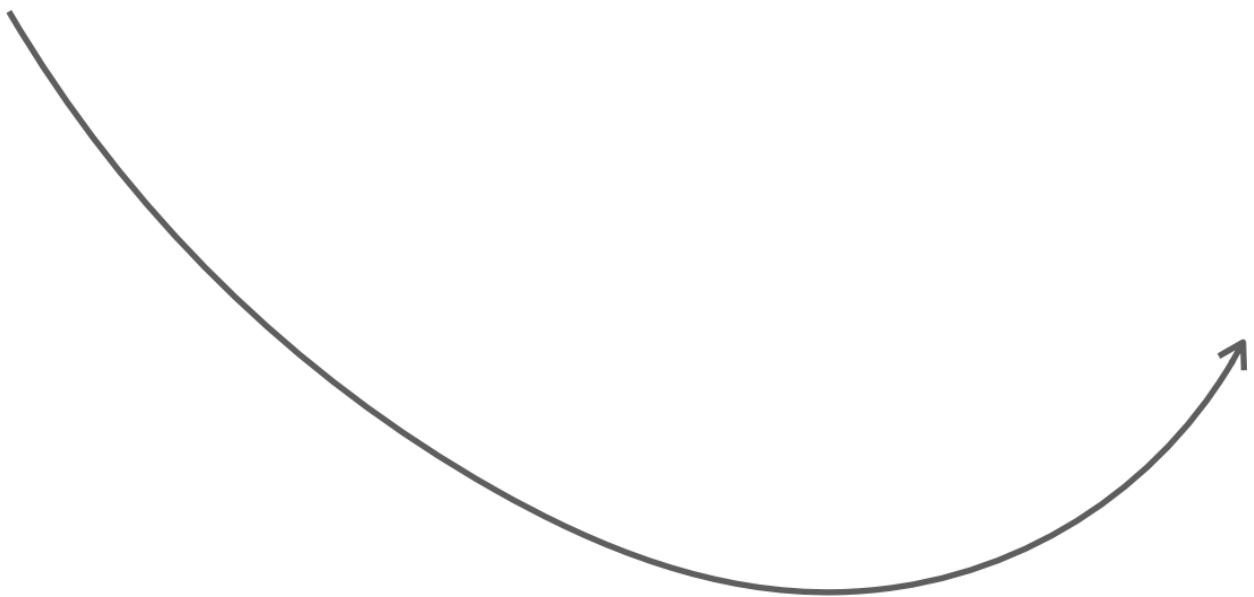


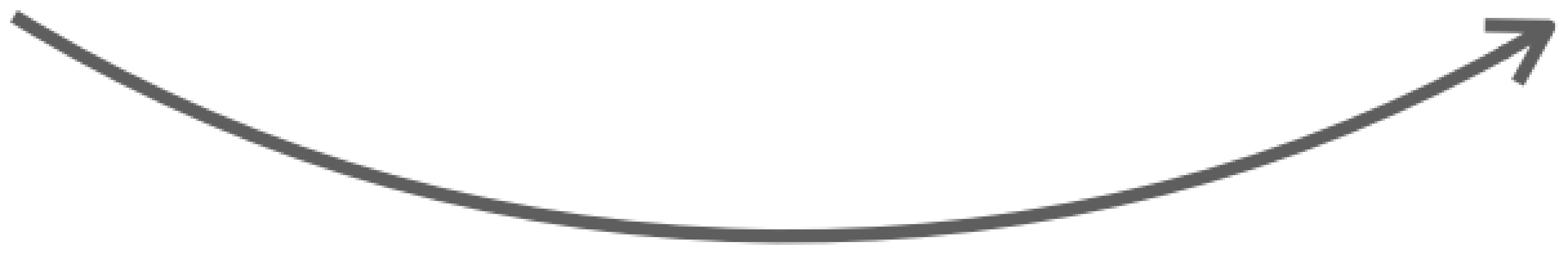


Let's insert another song:

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







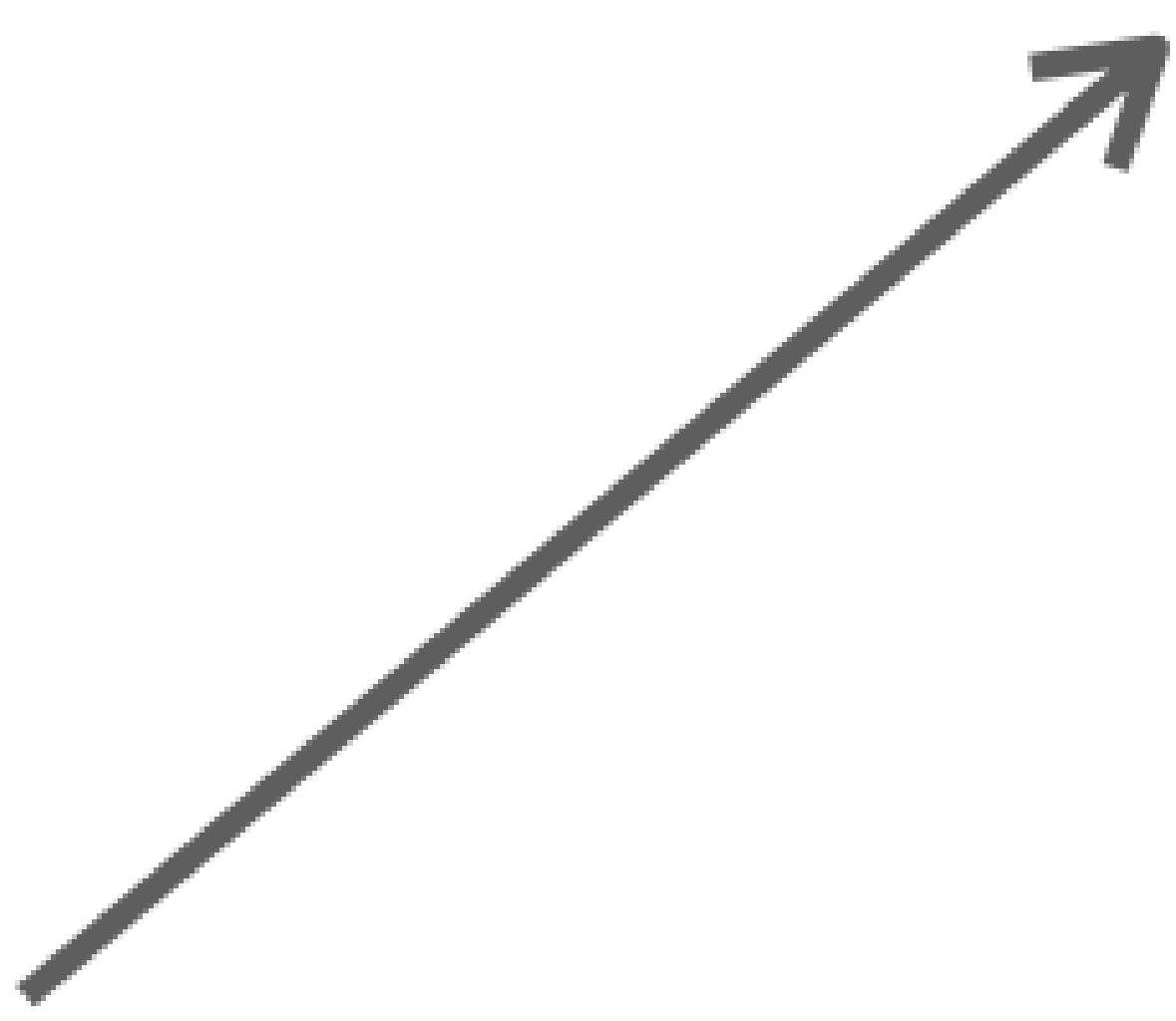
_id

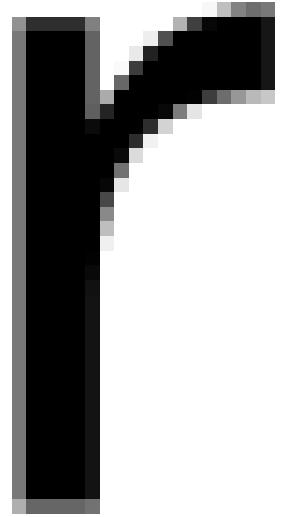
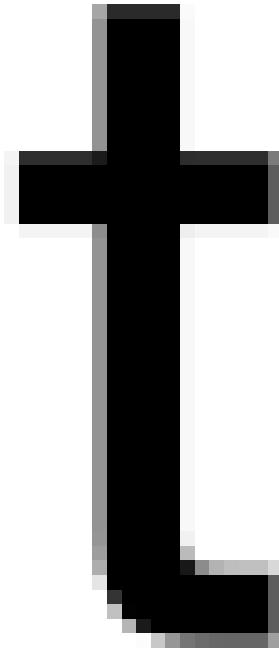
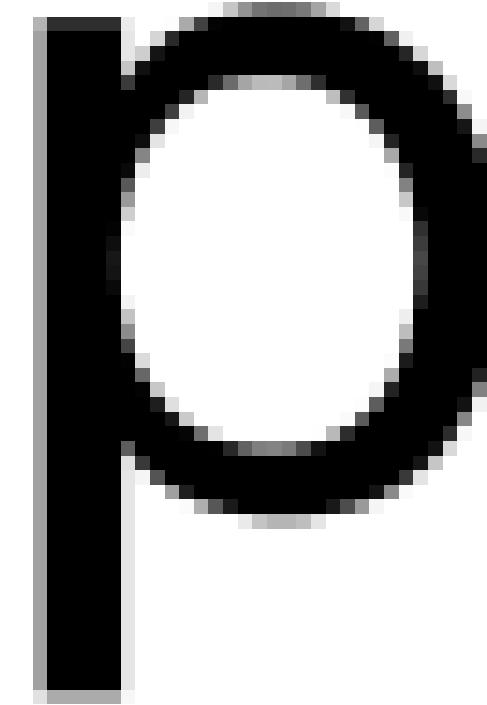
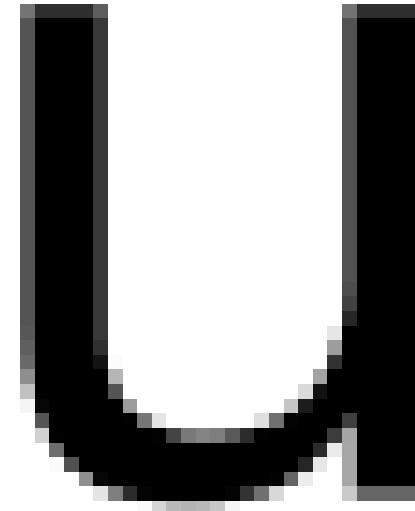
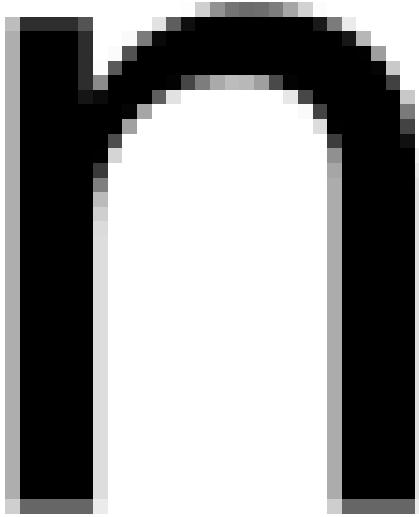
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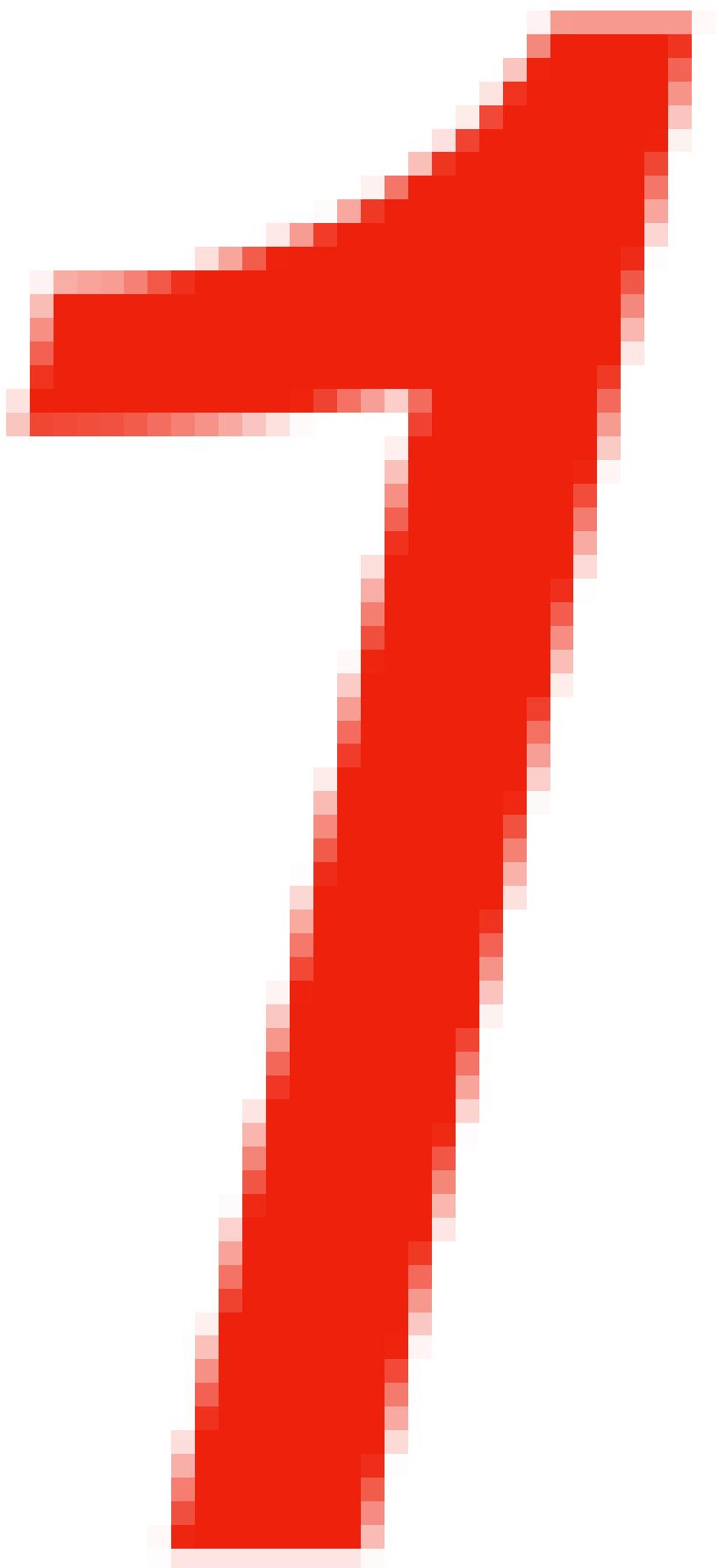
_name

HEAD

_next







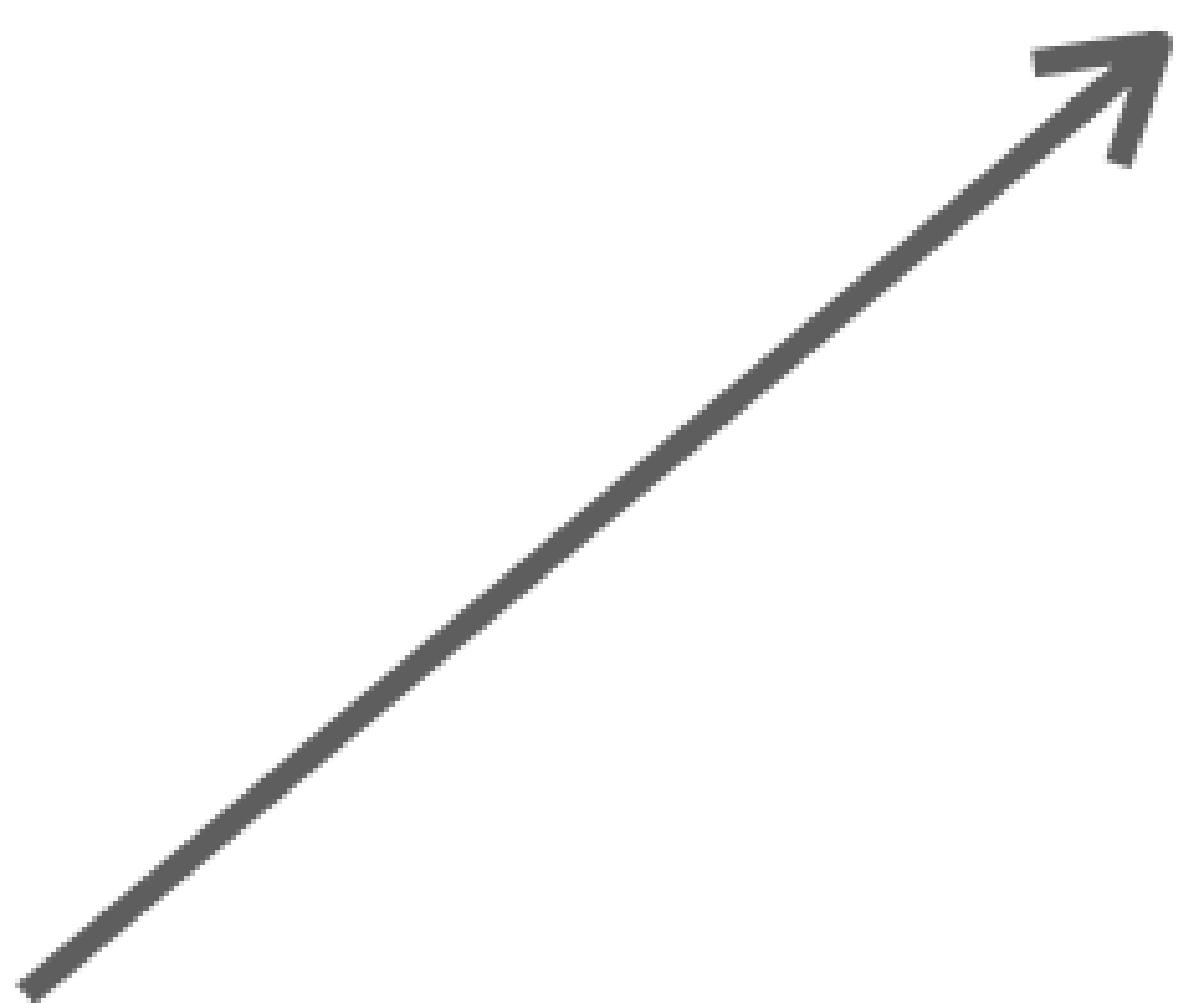
_id

_name

_next

10

A



_id

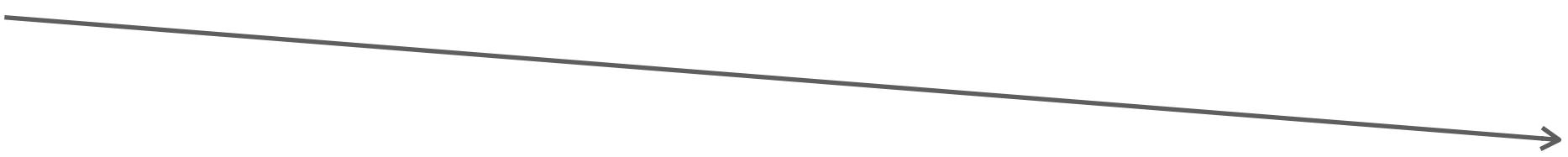
_name

_next

20

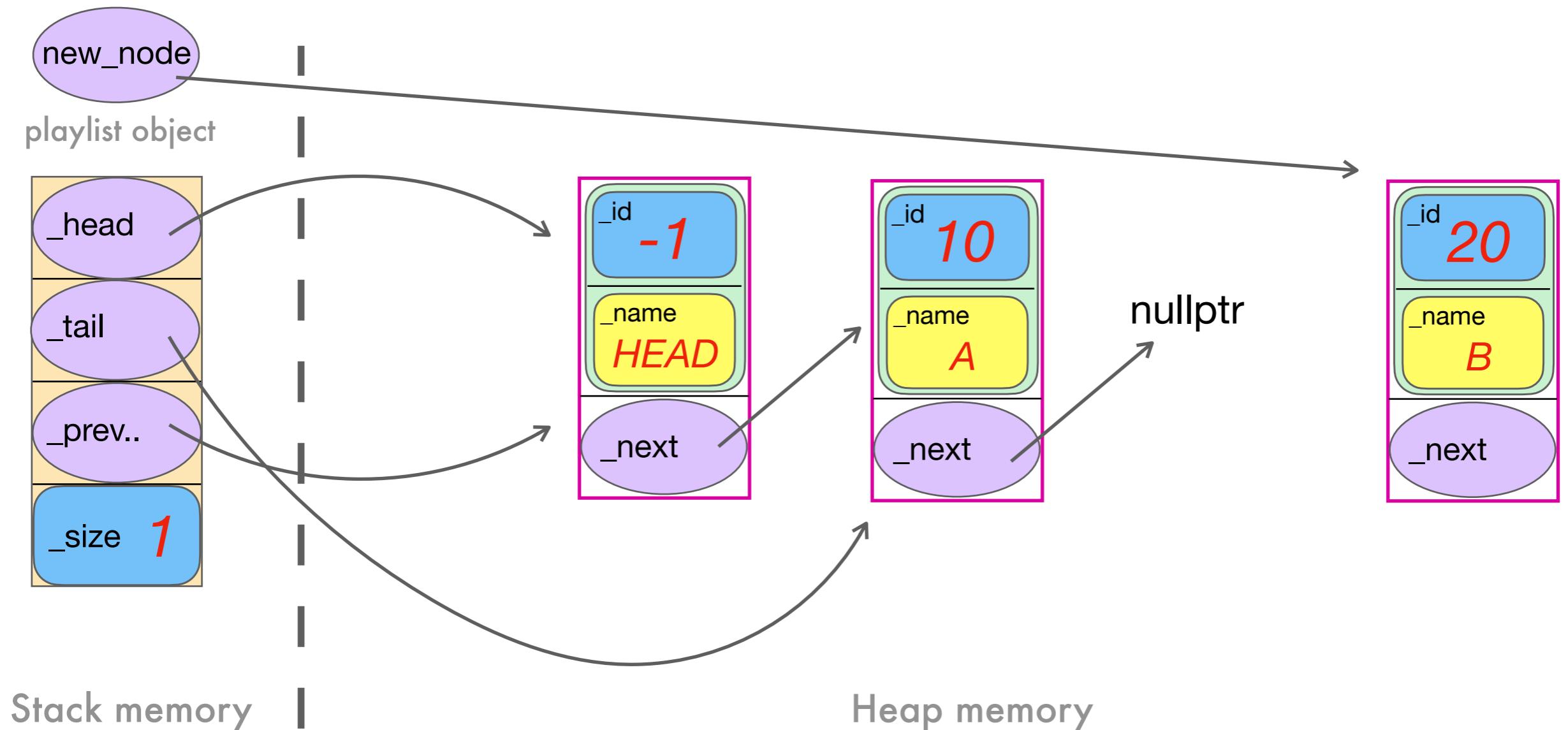
B

new_node



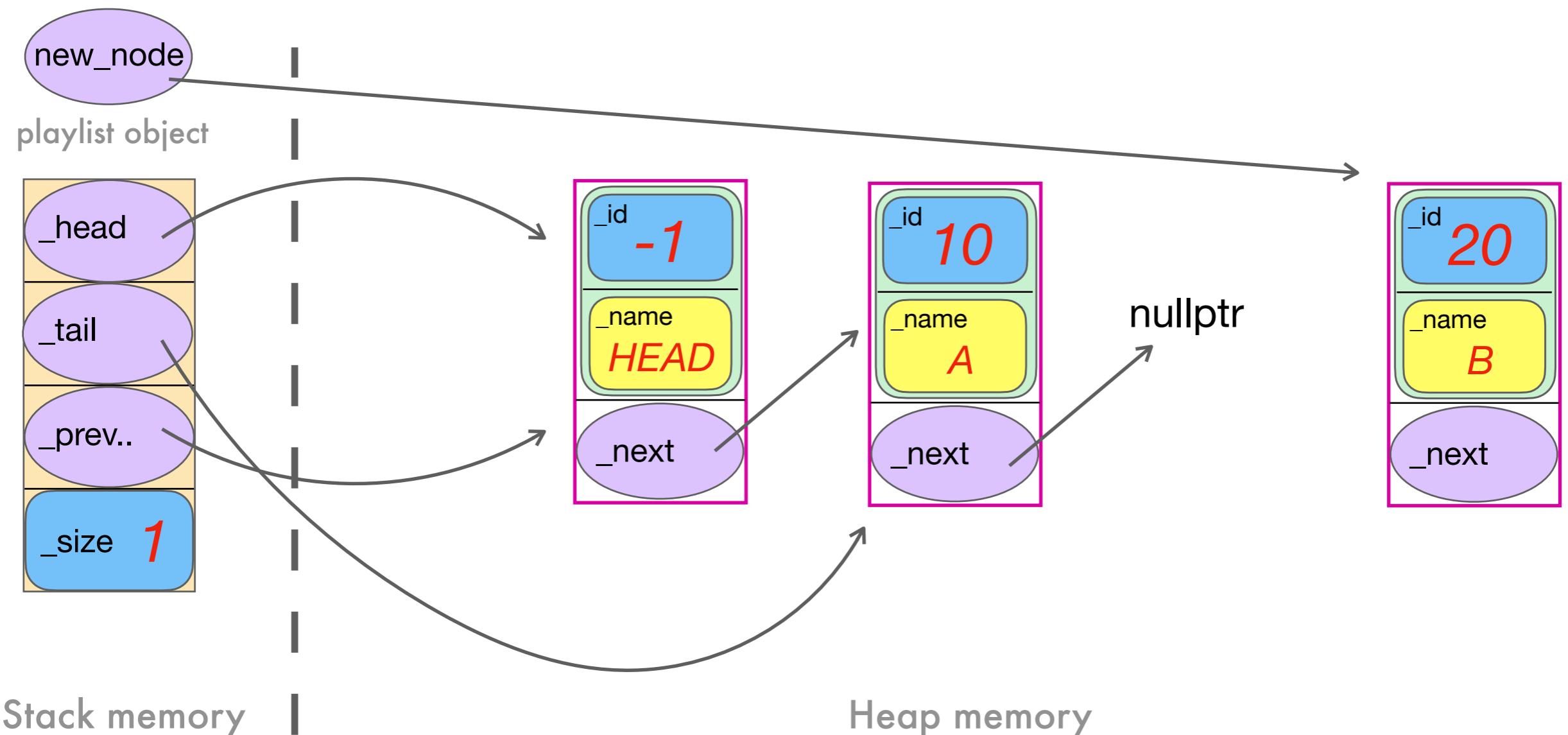
Let's insert another song:

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



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

Legend



Playlist

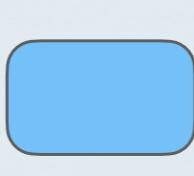
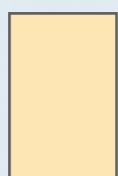
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend