





















Plavist

Legend



Privacyist: No



Payvist: Noode*



Playvist: Song Entry



size_



head

tsini

— **ORW** .



size

stack memory

Heap memory

playivist • obiect



std::string







































































































































































































































































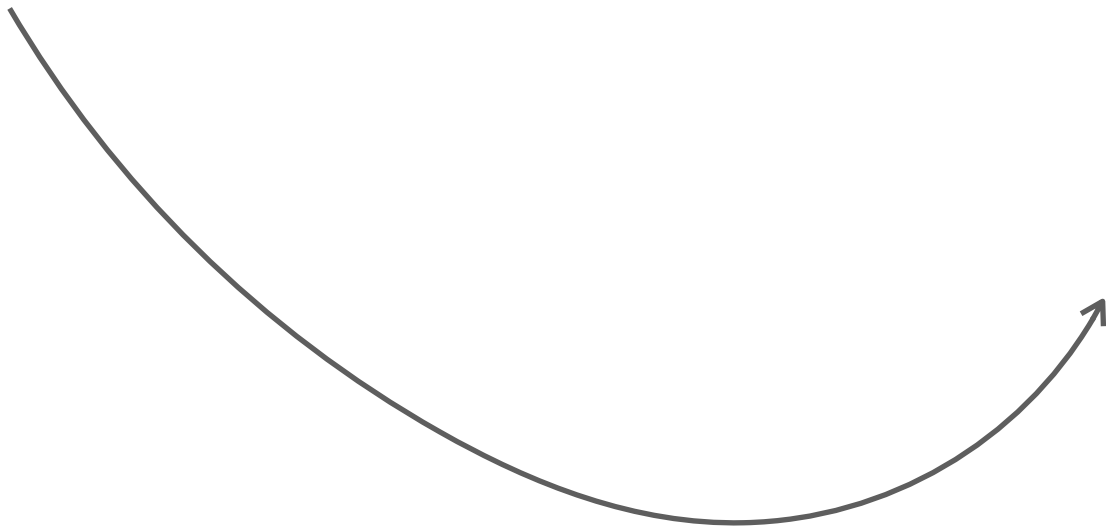














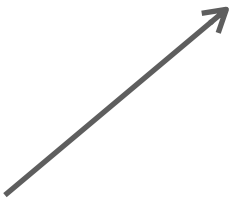
_id

-1

_name

HEAD

_next

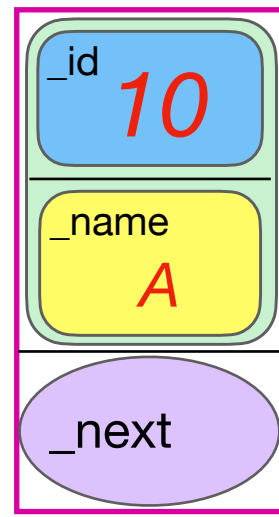


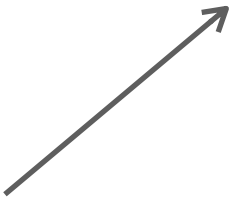
n u i p t r



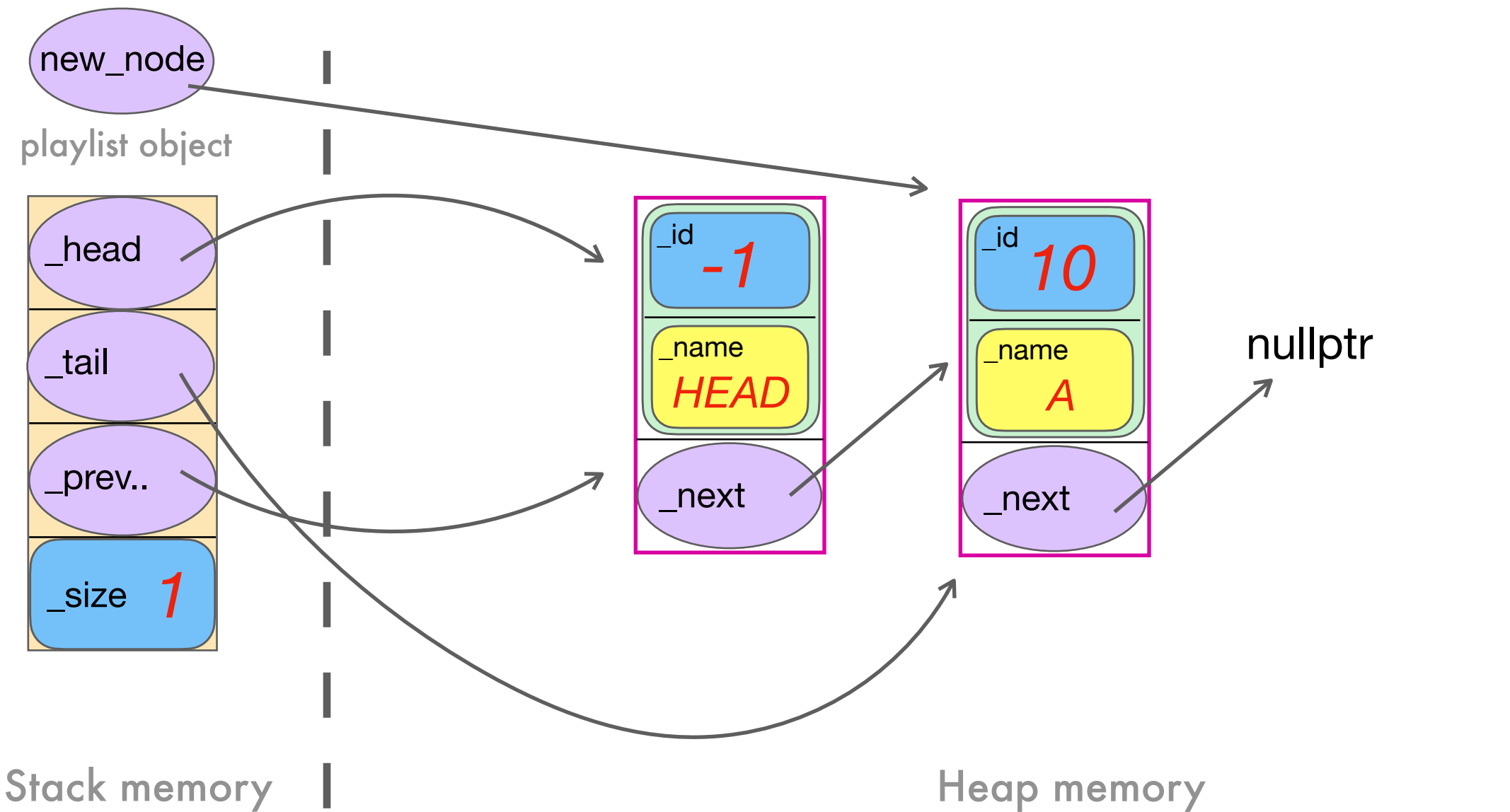
new_node





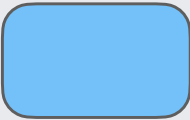
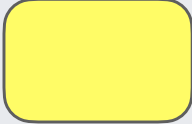
The diagram illustrates a pointer variable 'new_node' pointing to a node structure. The 'new_node' is represented by a purple oval on the left. A black arrow points from the right side of this oval to the top of a node structure on the right. The node structure is a vertical stack of three components: a light blue box for '_id' containing the value '10' in red, a yellow box for '_name' containing the value 'A' in red, and a purple oval for '_next'.





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.



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

Legend

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.

