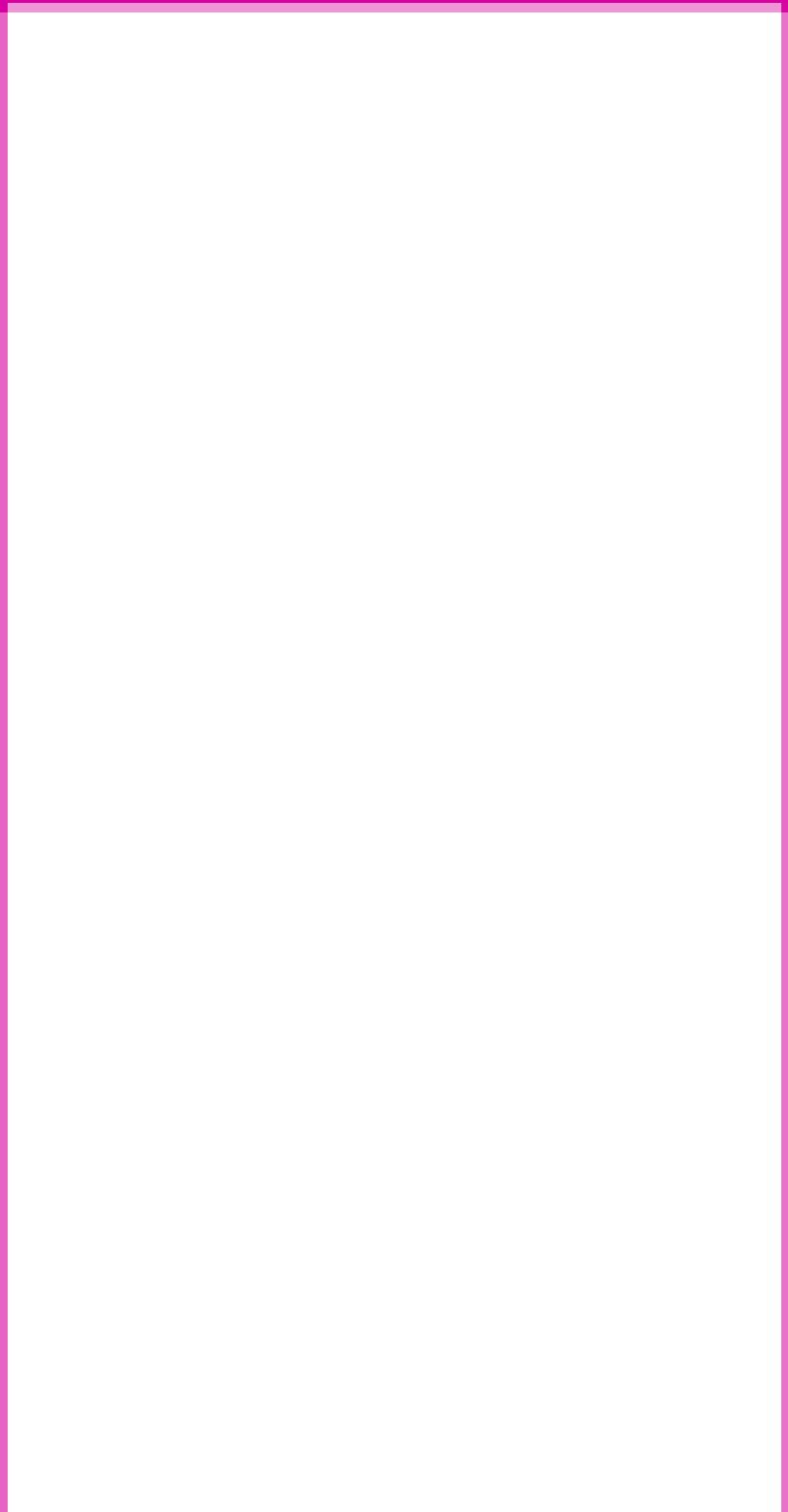
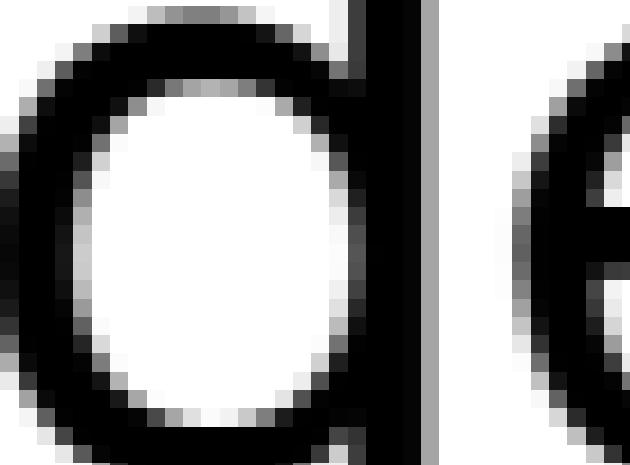
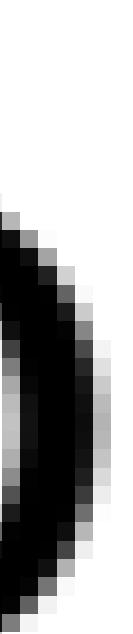
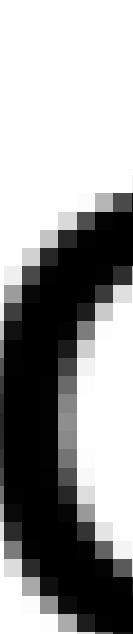
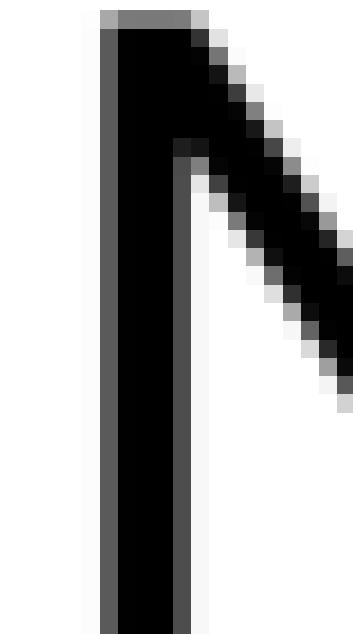
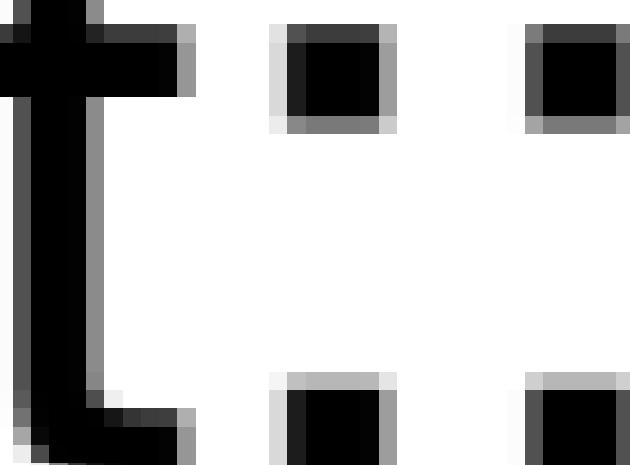
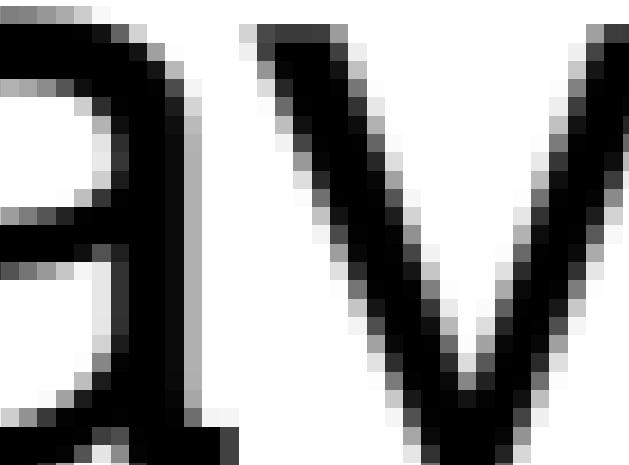
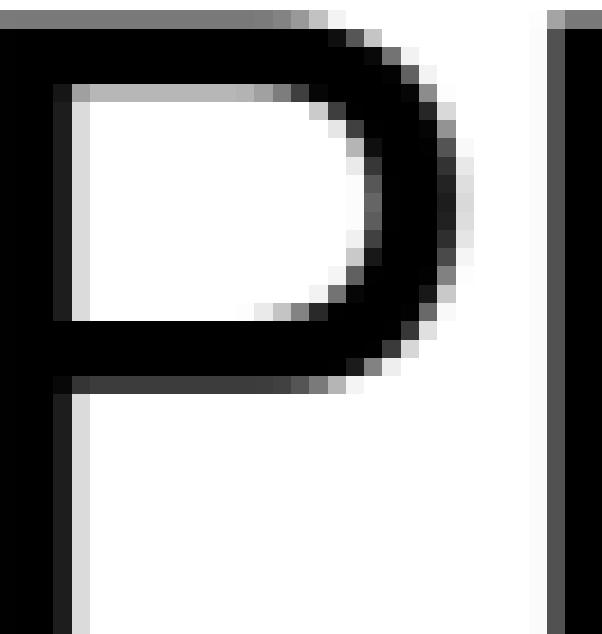
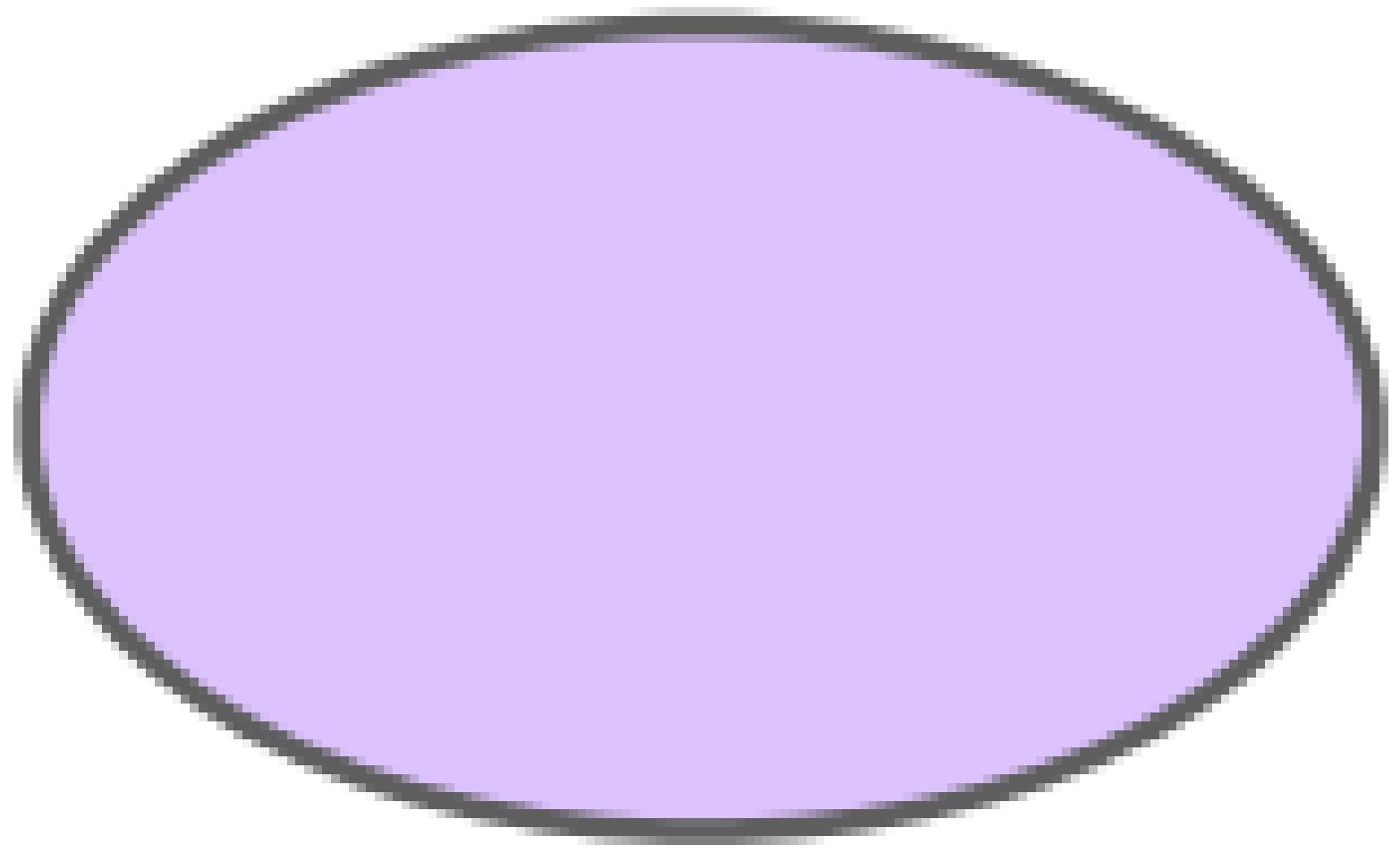
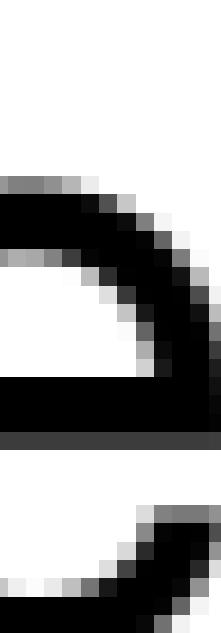
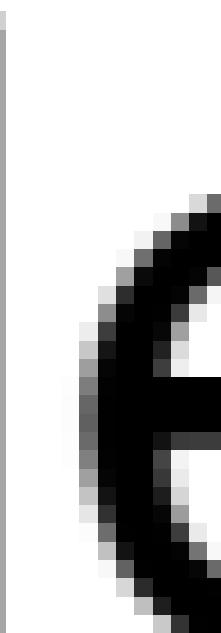
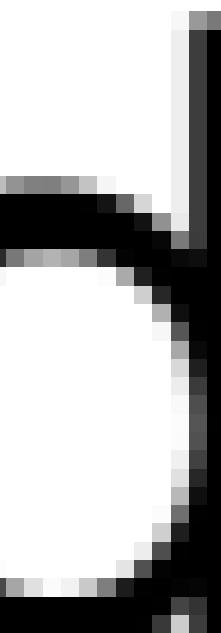
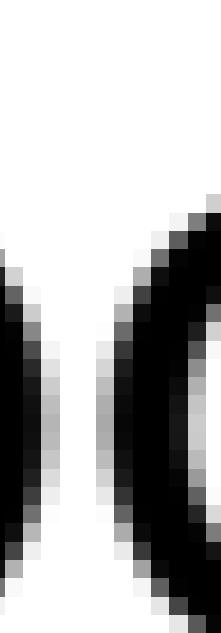
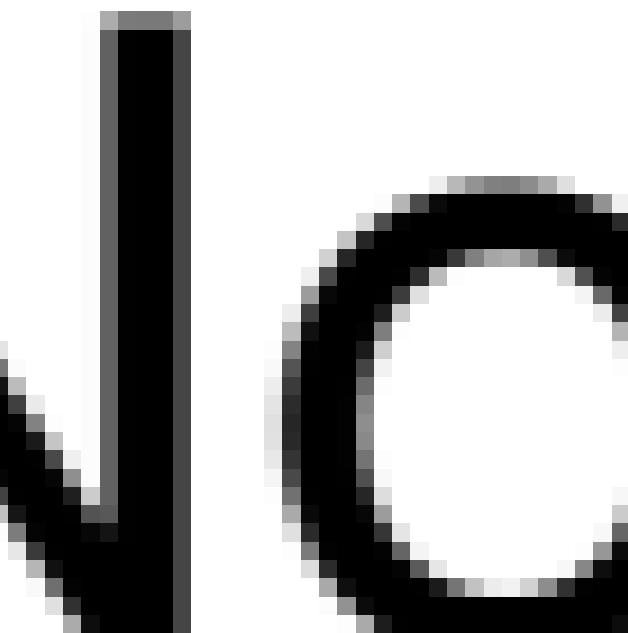
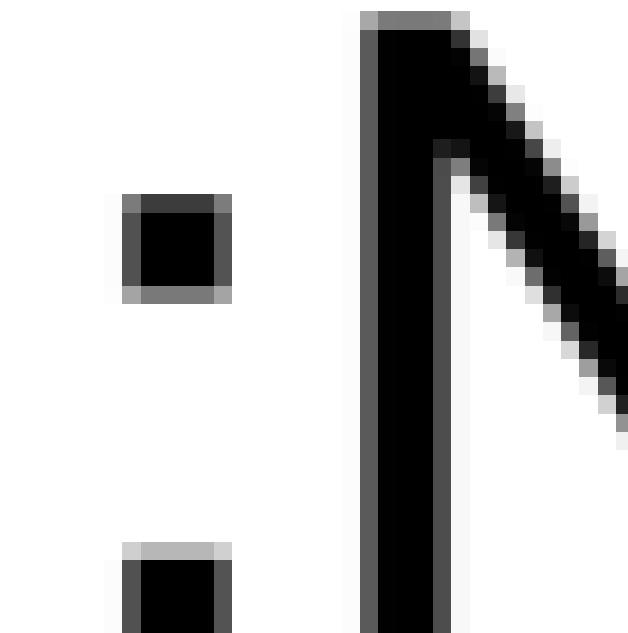
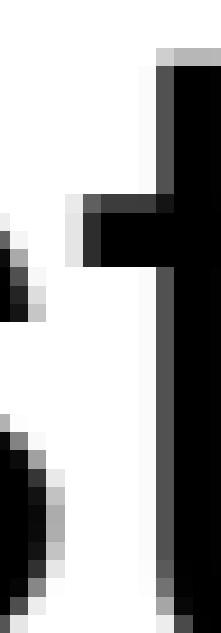
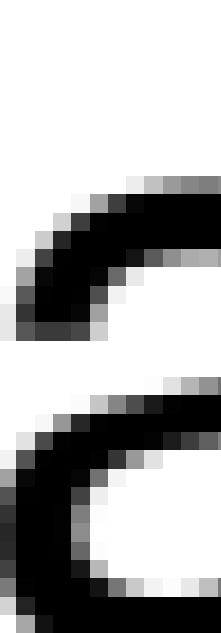
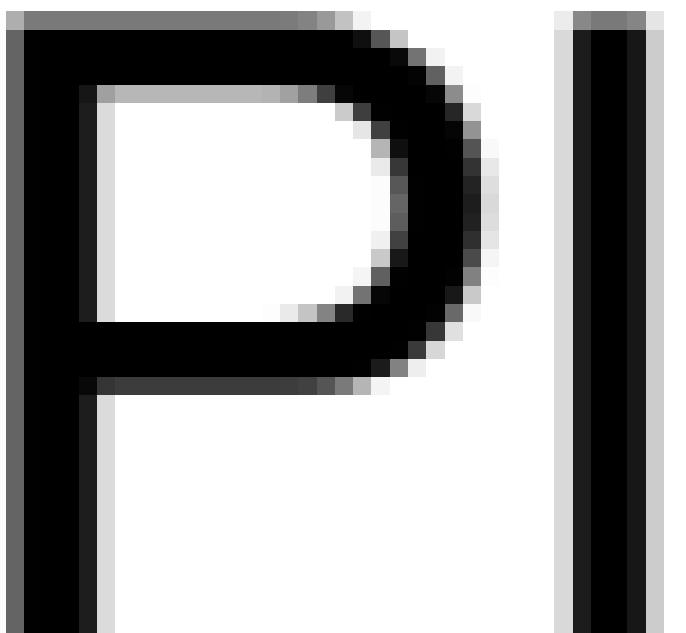


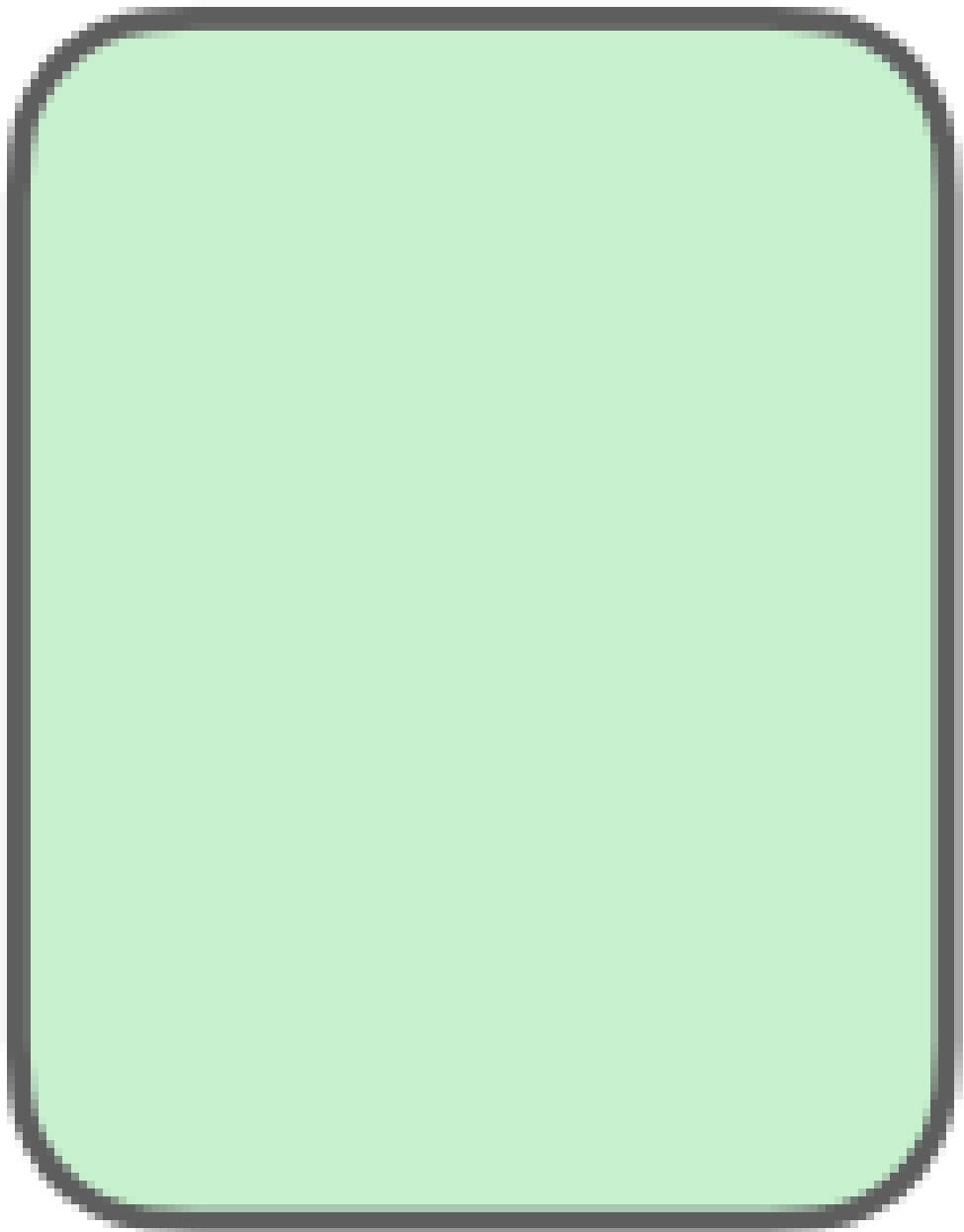
Legend





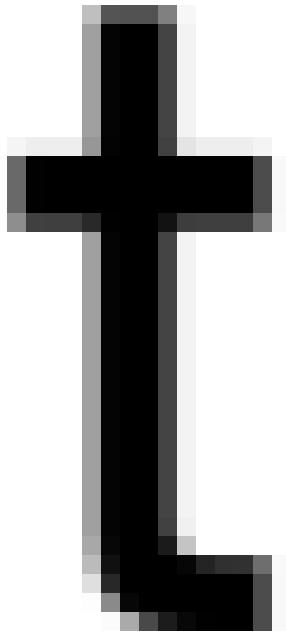
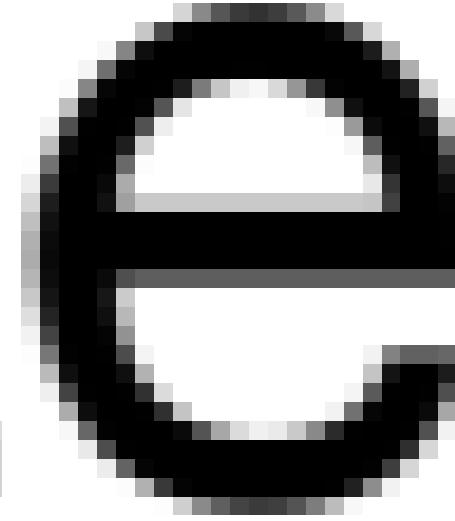
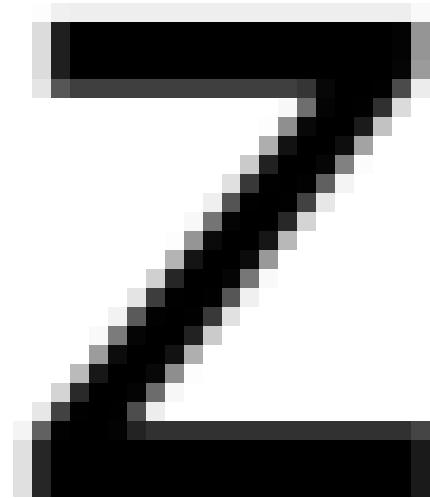
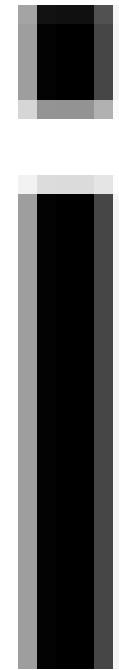
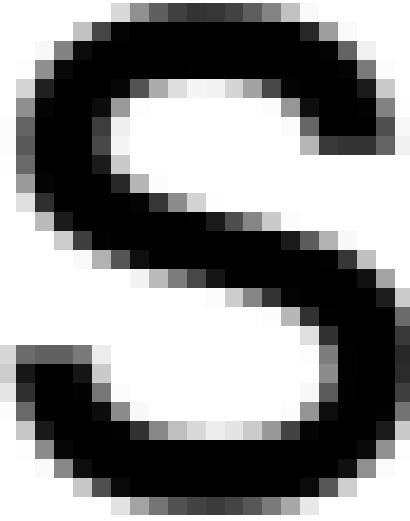






Playist . Songlist



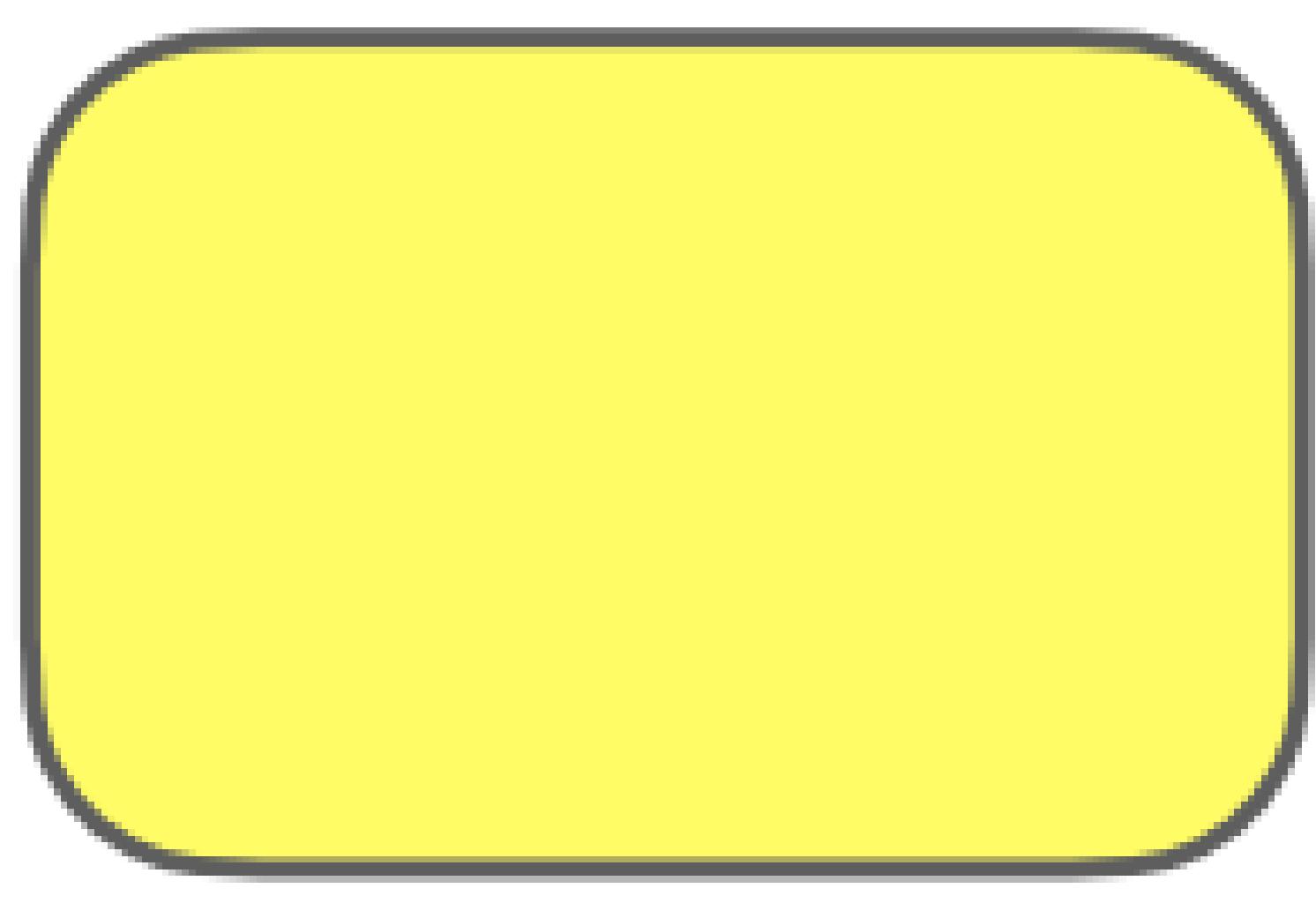


Stock me more

the end of me and me and me and me and me

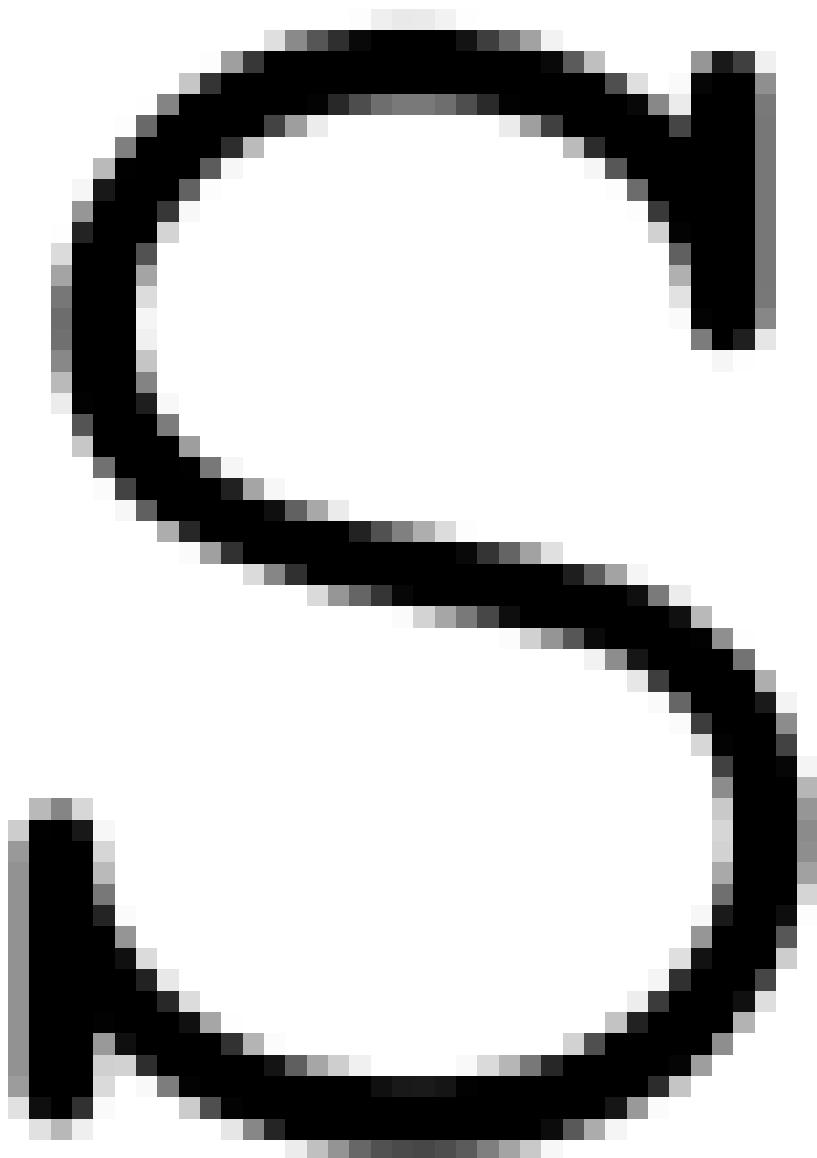


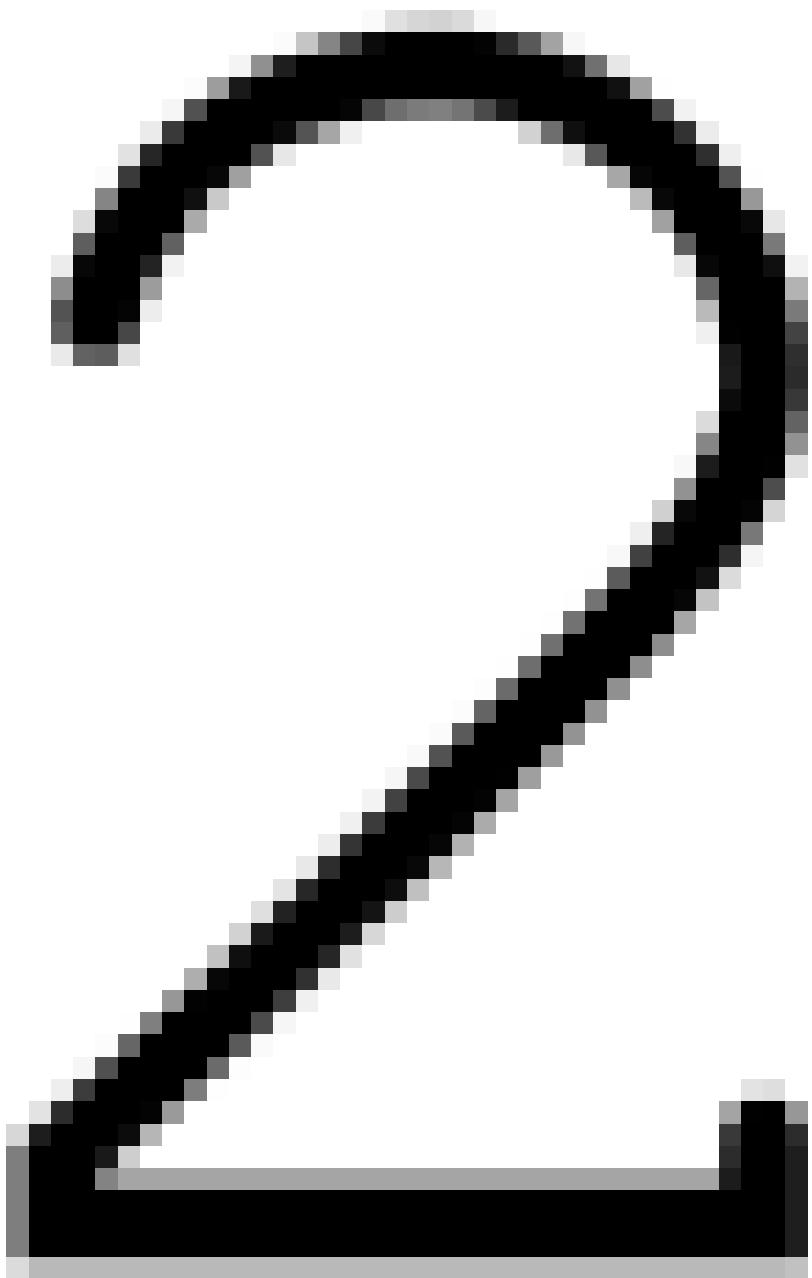


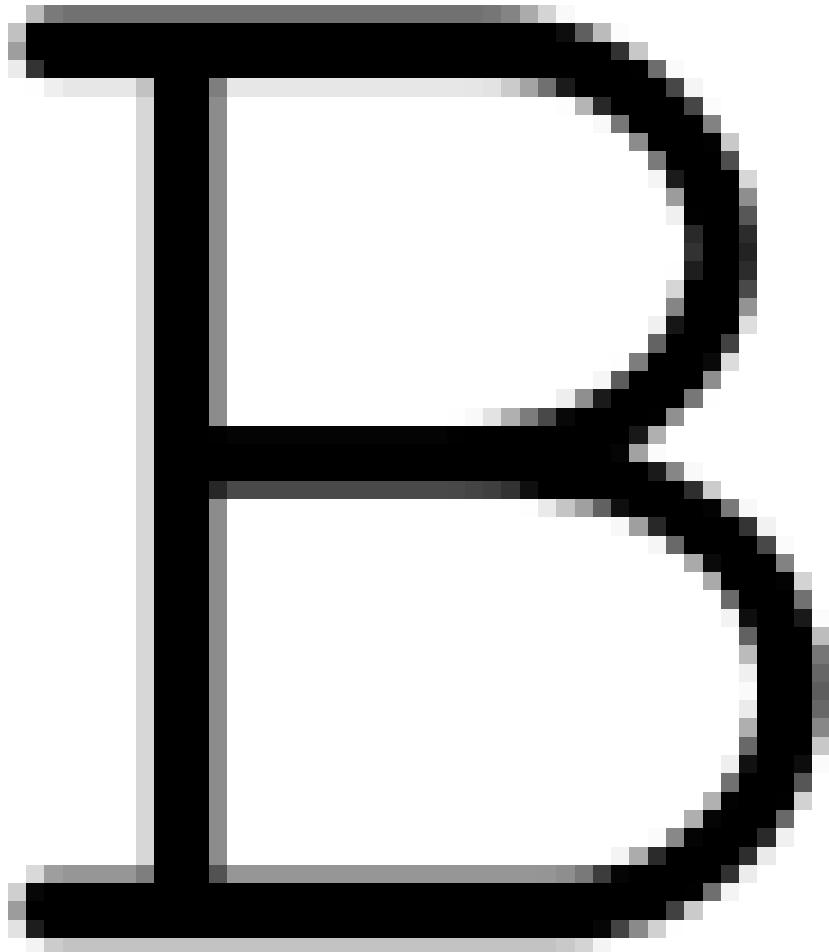




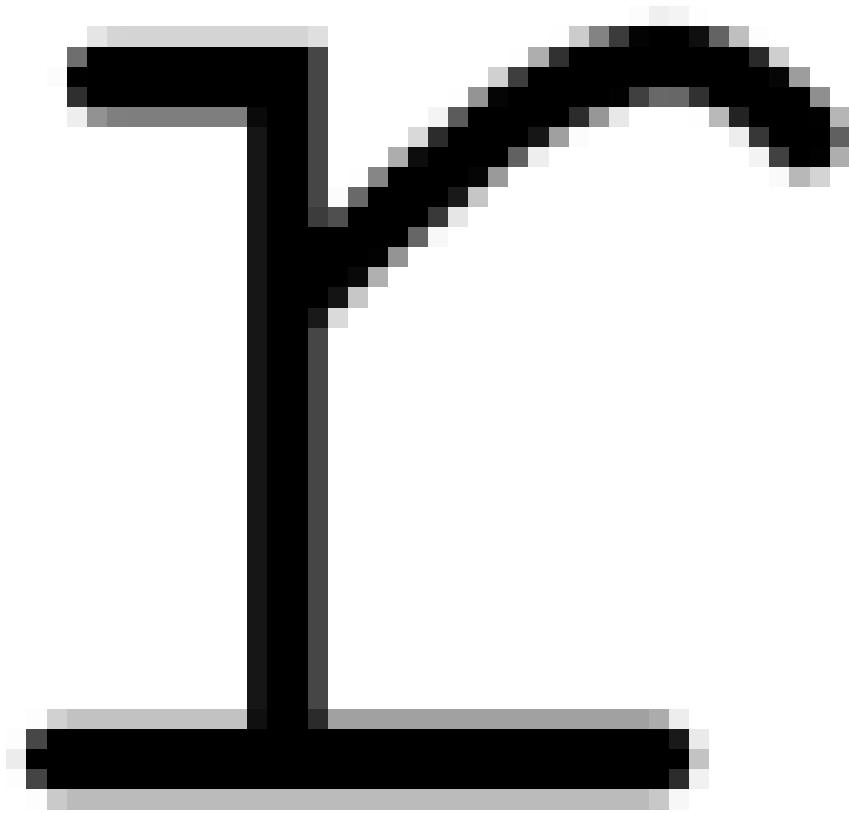


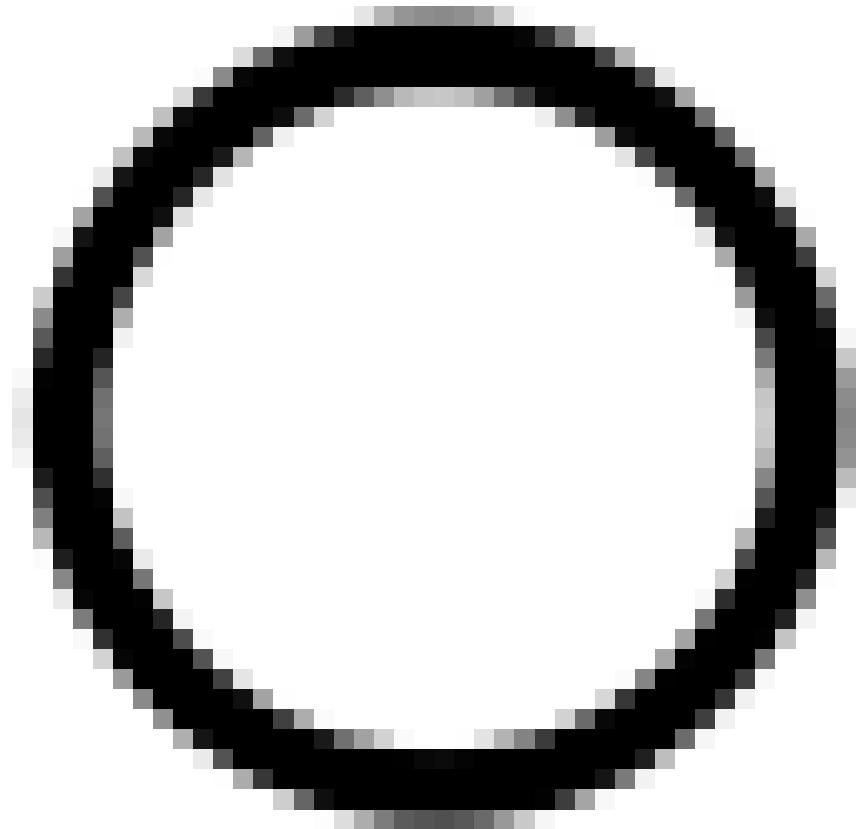


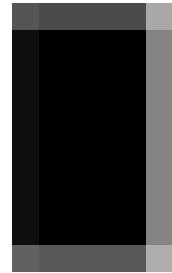


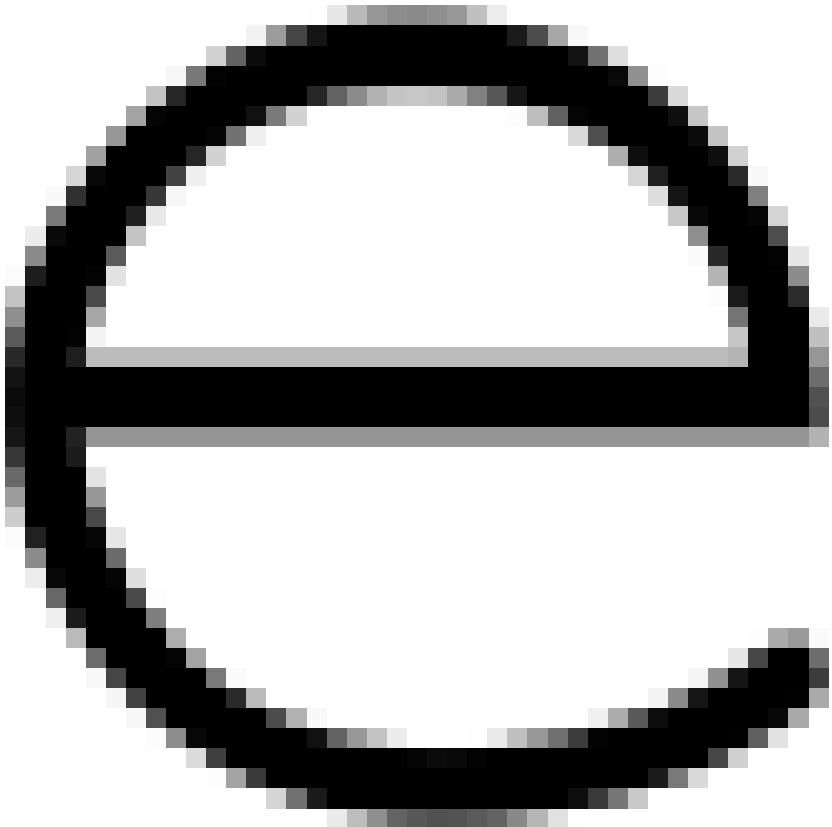




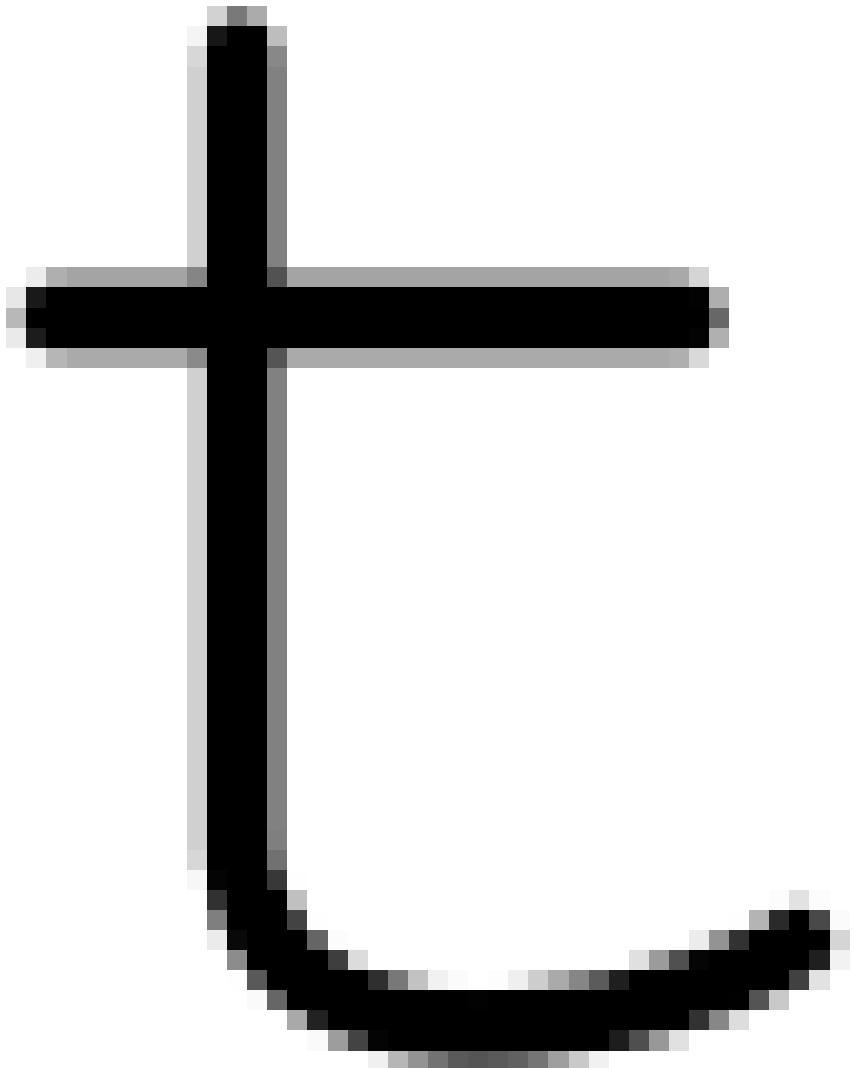


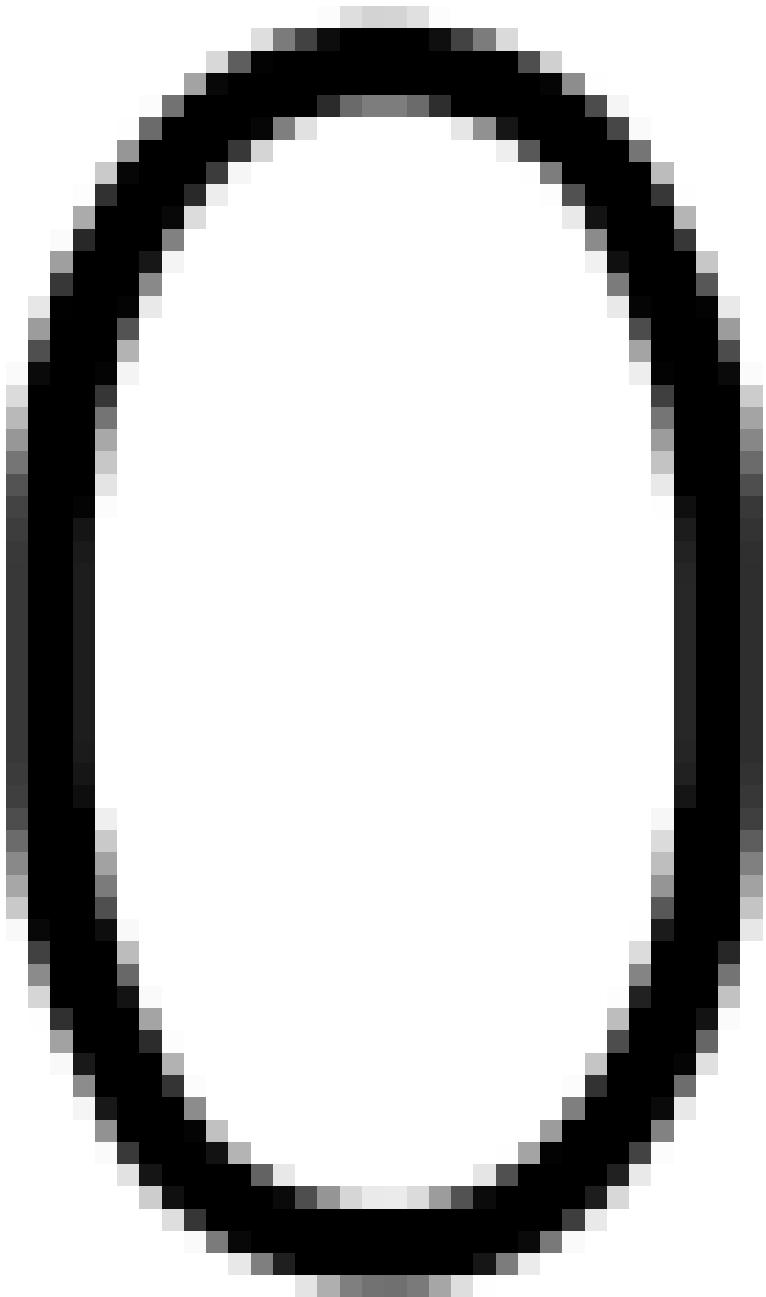


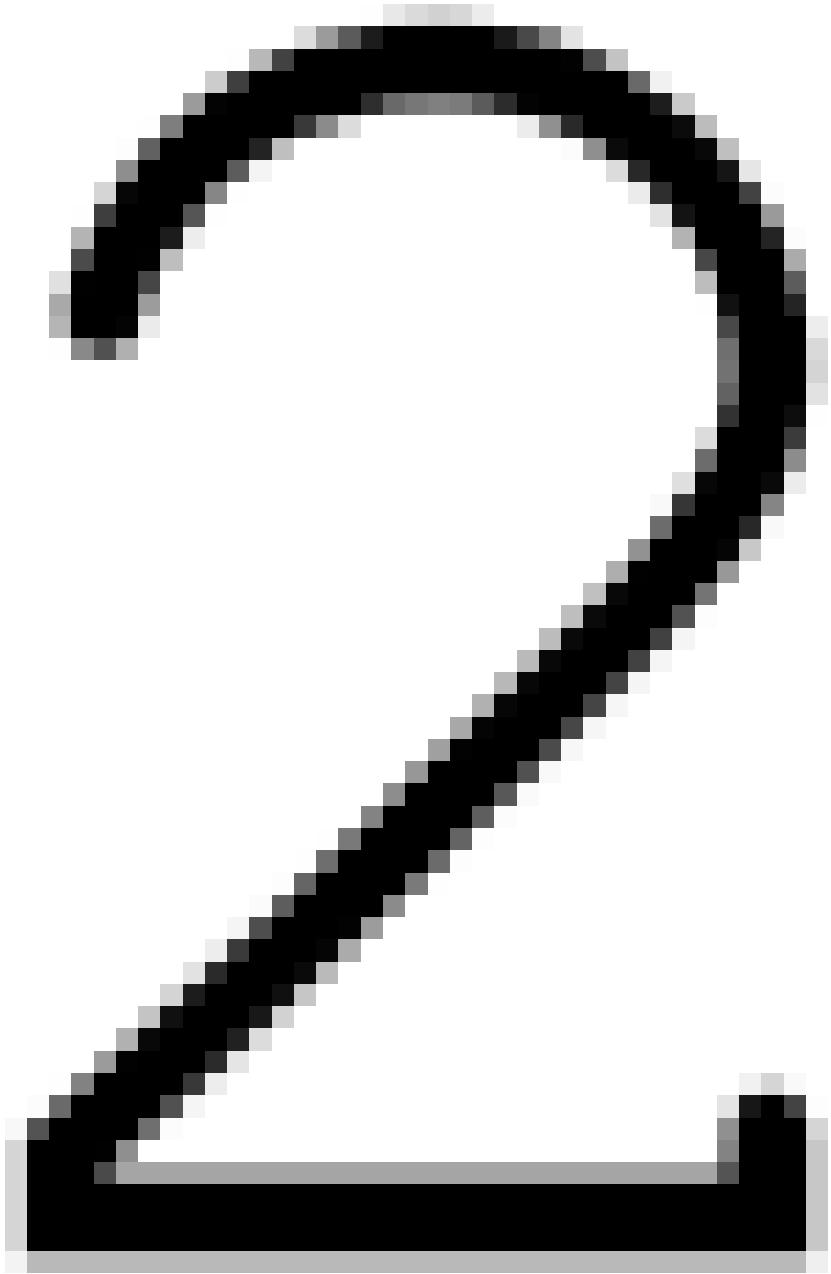


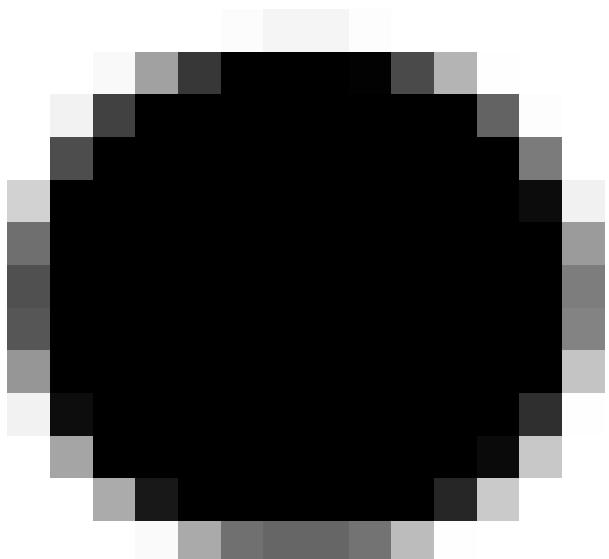
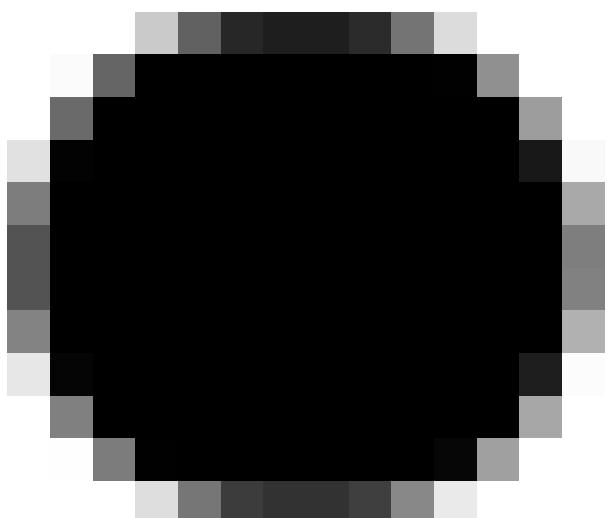




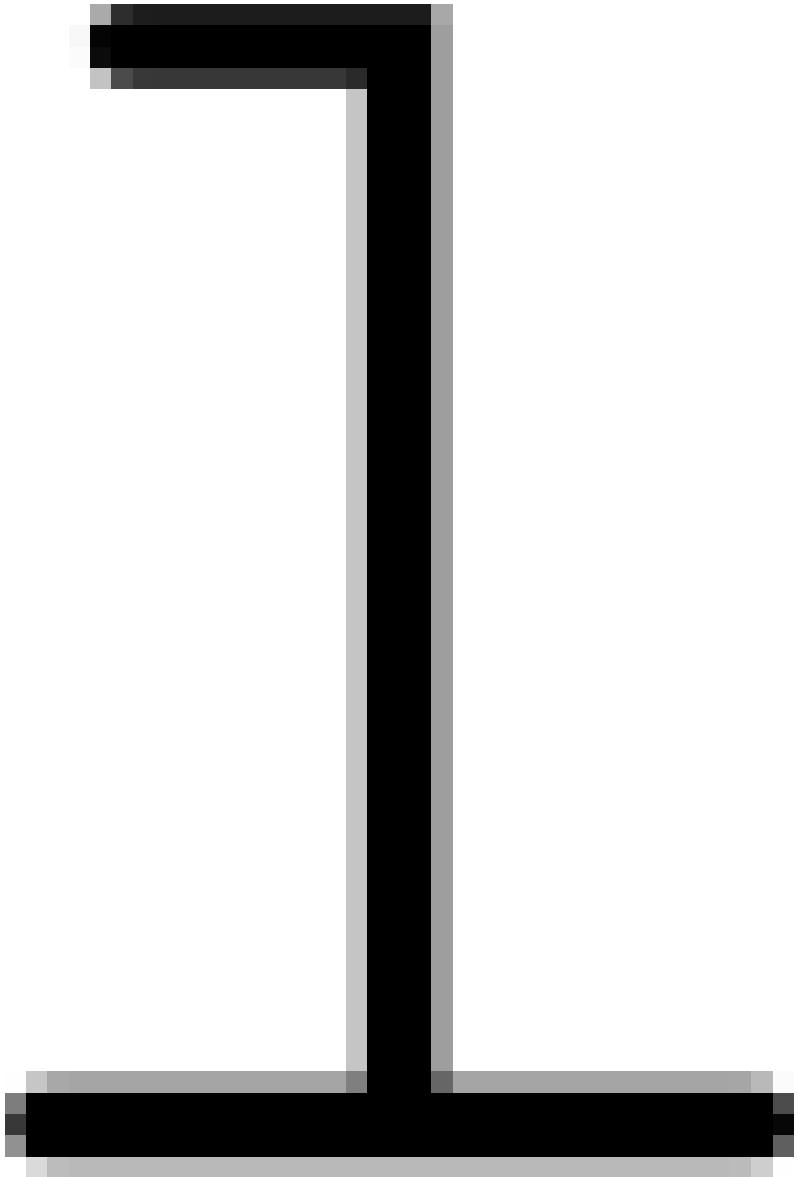




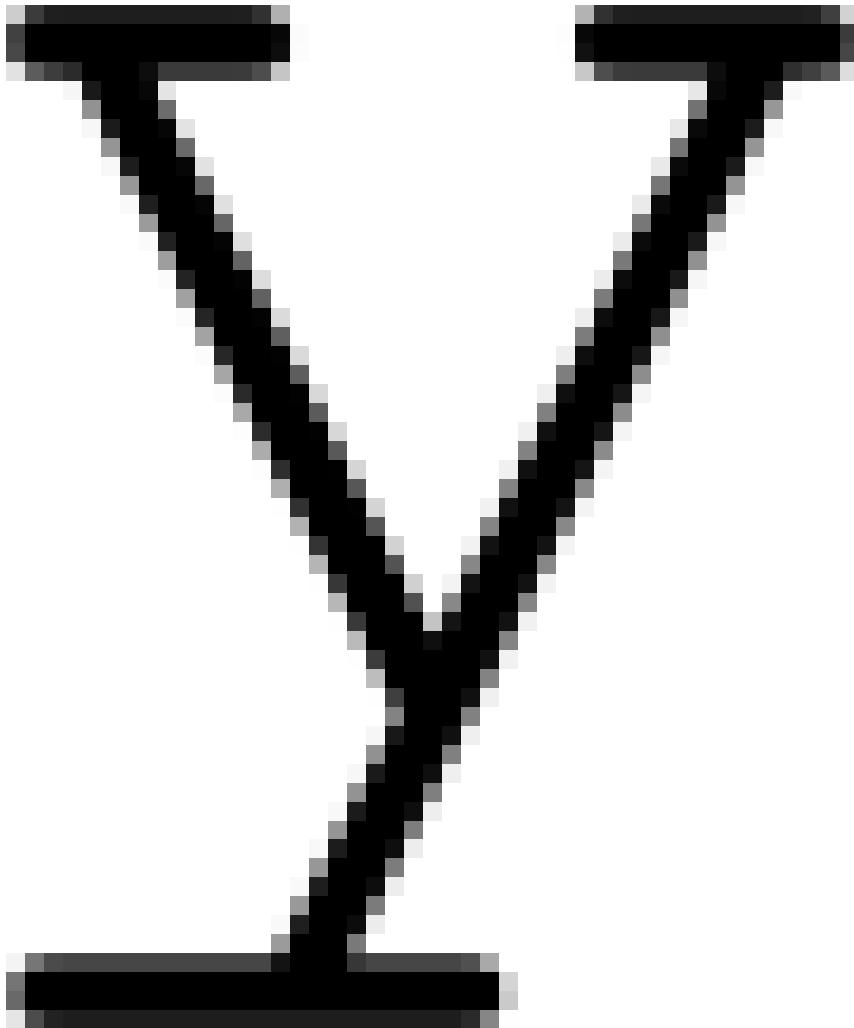


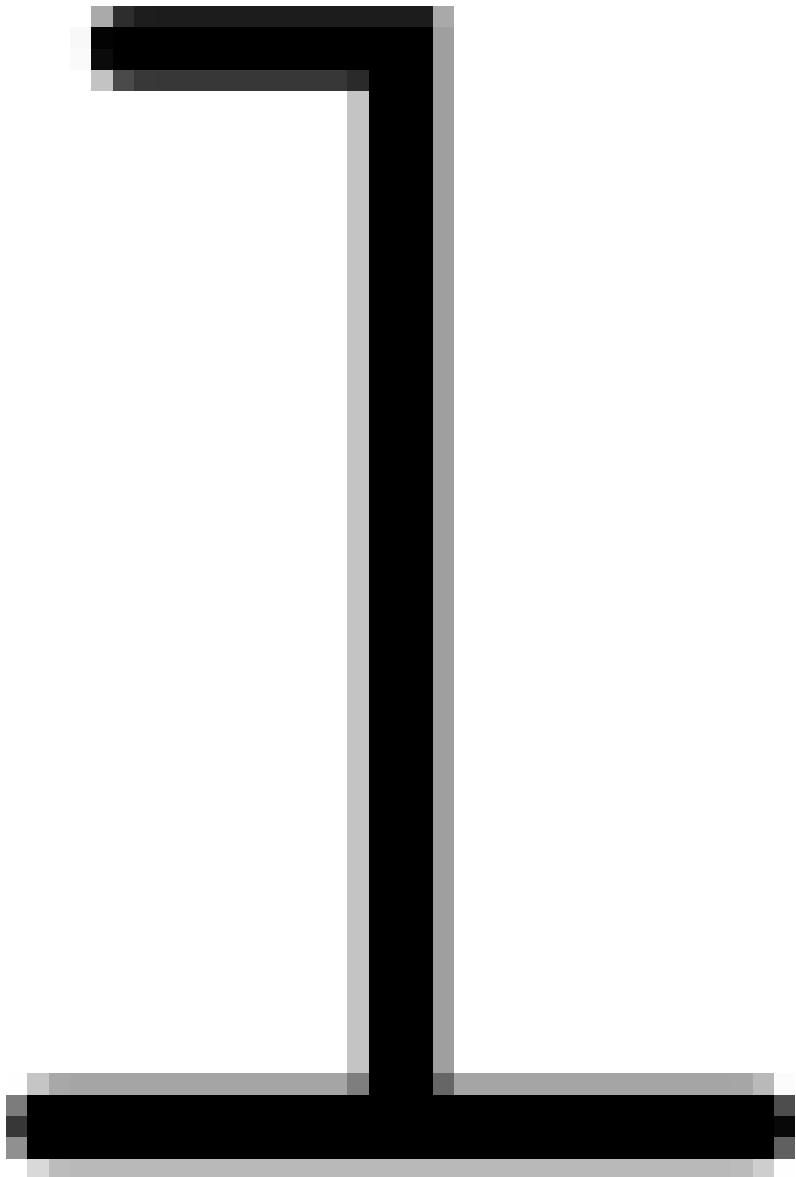


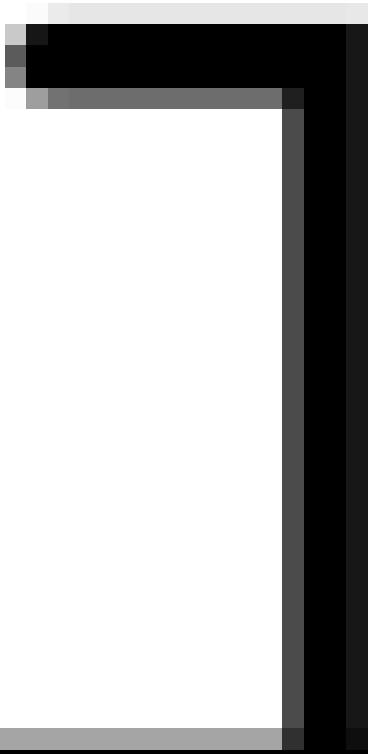


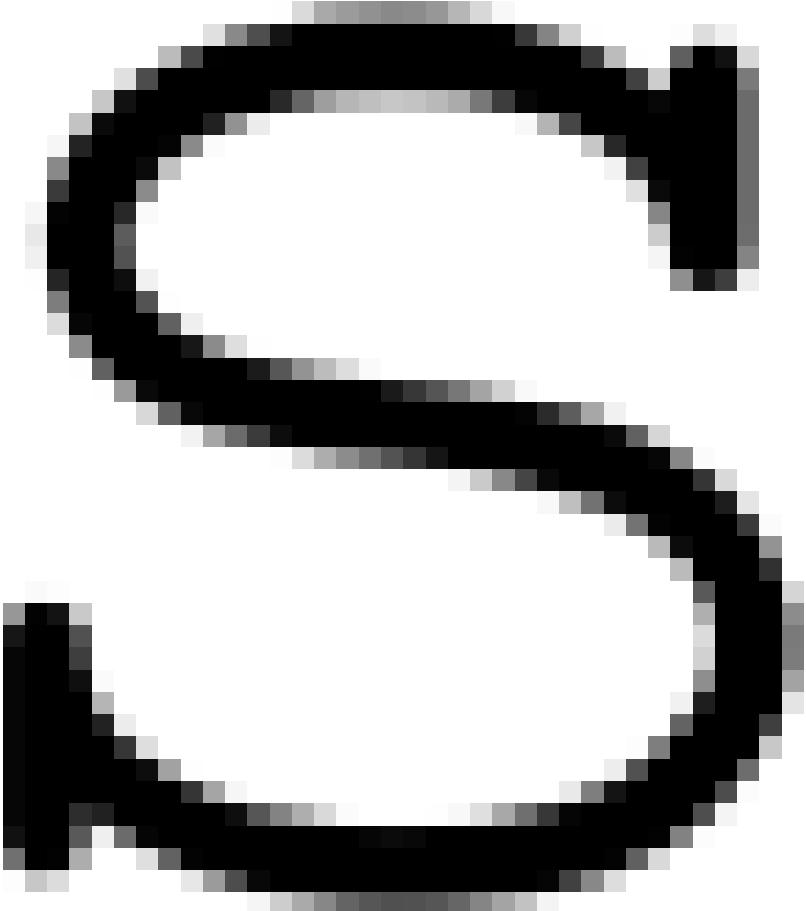


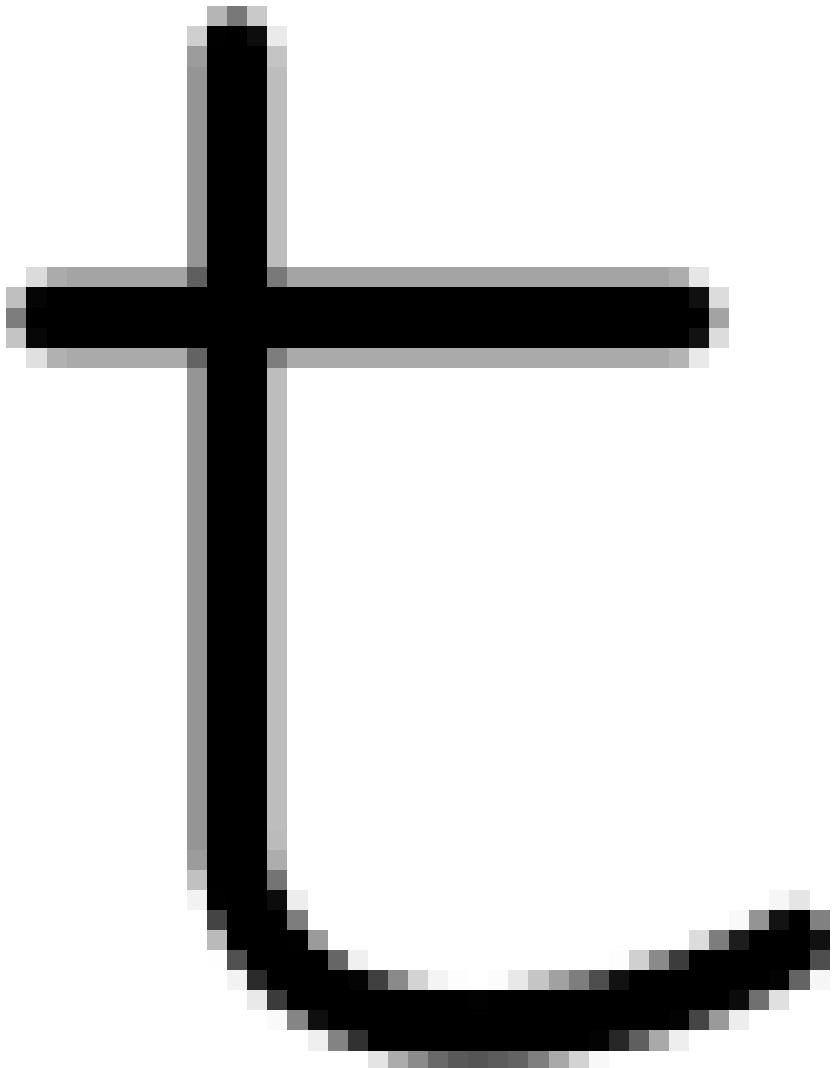


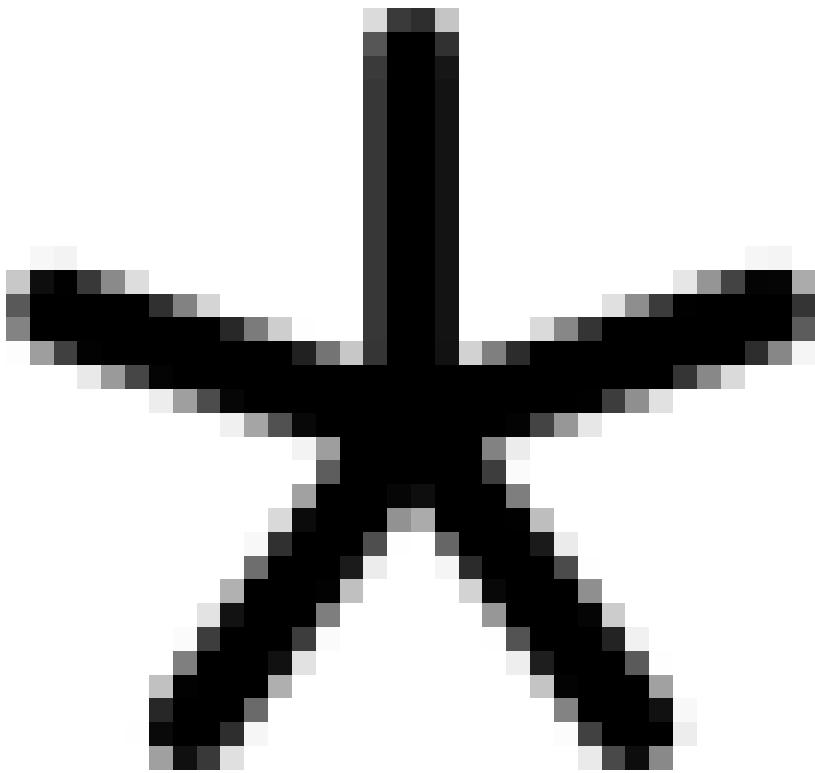




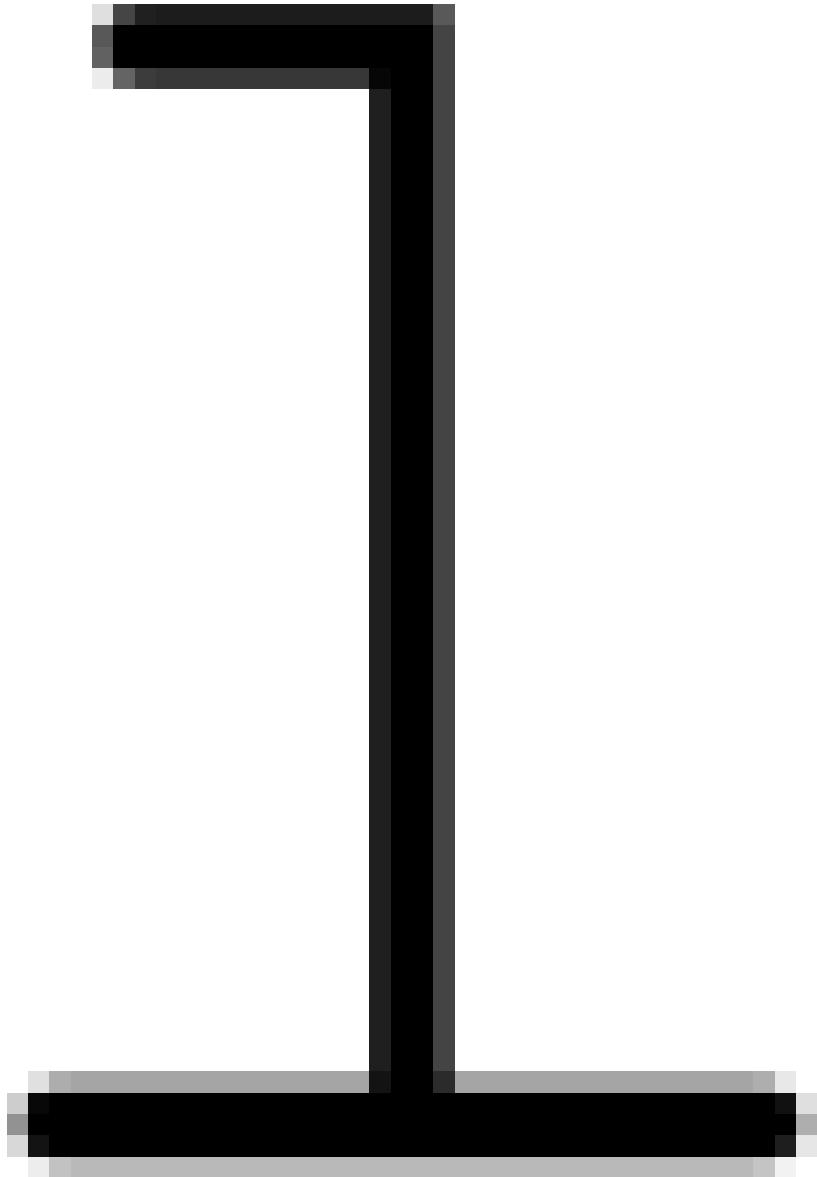


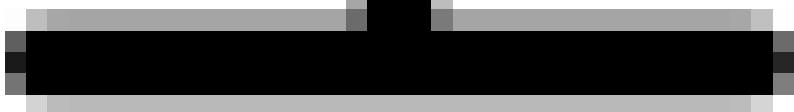
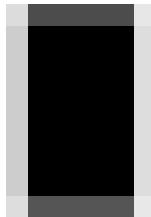




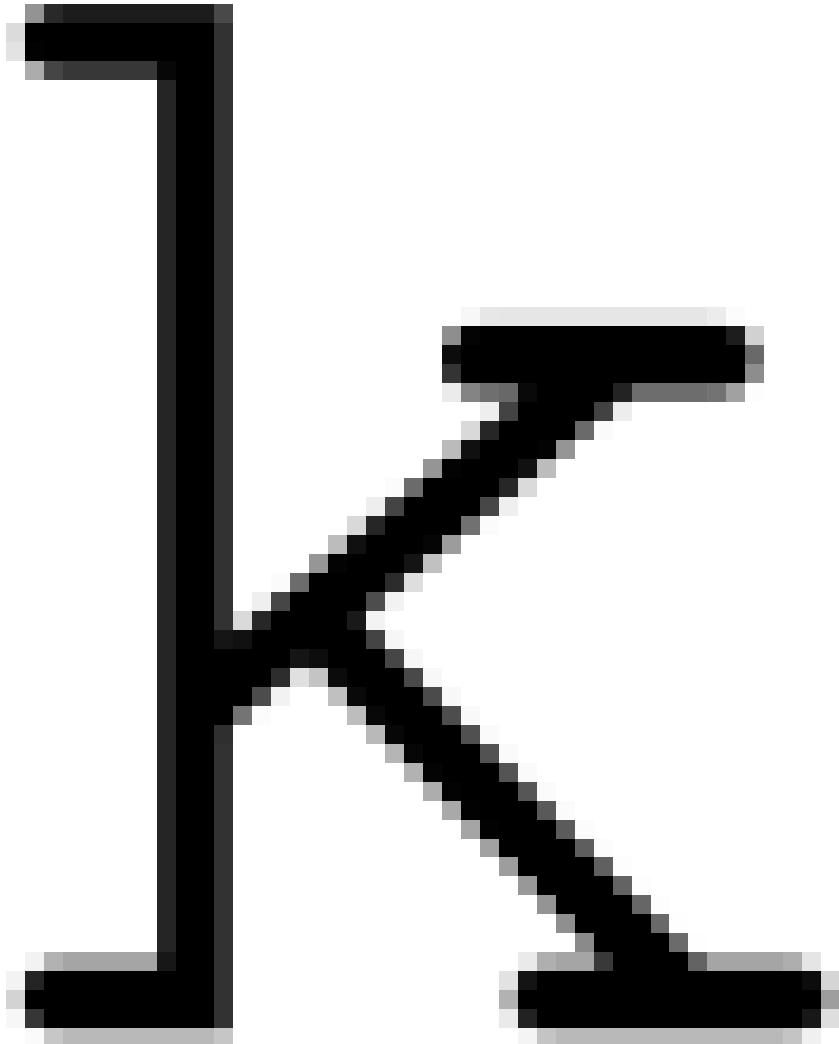


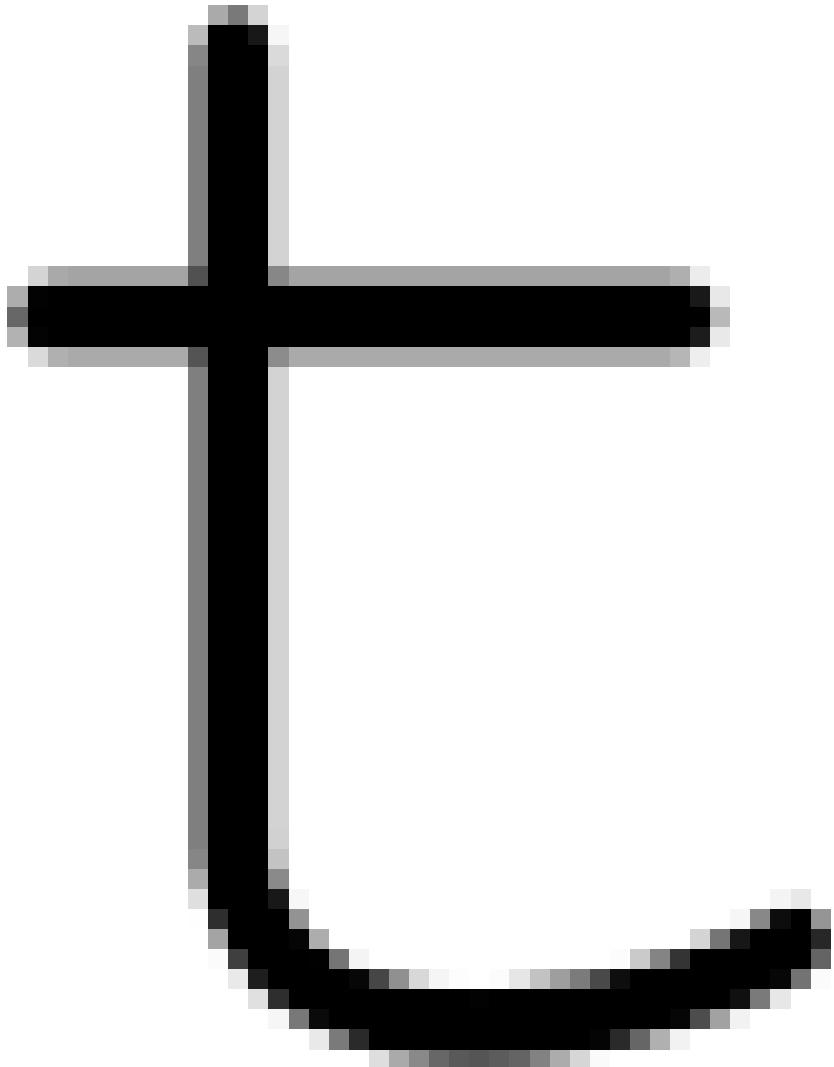


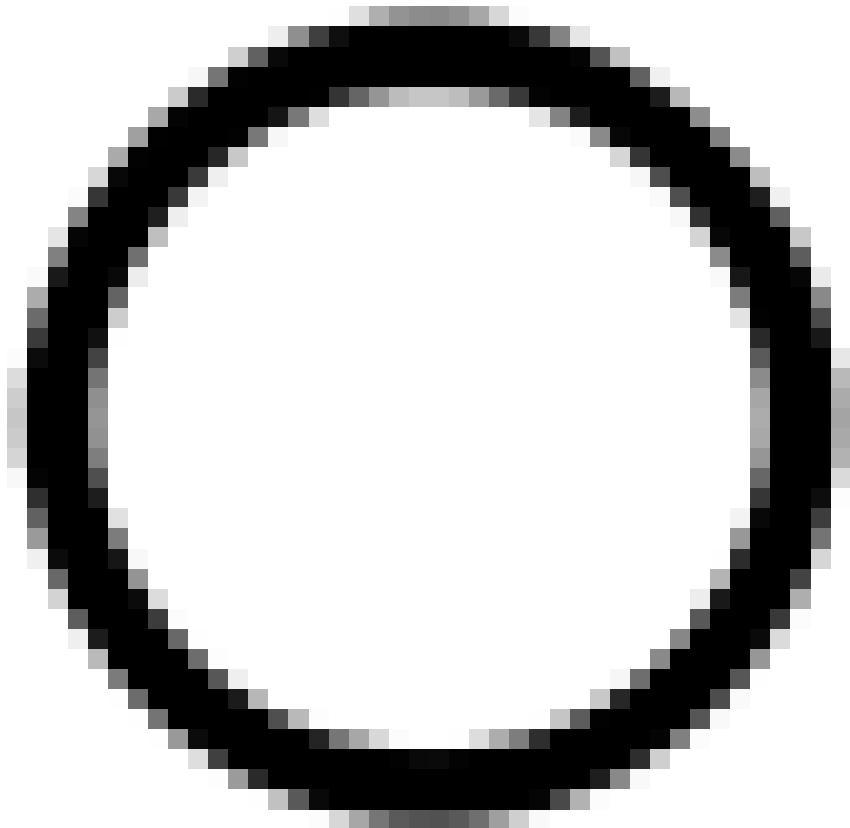










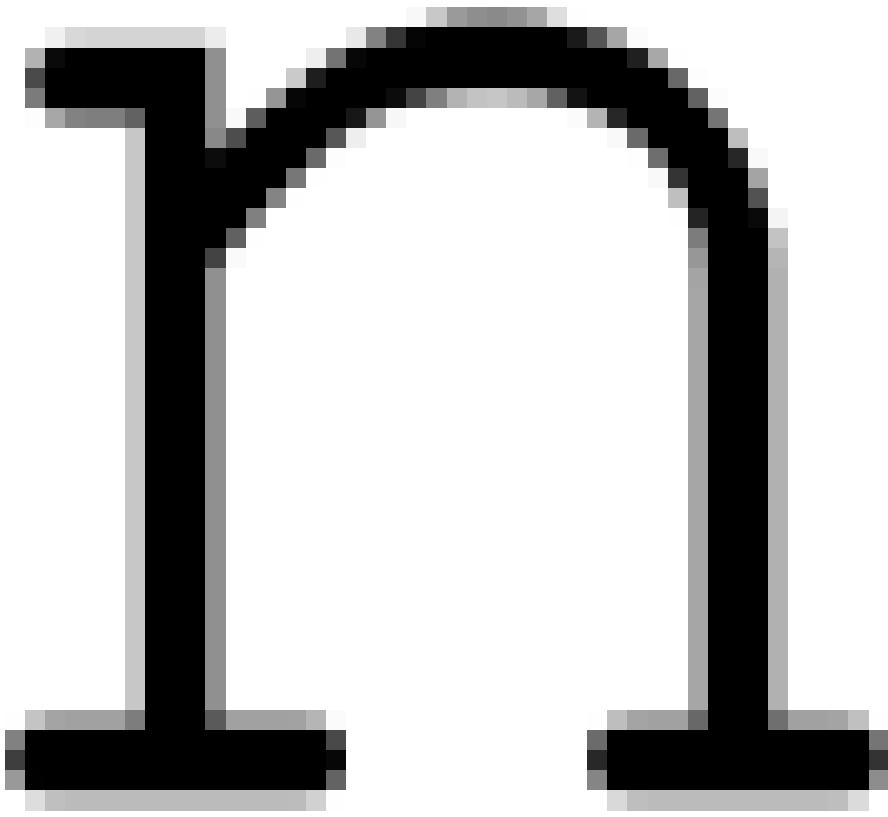




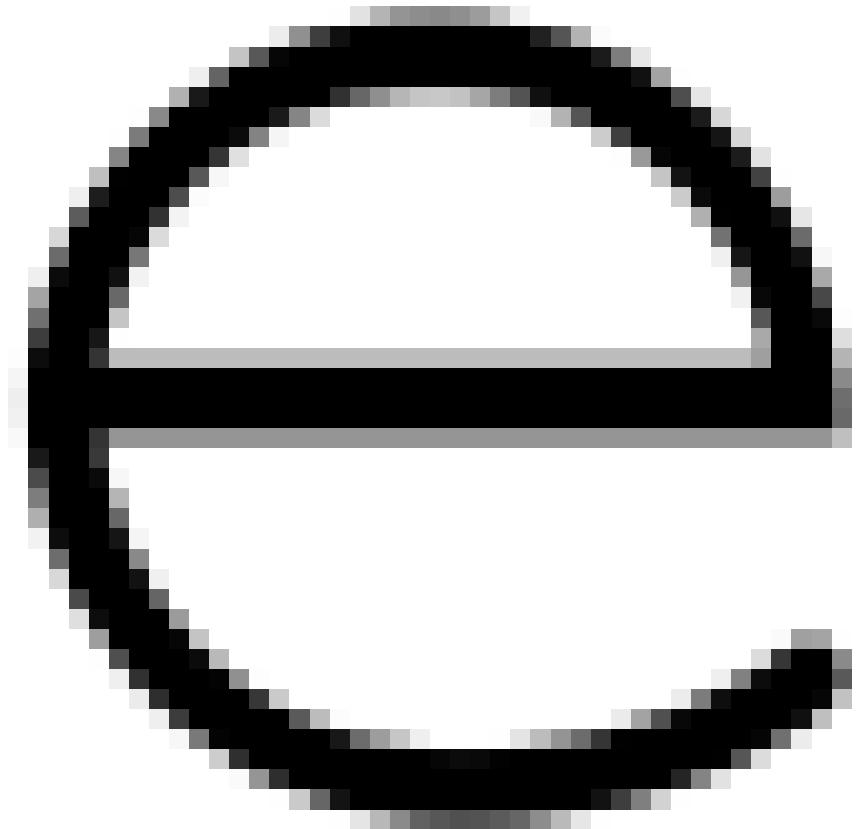


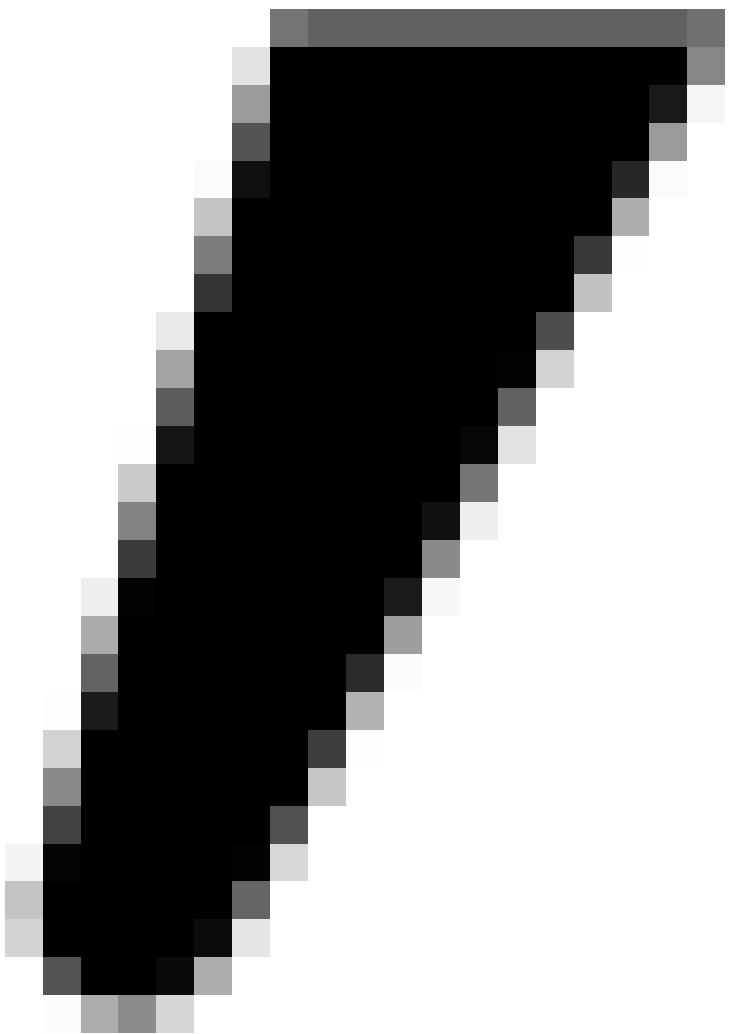


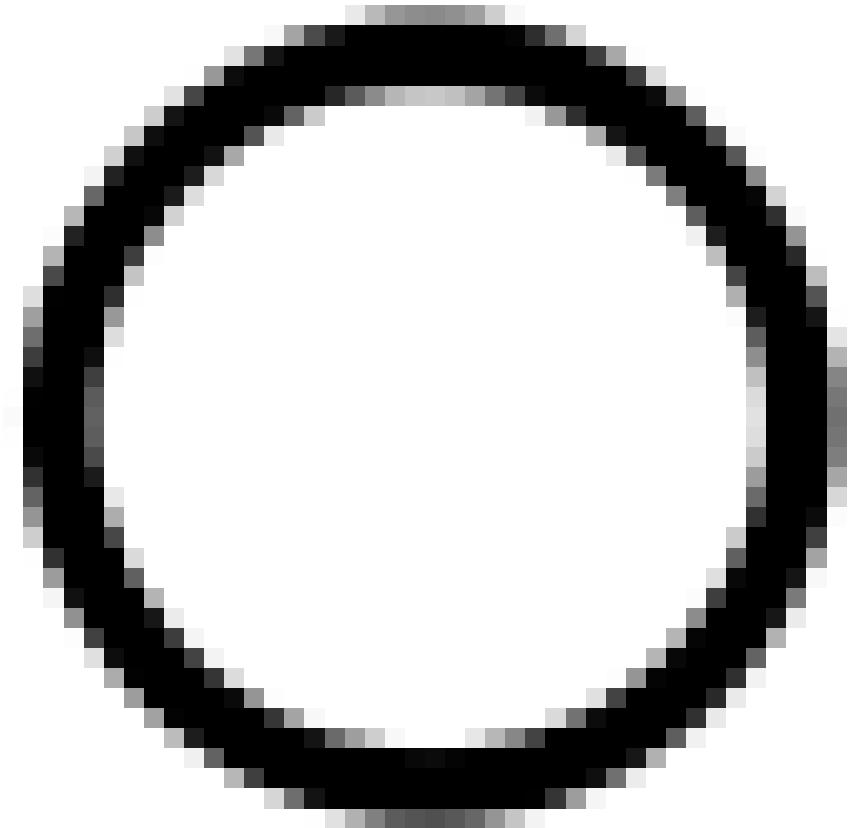


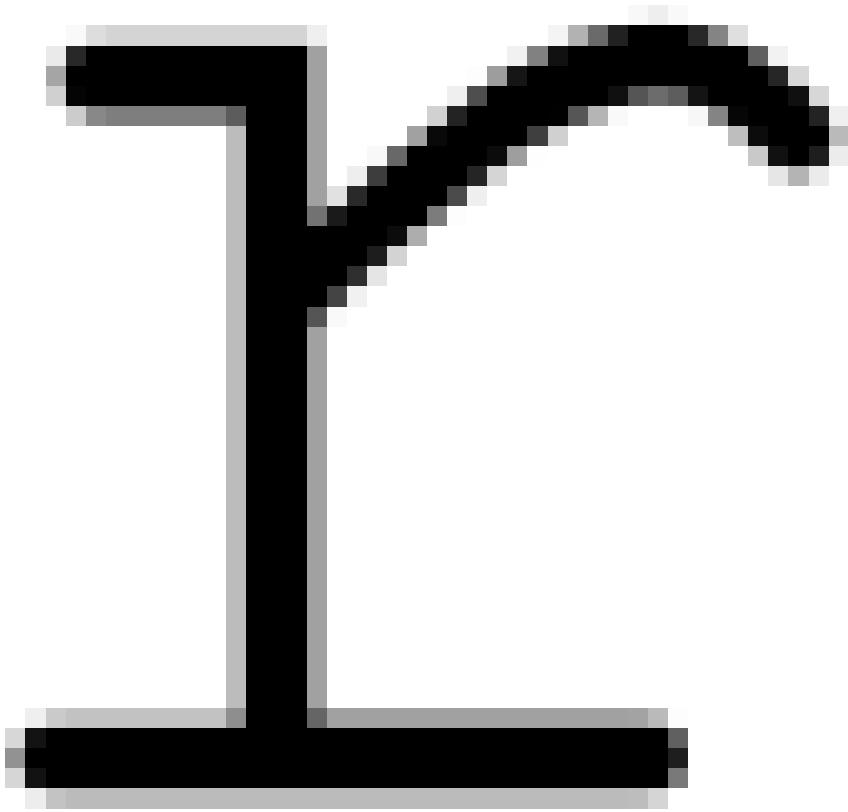


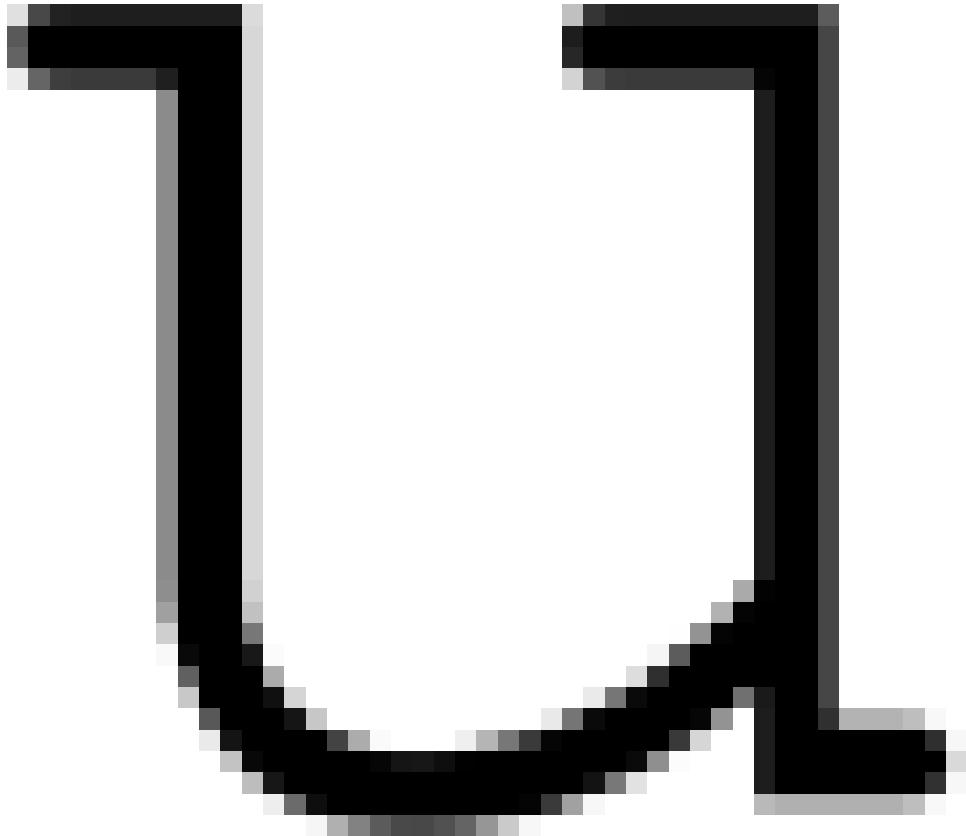


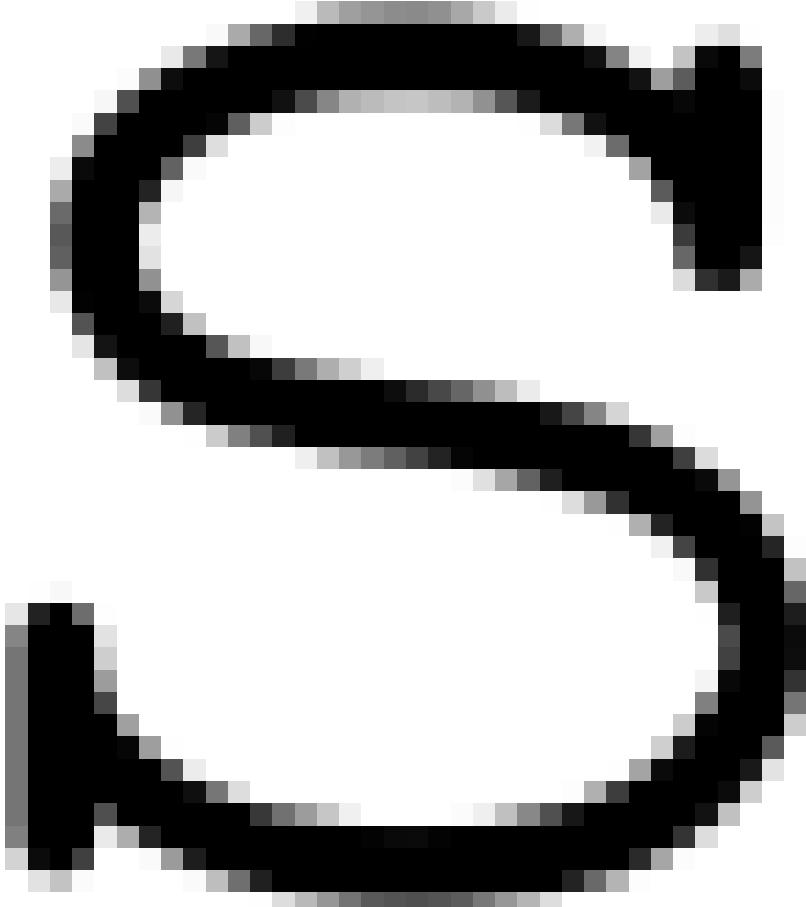


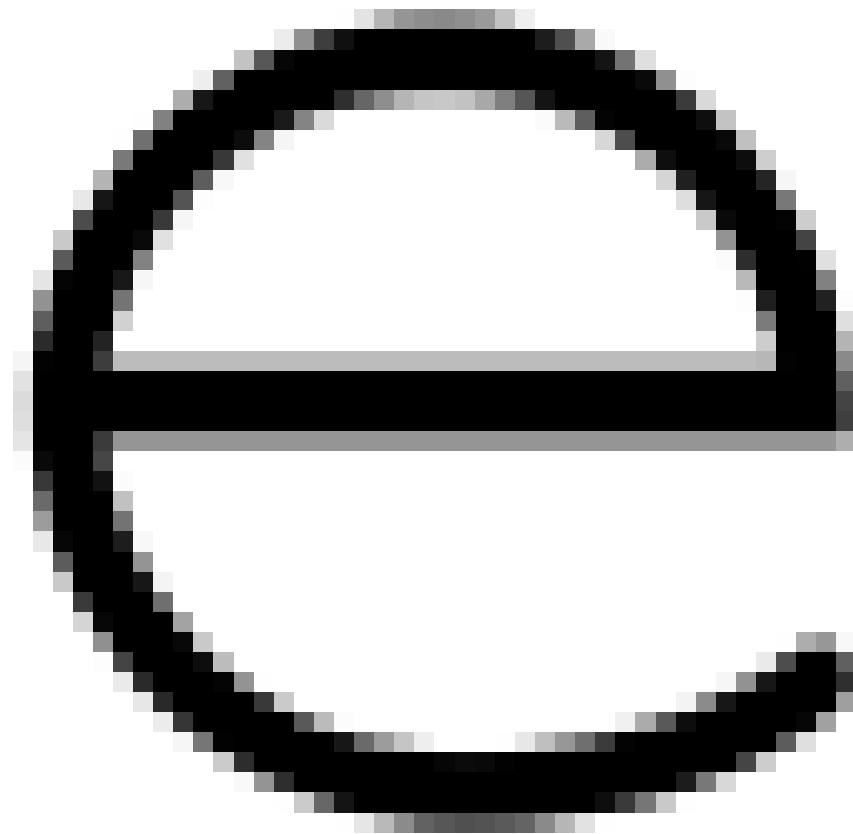




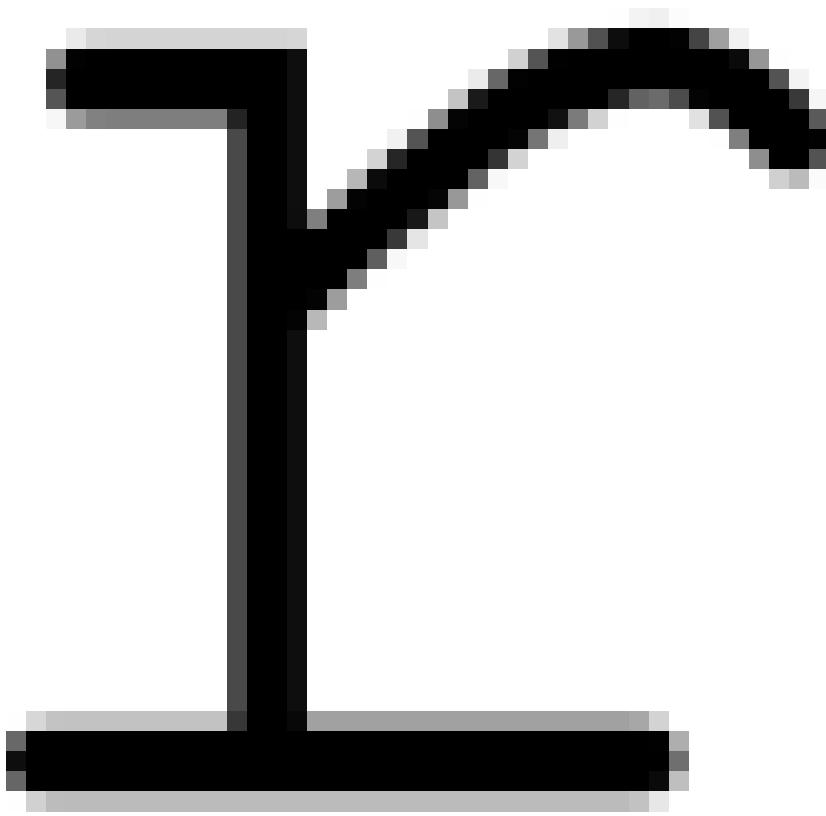


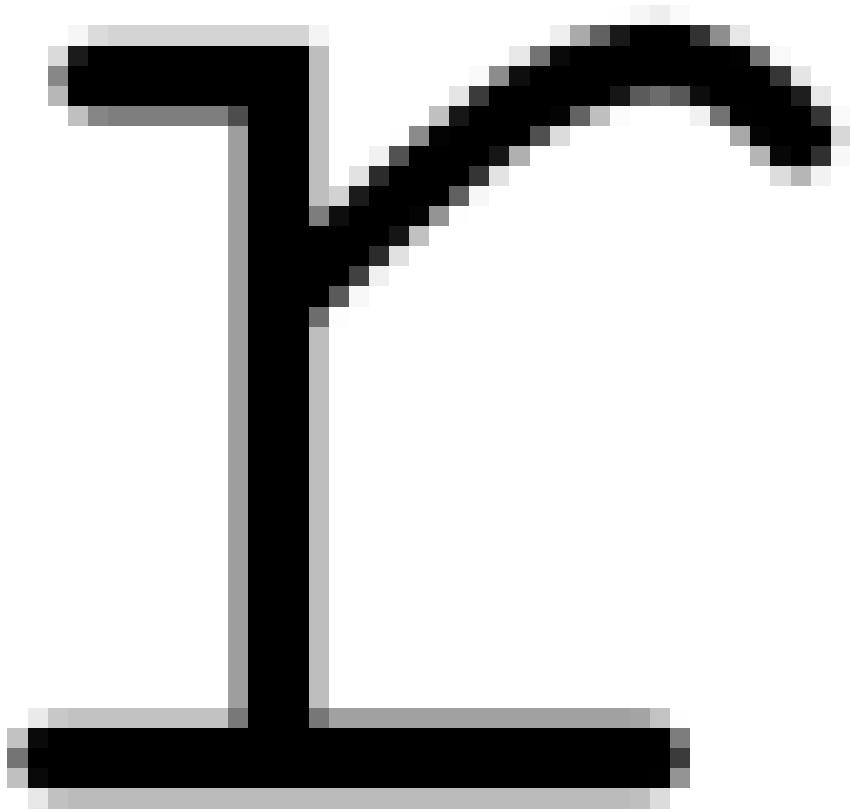


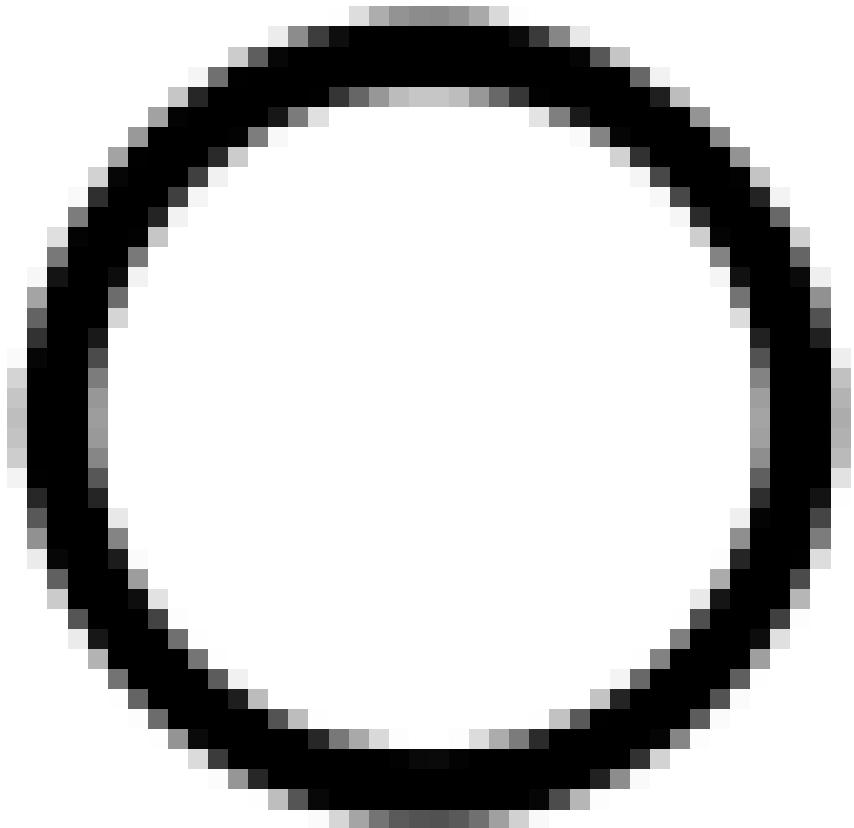


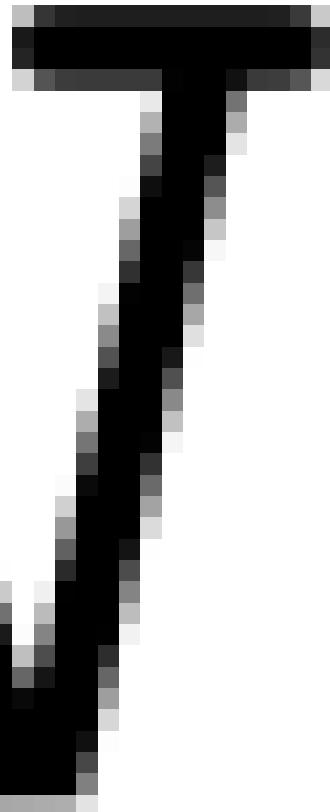
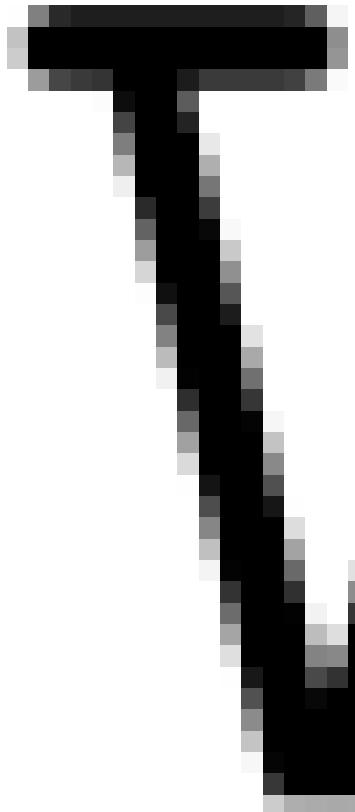


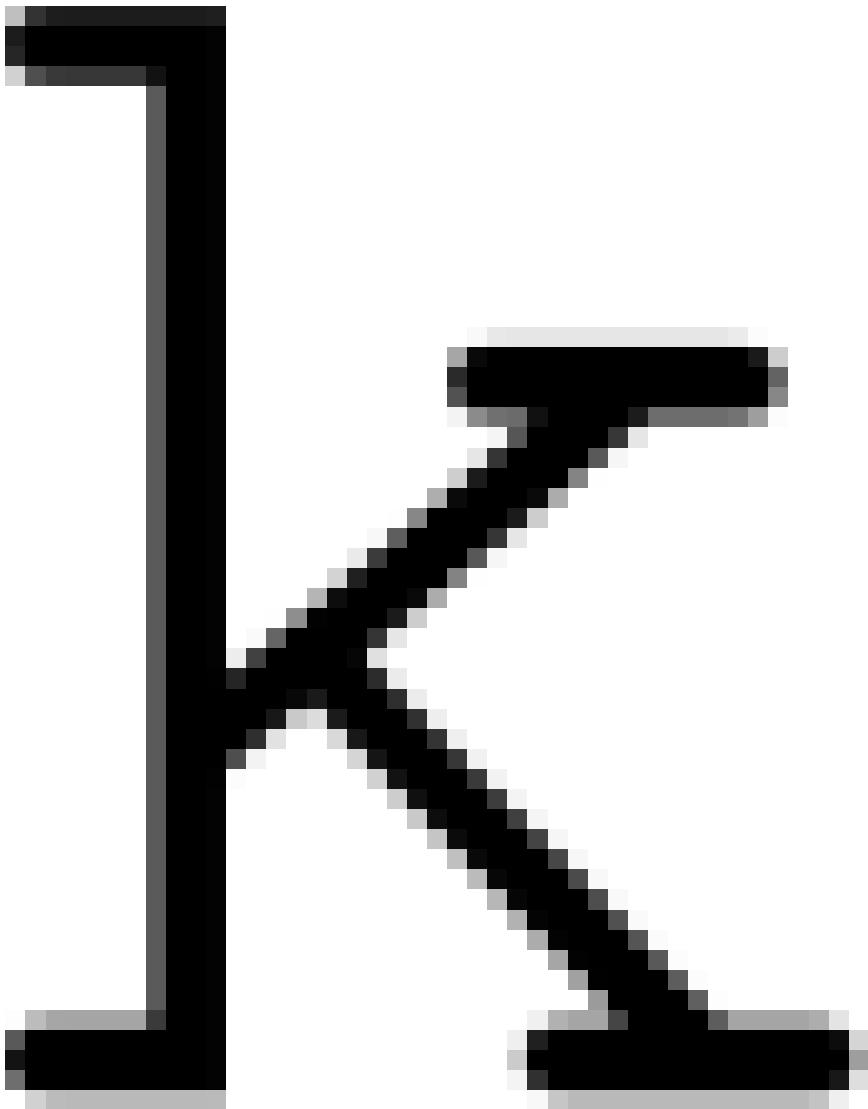


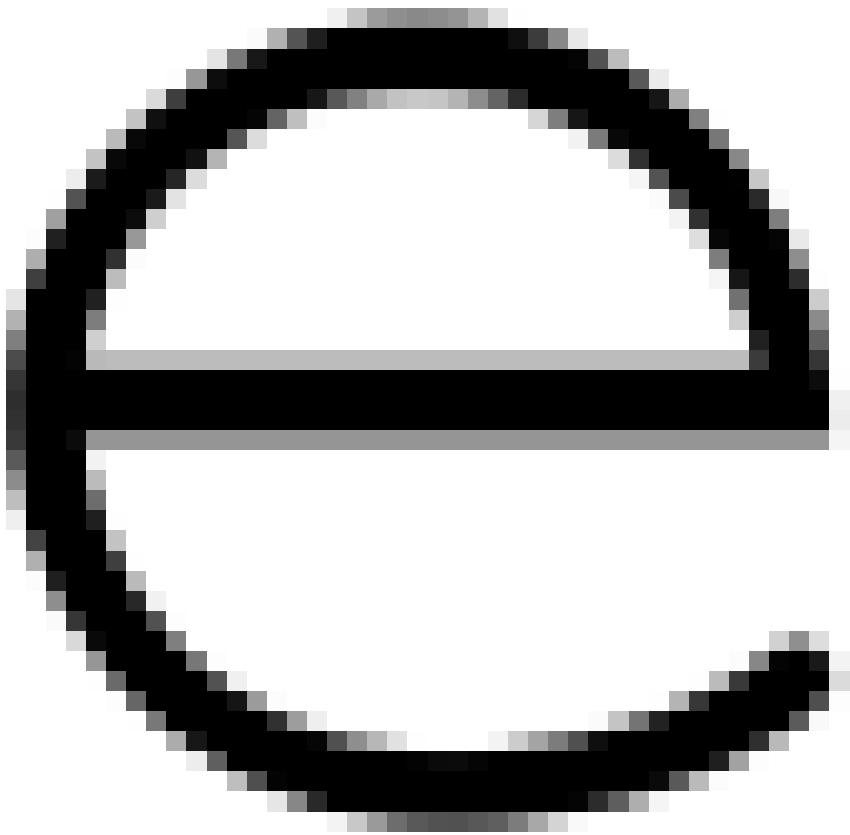


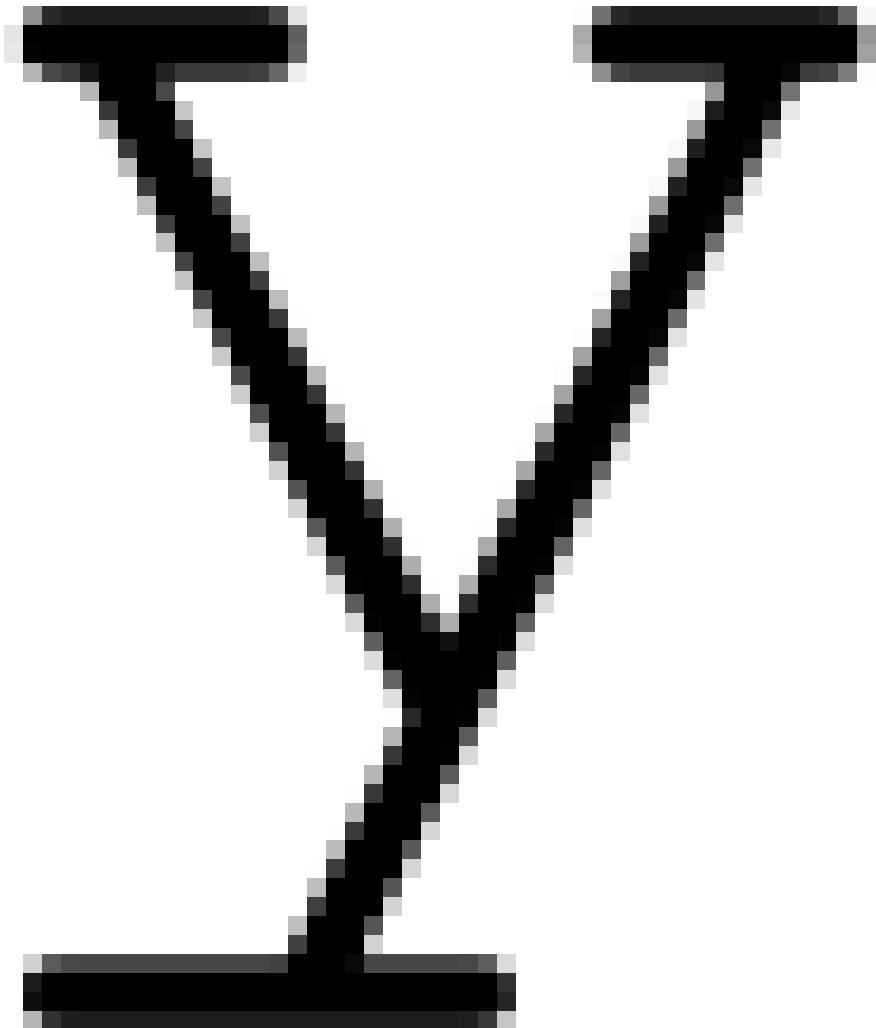


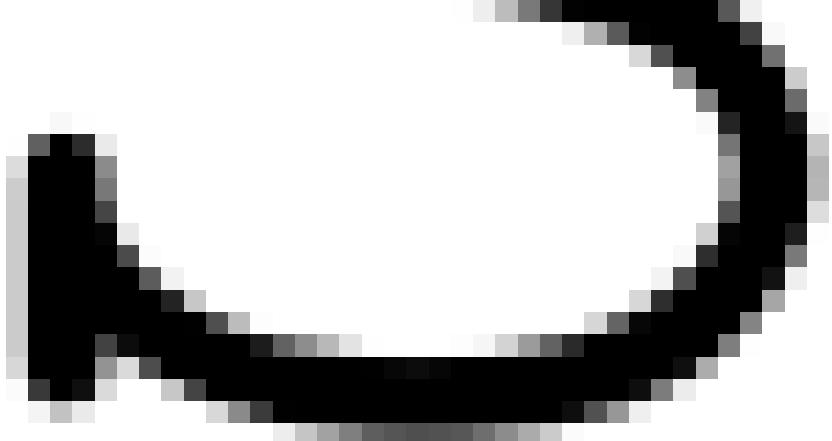
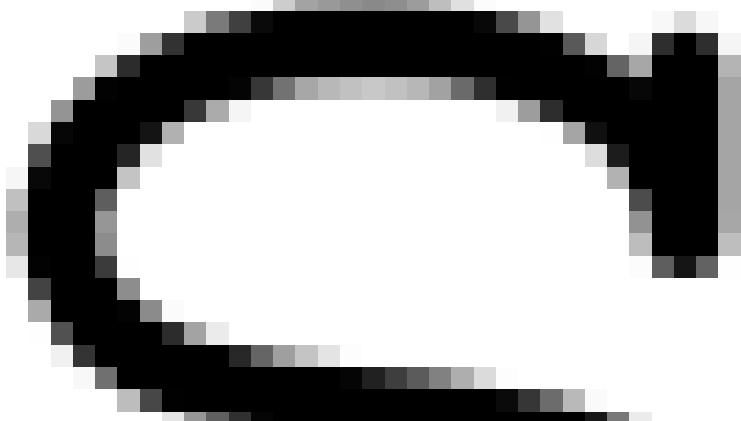


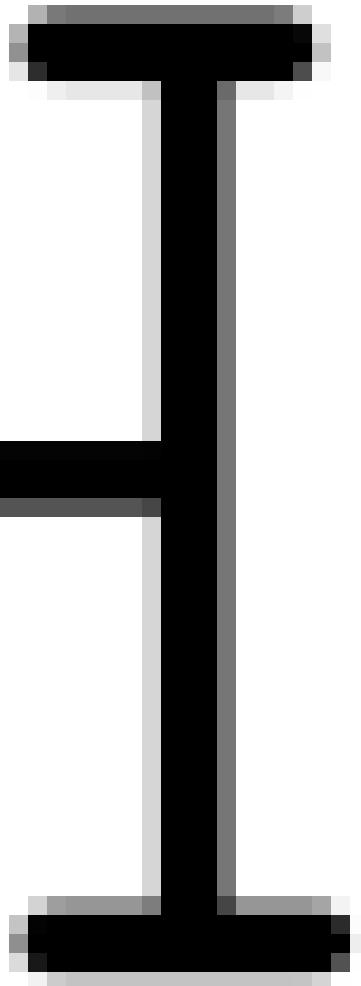
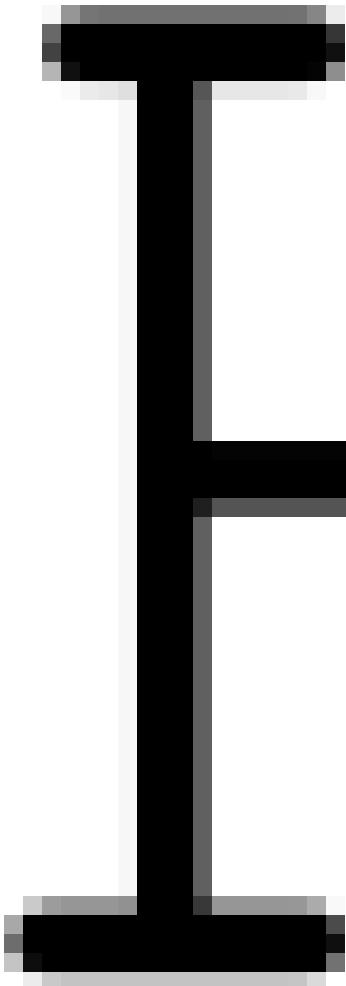


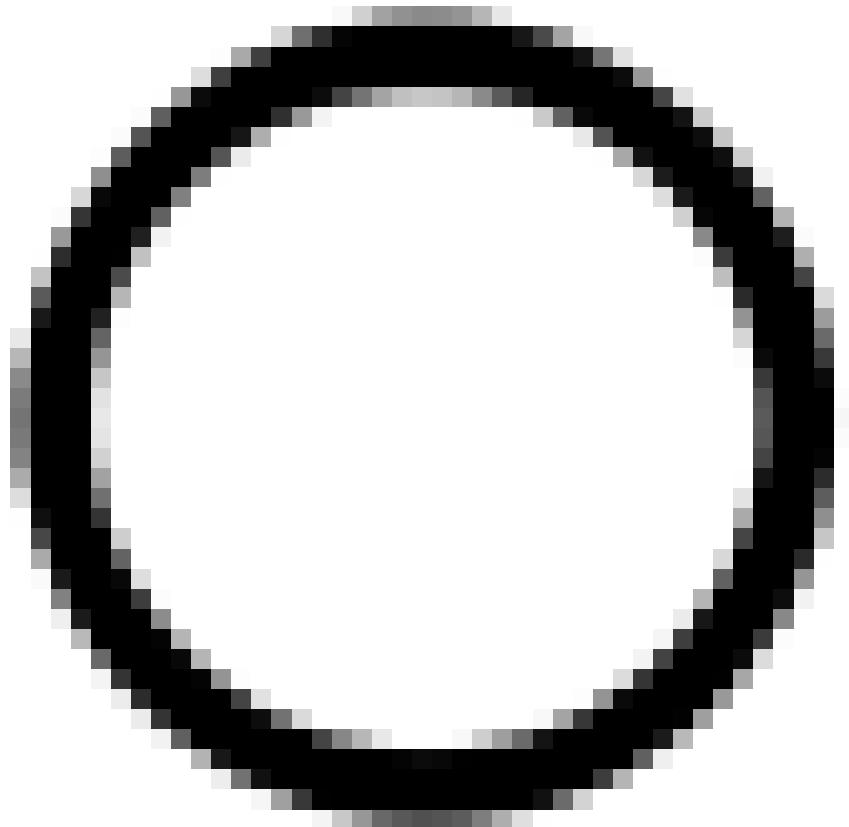




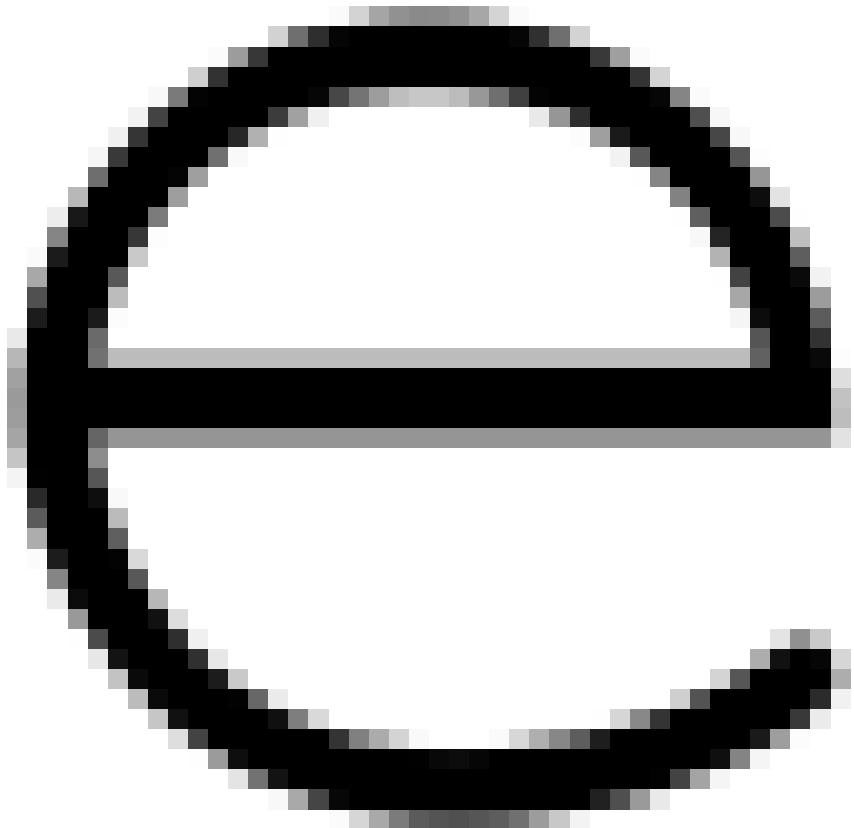


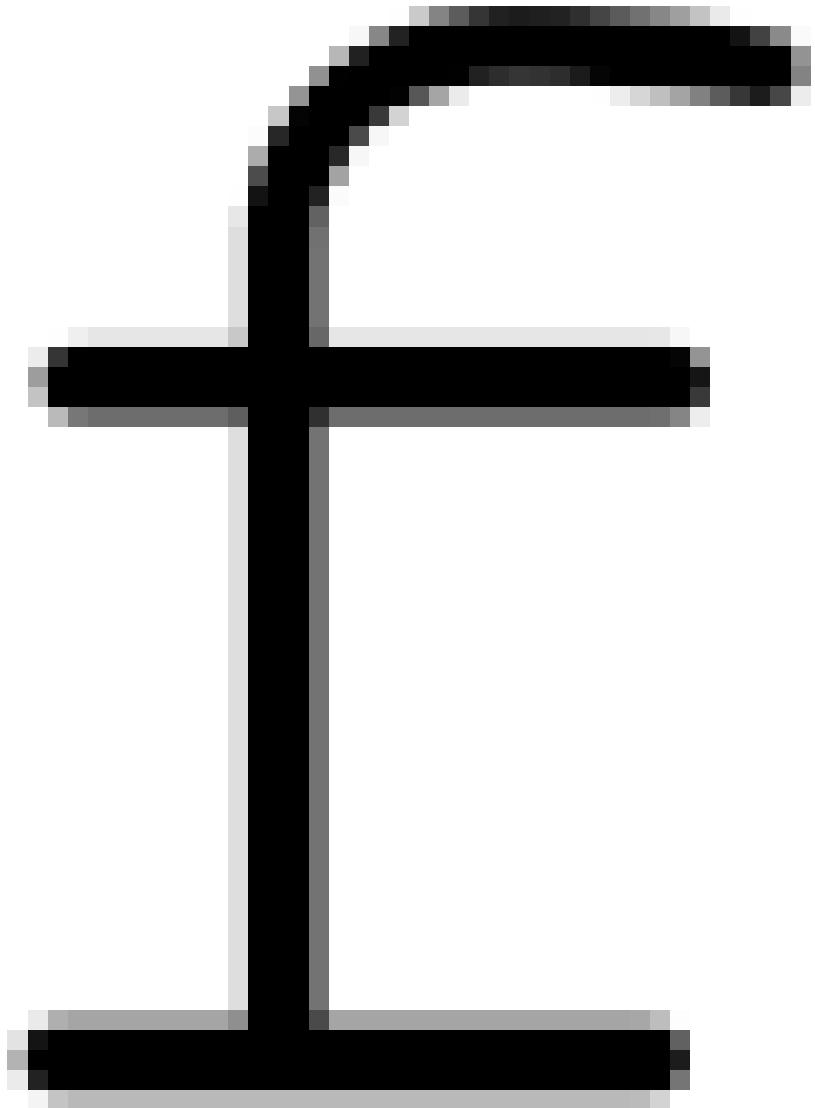




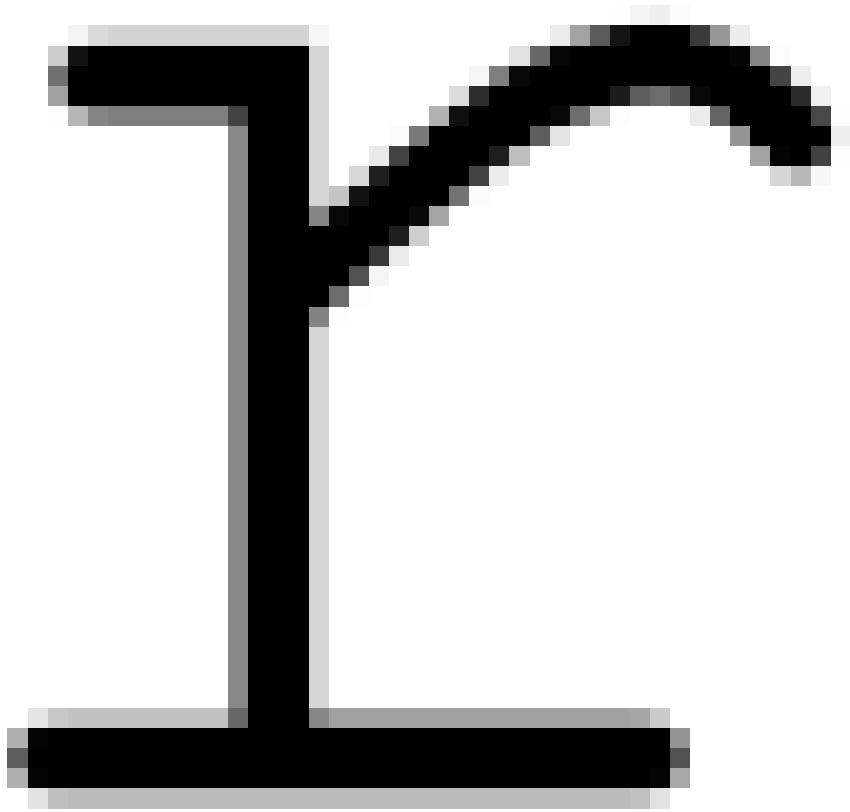


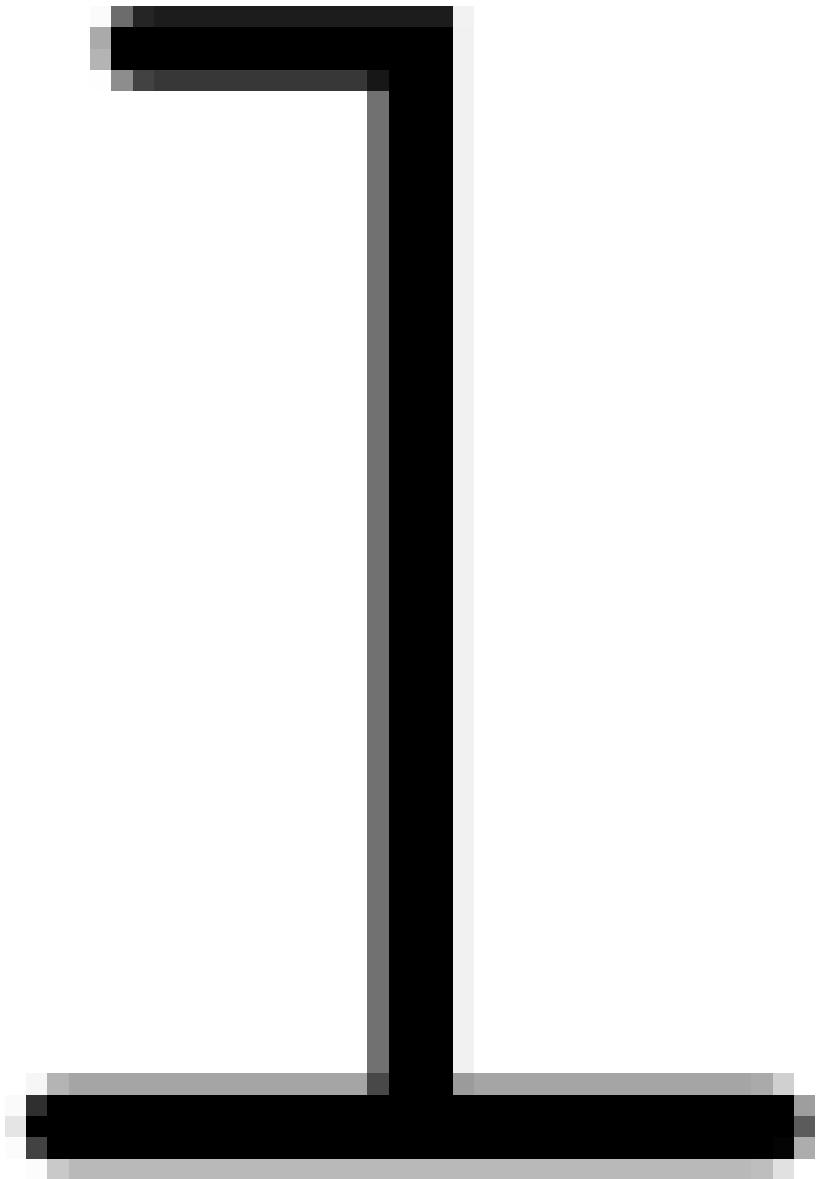


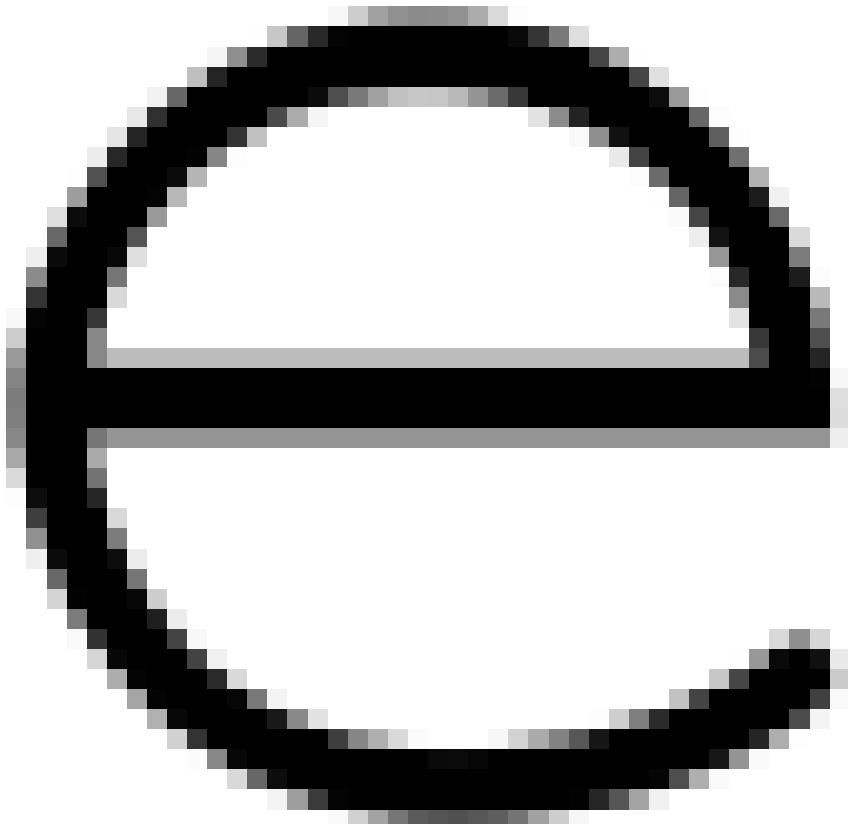


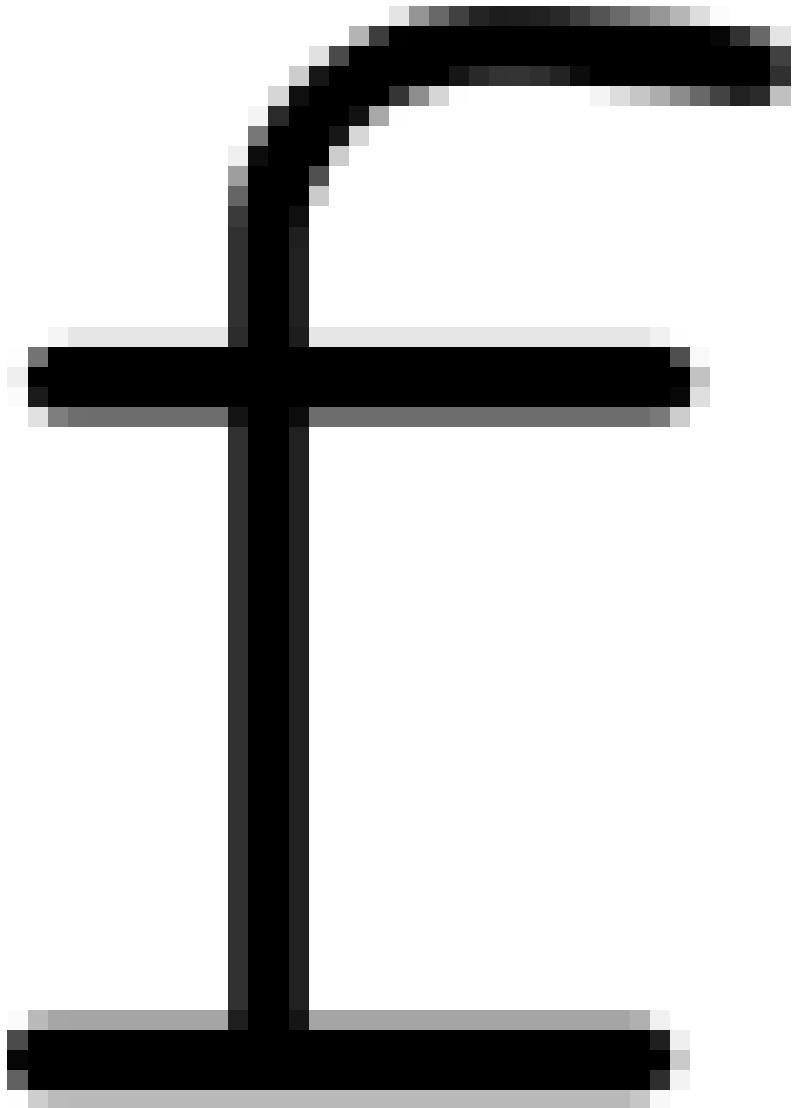


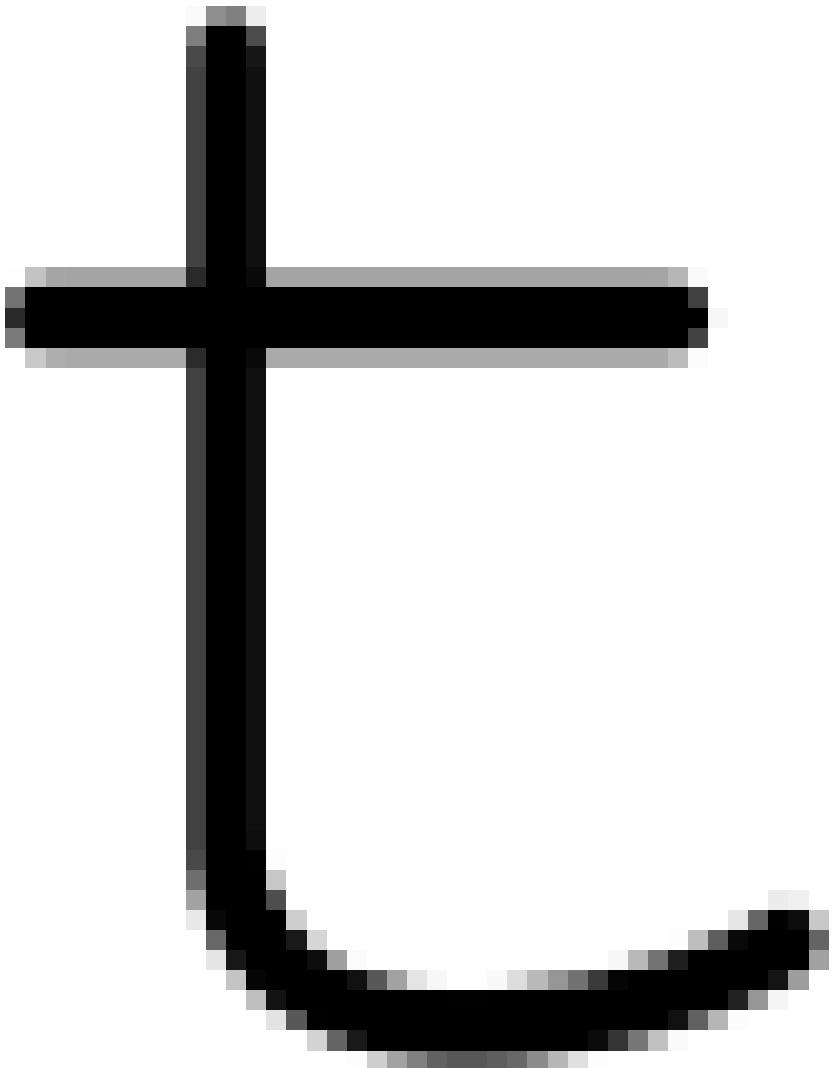


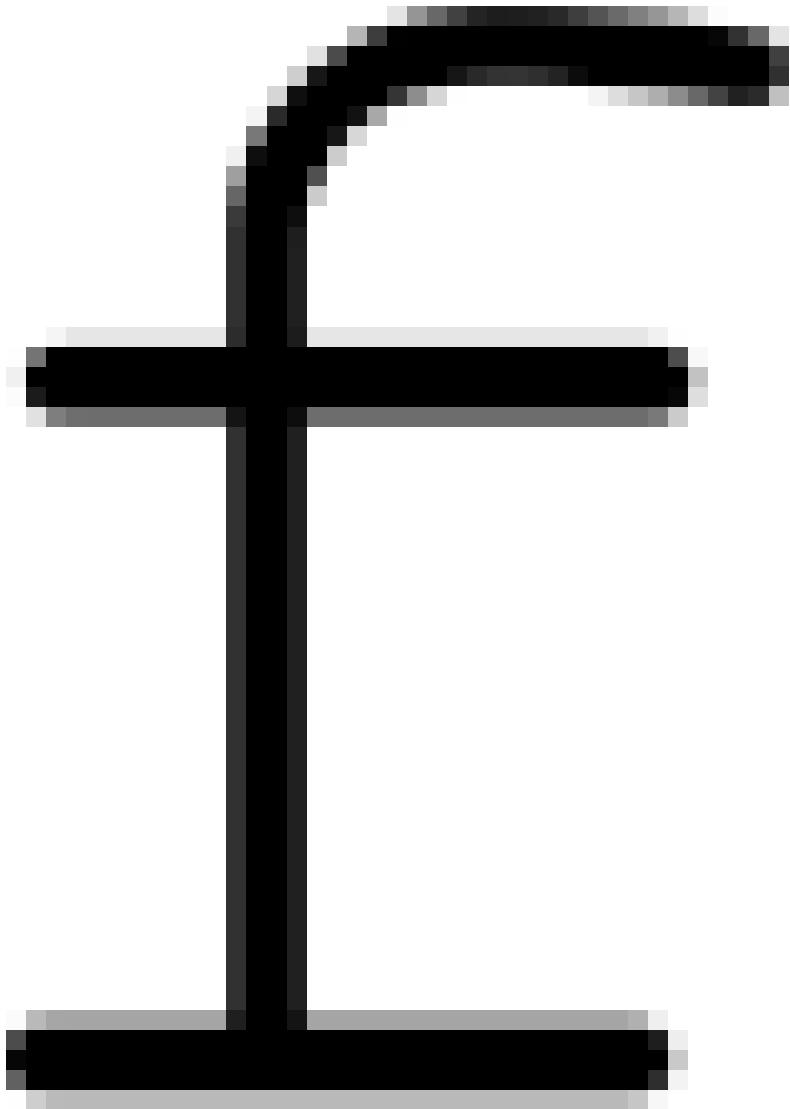


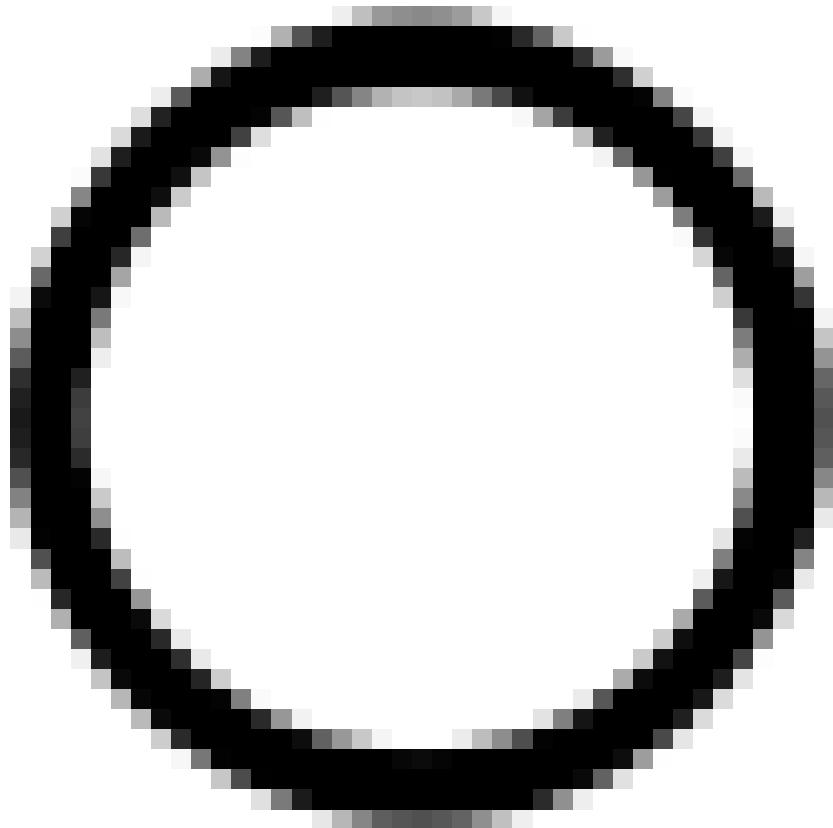


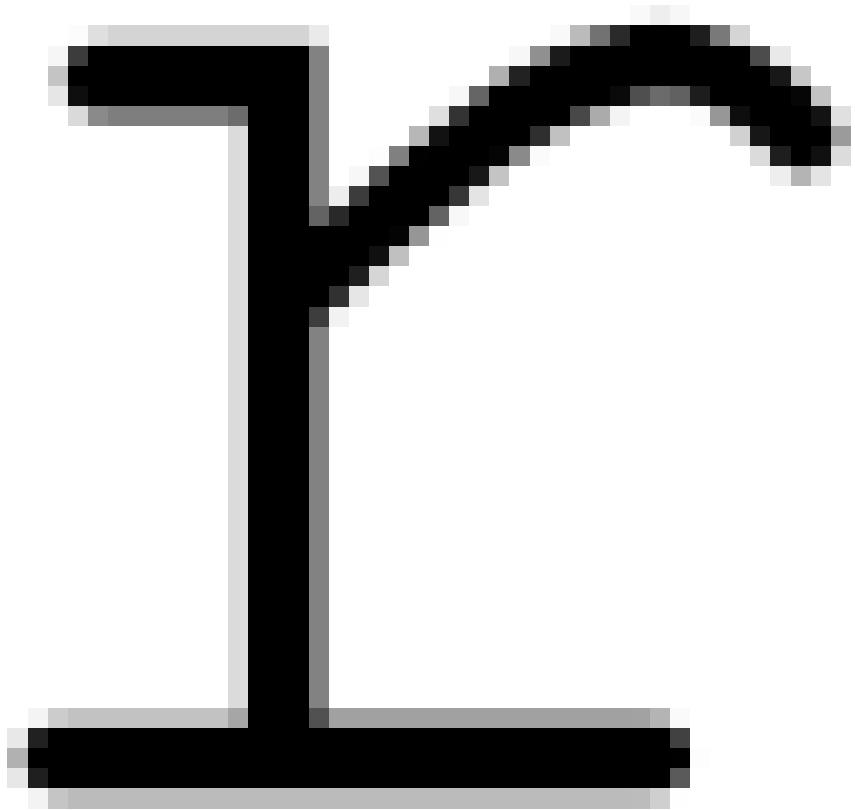


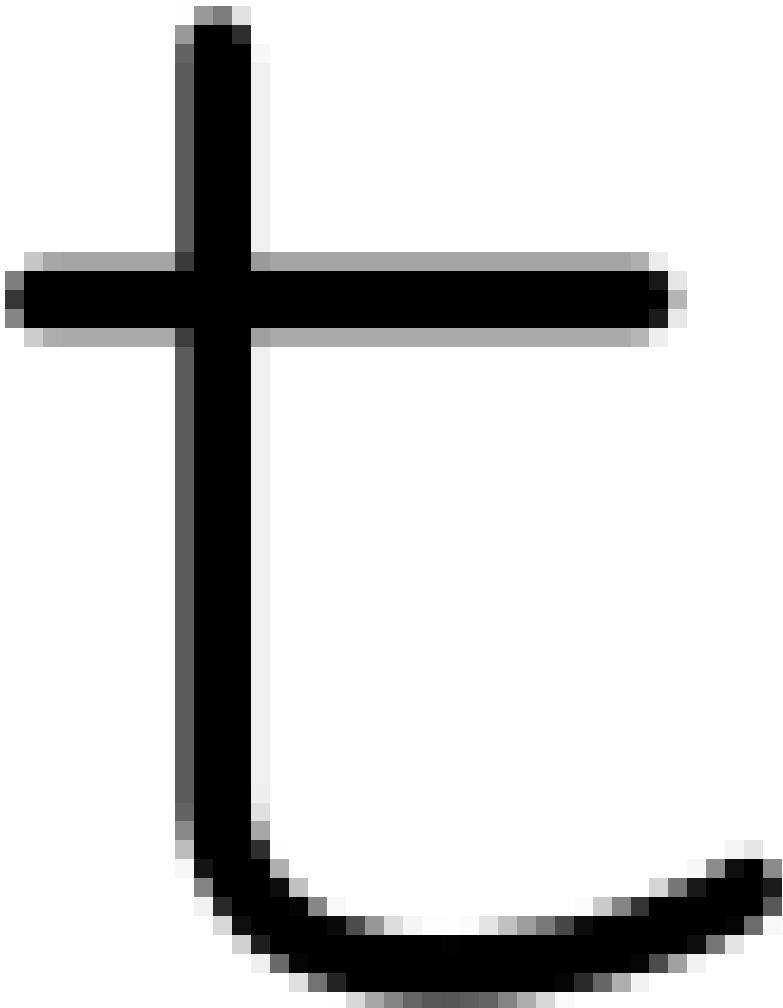


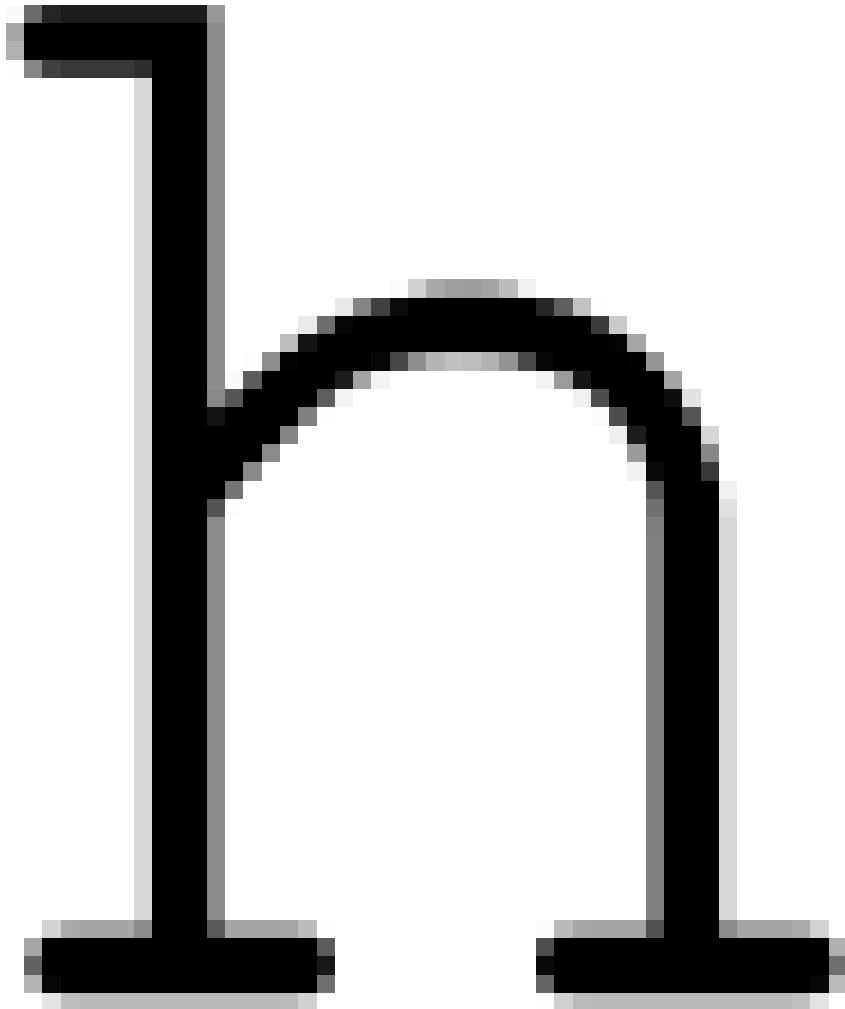


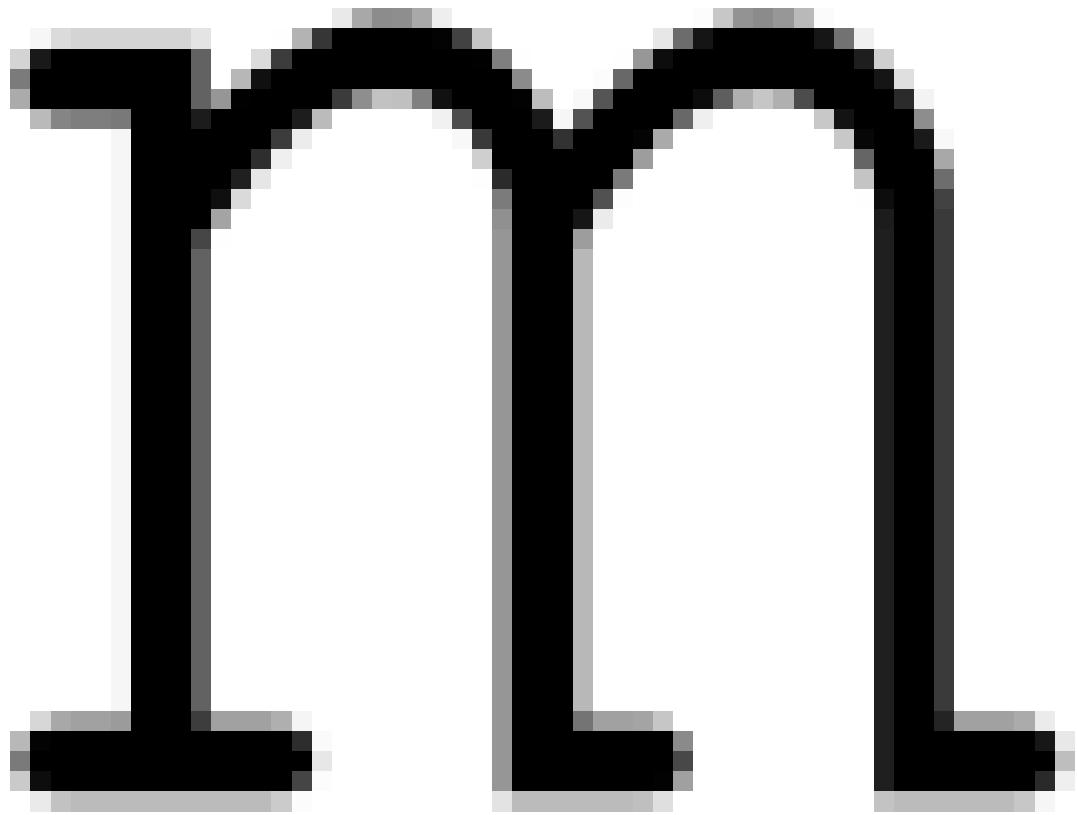




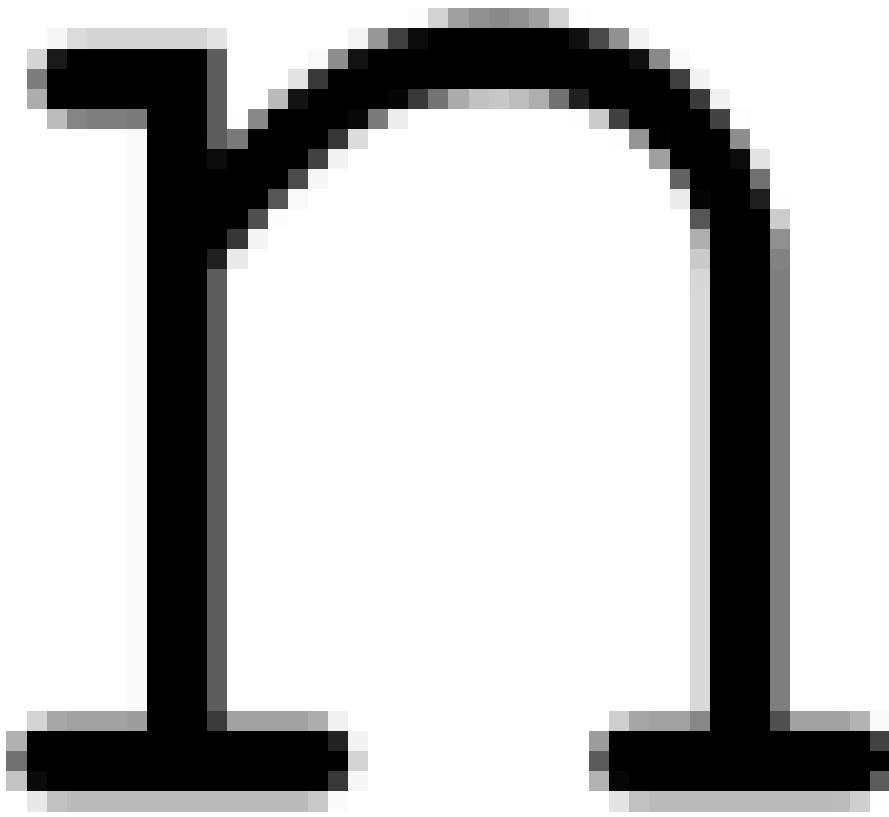


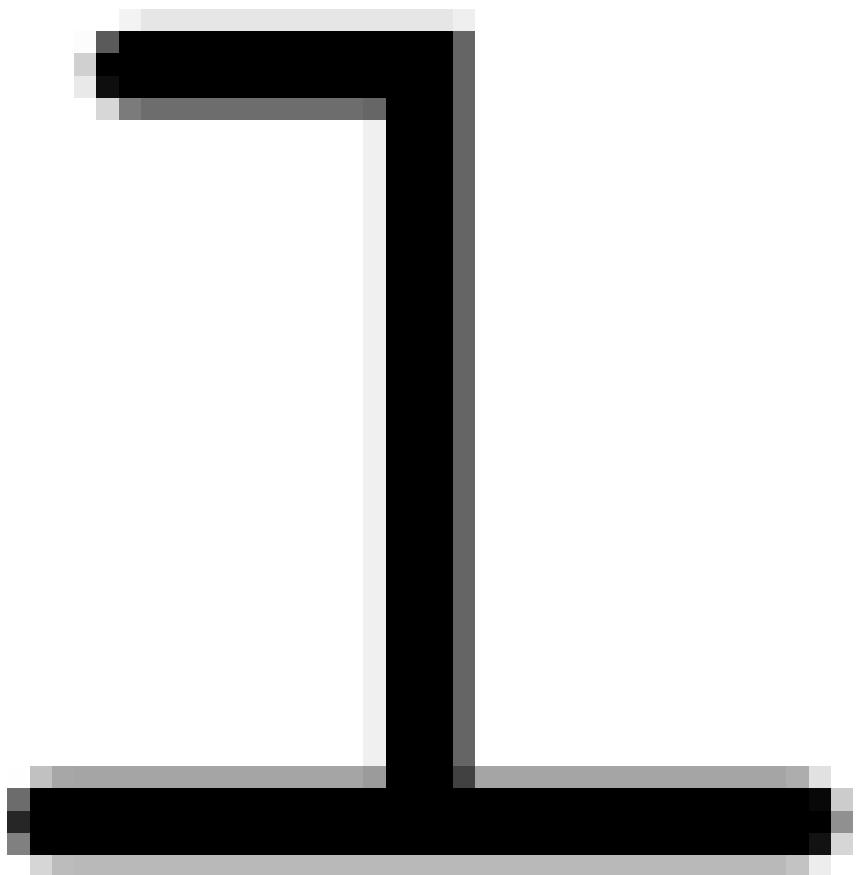


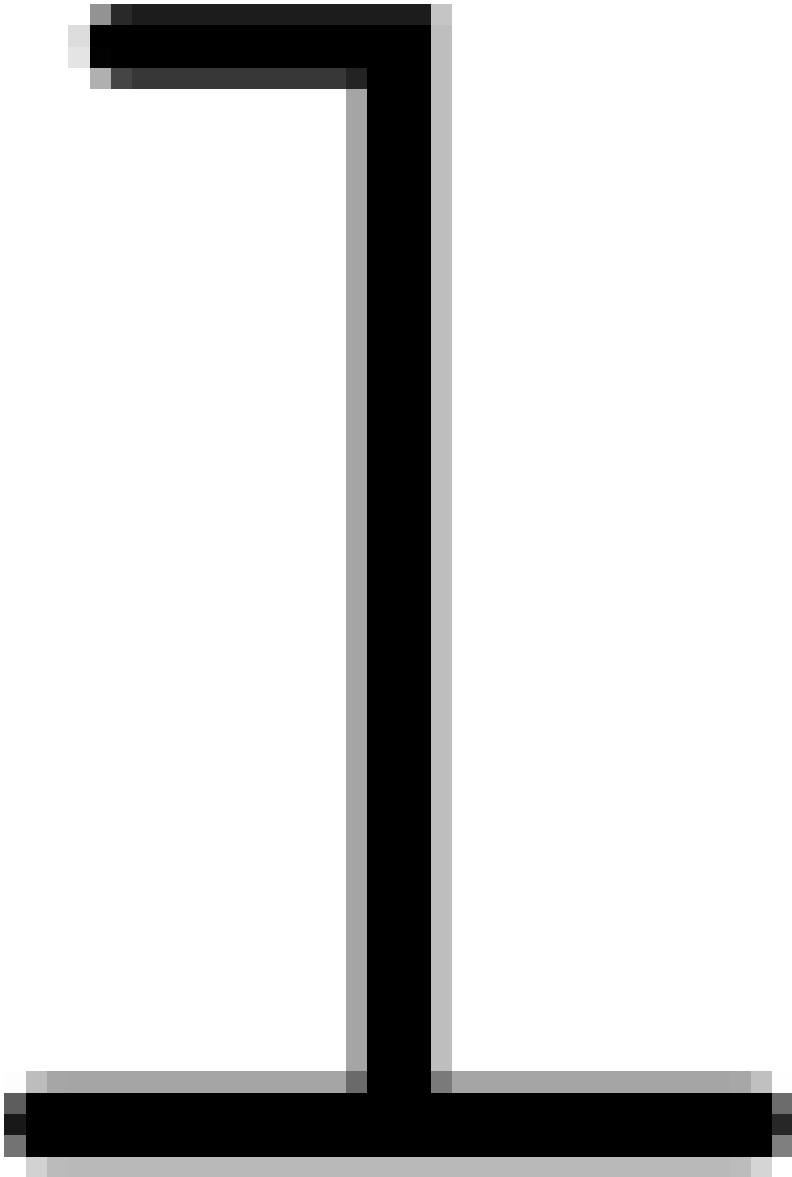


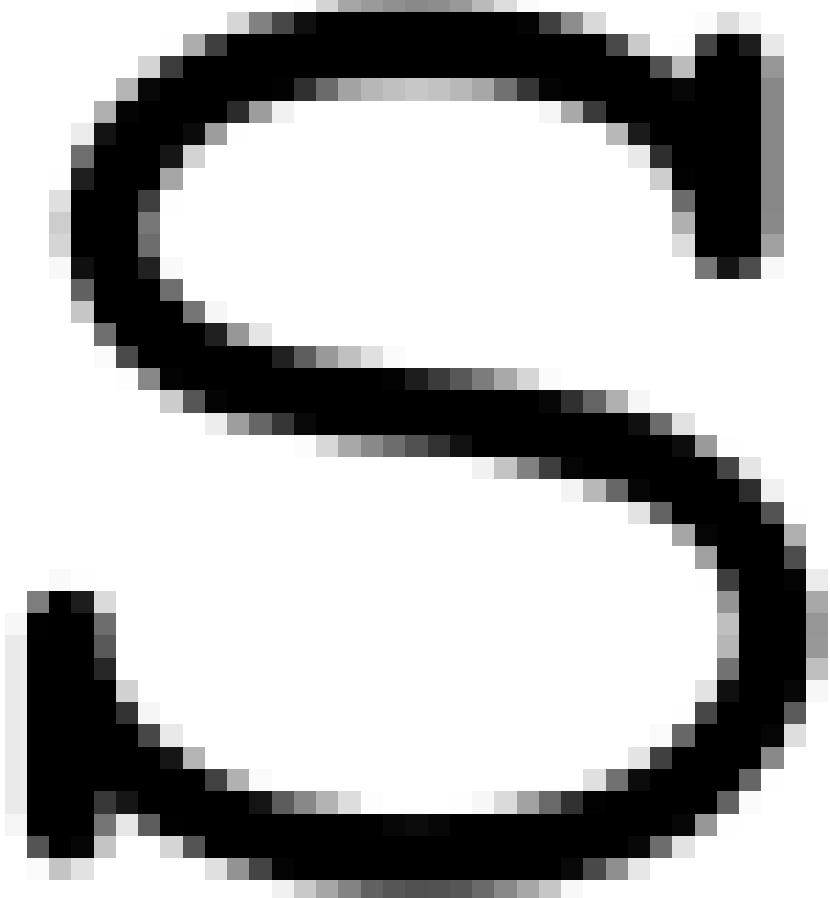










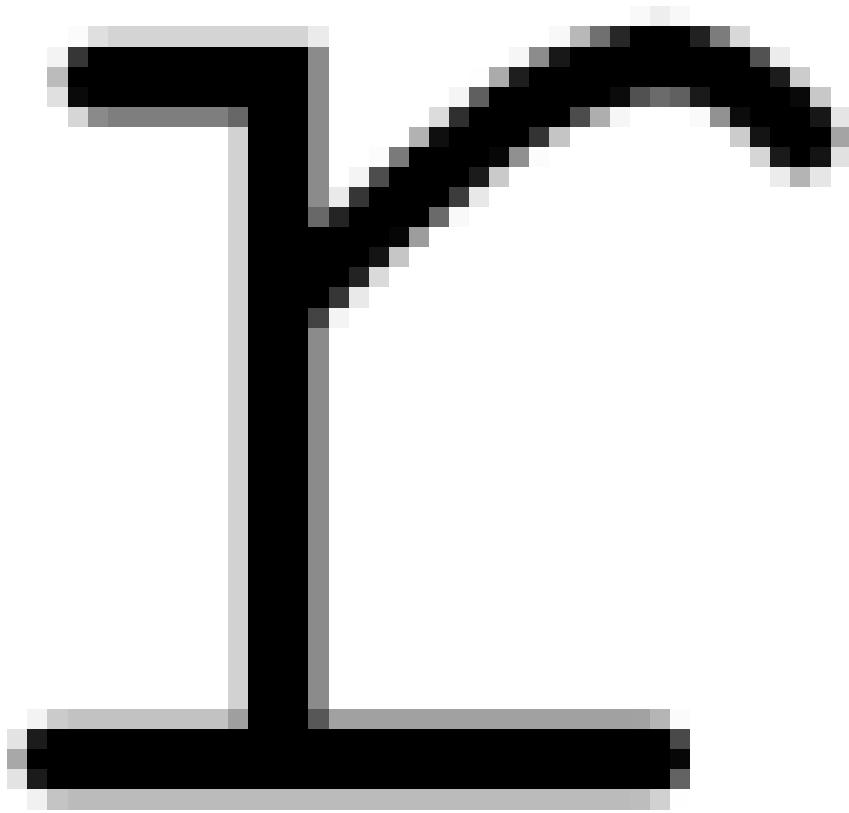






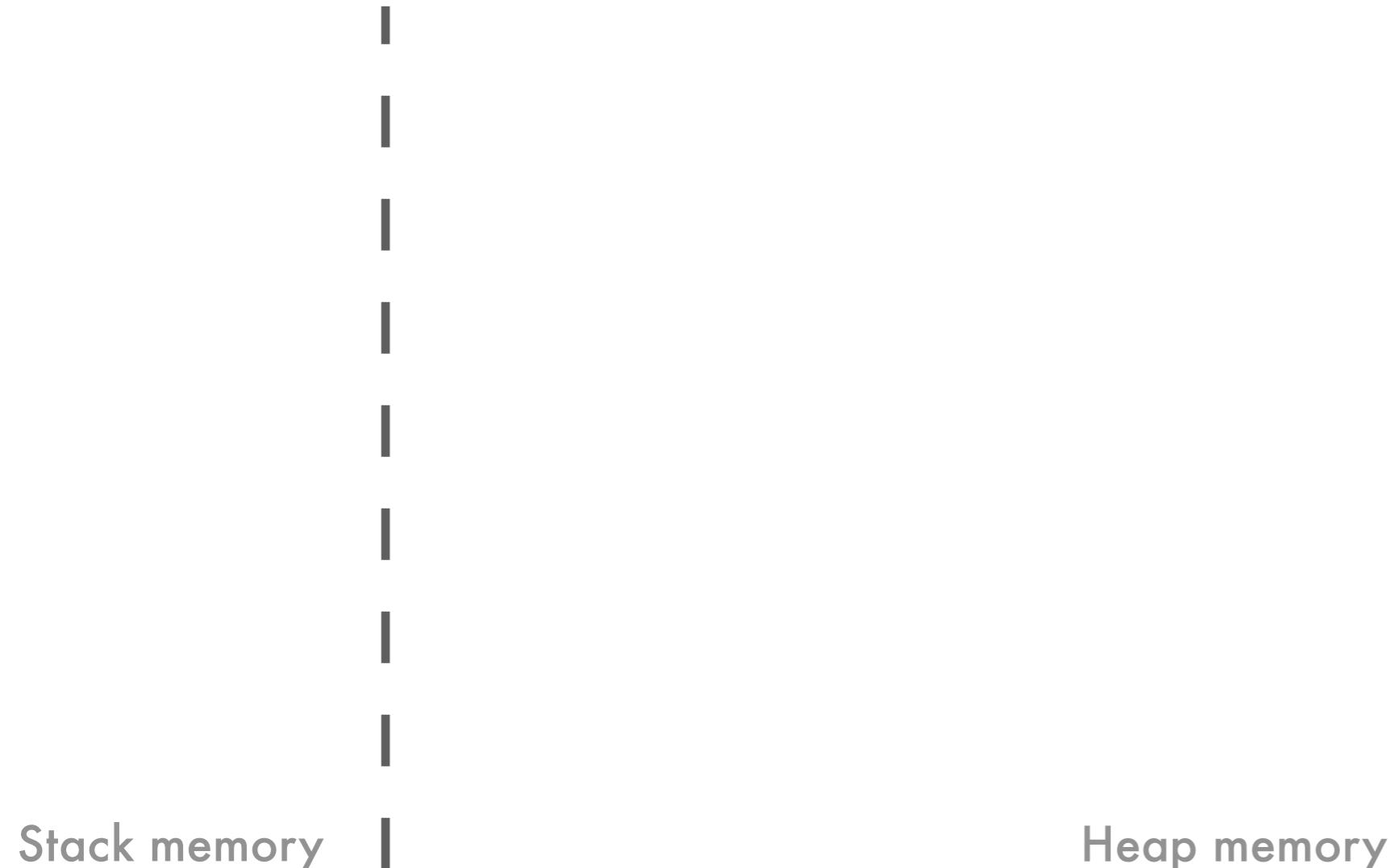






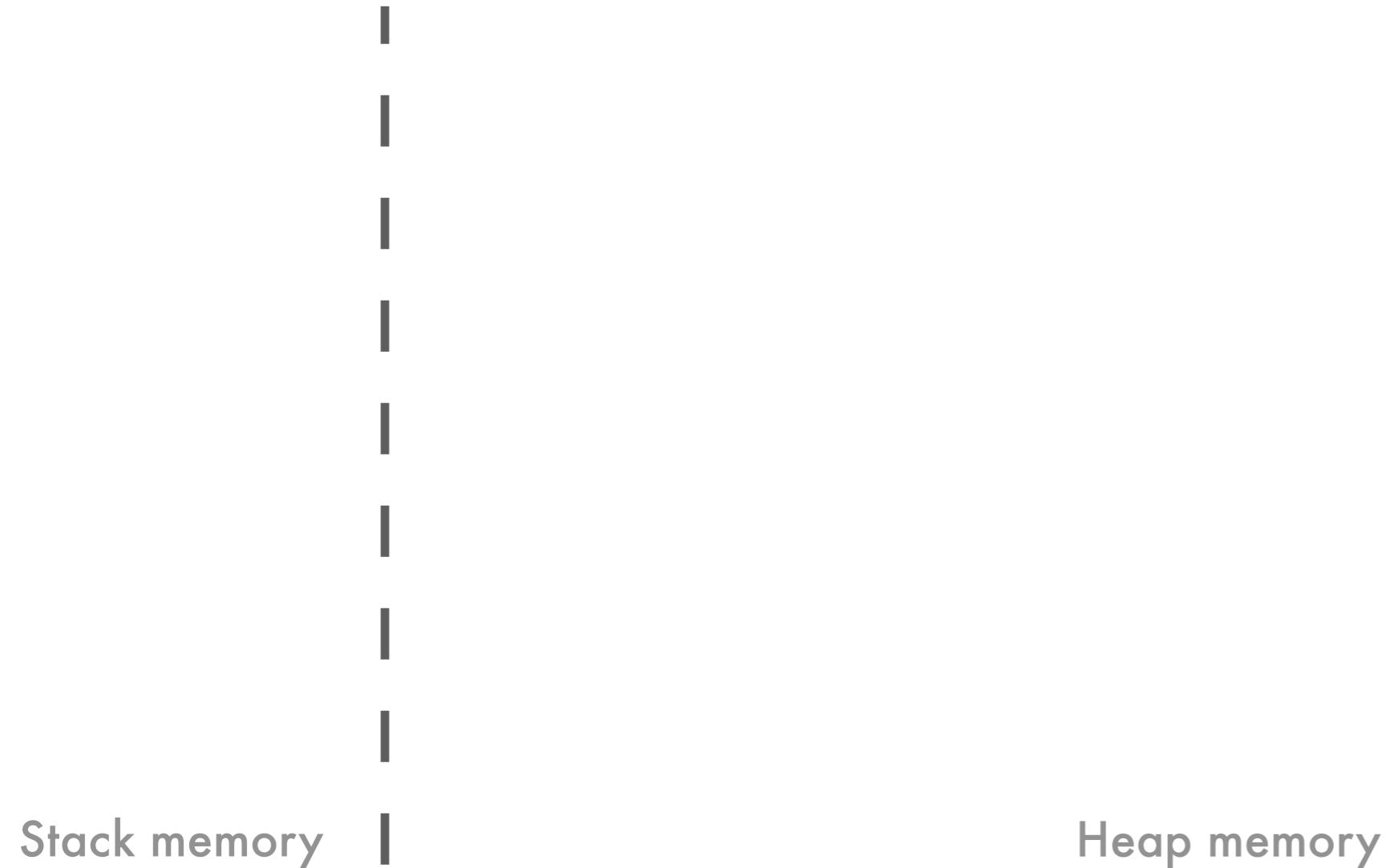
# CS2B Project 02: Playlist

- \* Click to advance, or use arrow keys
  - \* Hover far left for thumbnail sidebar
- 



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

Legend



`Playlist`

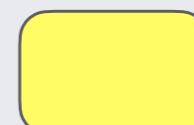
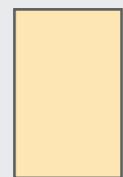
`Playlist::Node`

`Playlist::Node*`

`Playlist::SongEntry`

`size_t`

`std::string`



Legend