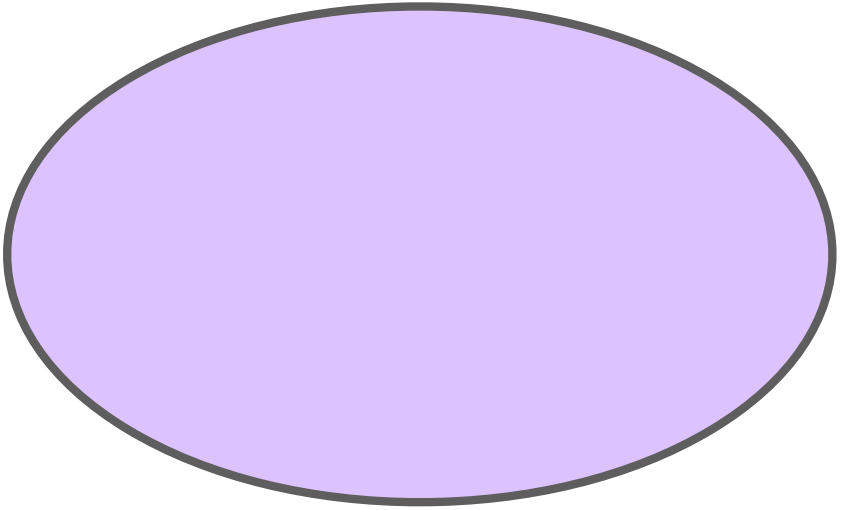
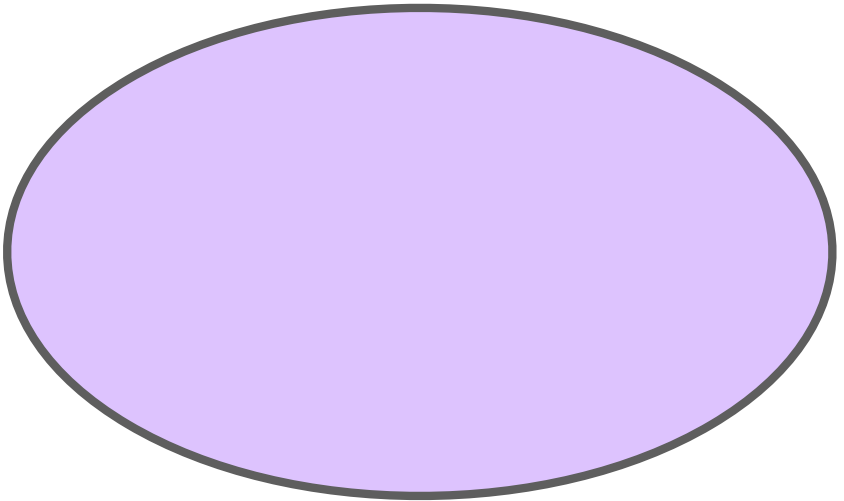
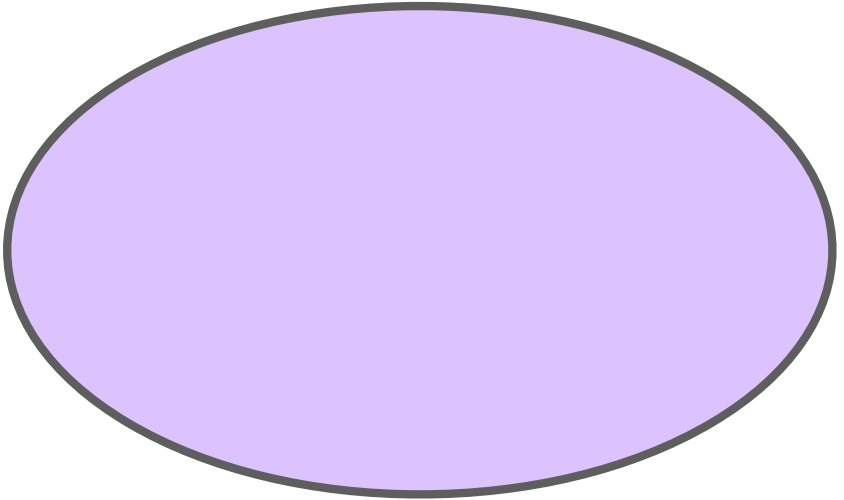
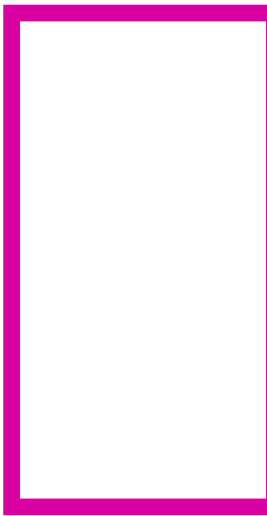




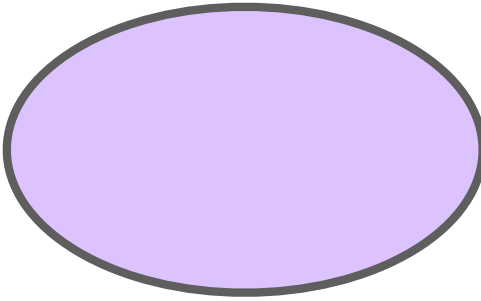


Playlist

Legend



Playlist::Node



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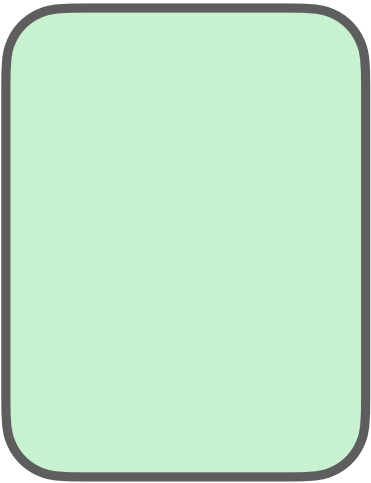


Playlist::SongEntry

size_t

_head

_tail

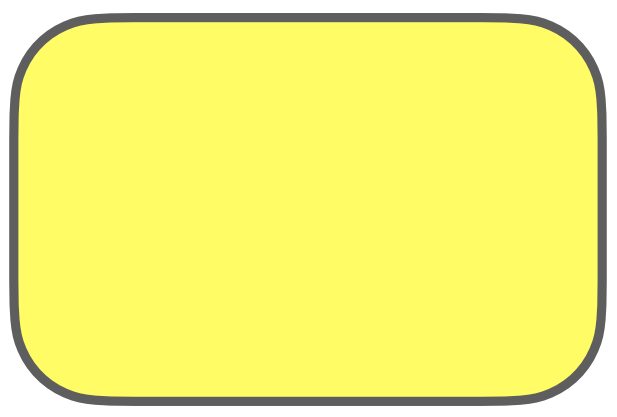
_prev..

_size

Stack memory

Heap memory

playlist object



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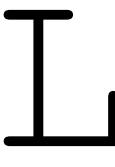

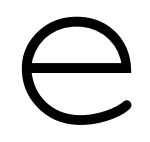

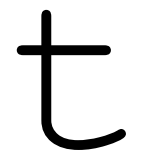

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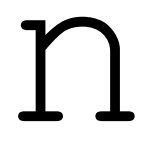

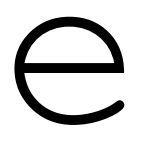

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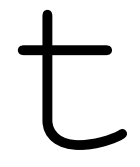

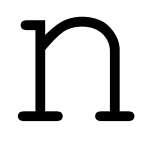

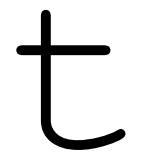

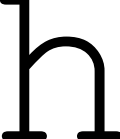

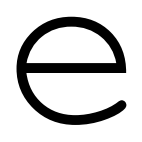

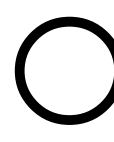

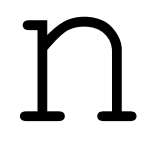

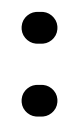

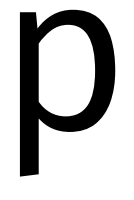

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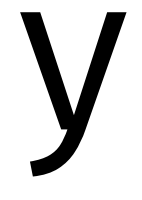

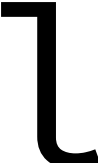

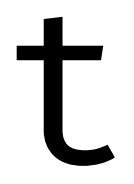

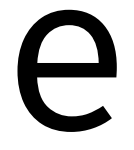

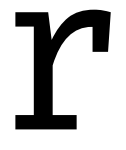

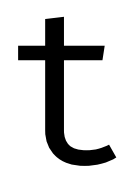

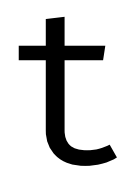

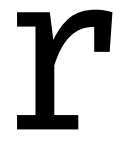

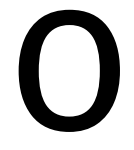

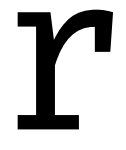

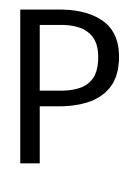

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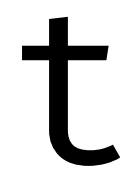

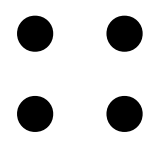

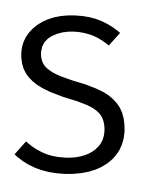

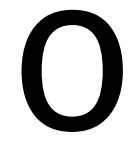

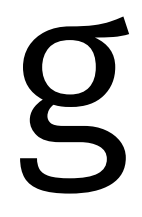

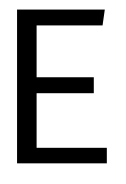

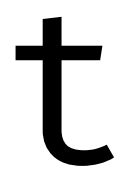

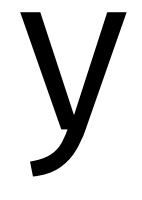

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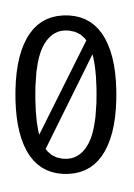
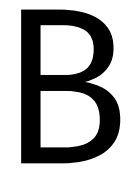
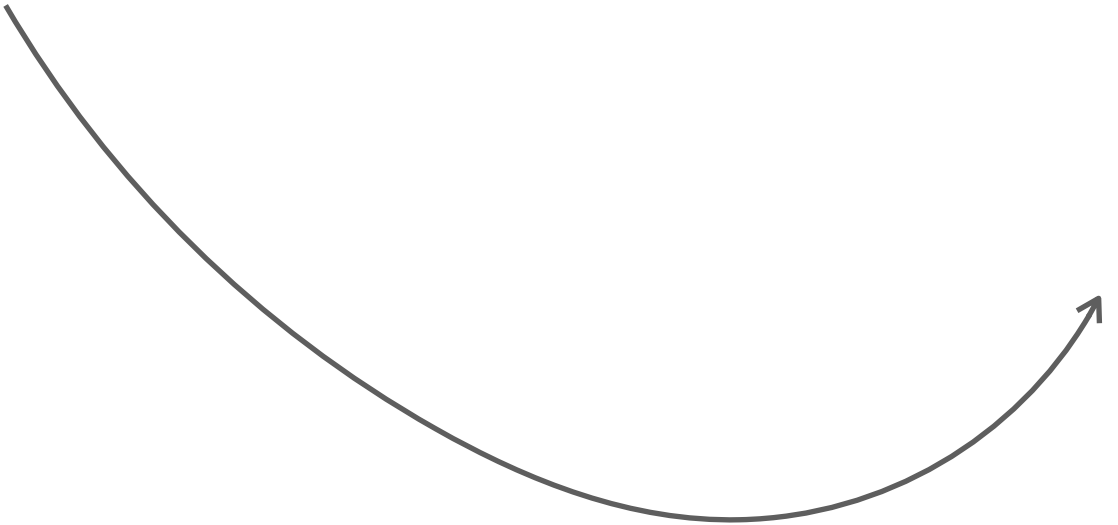
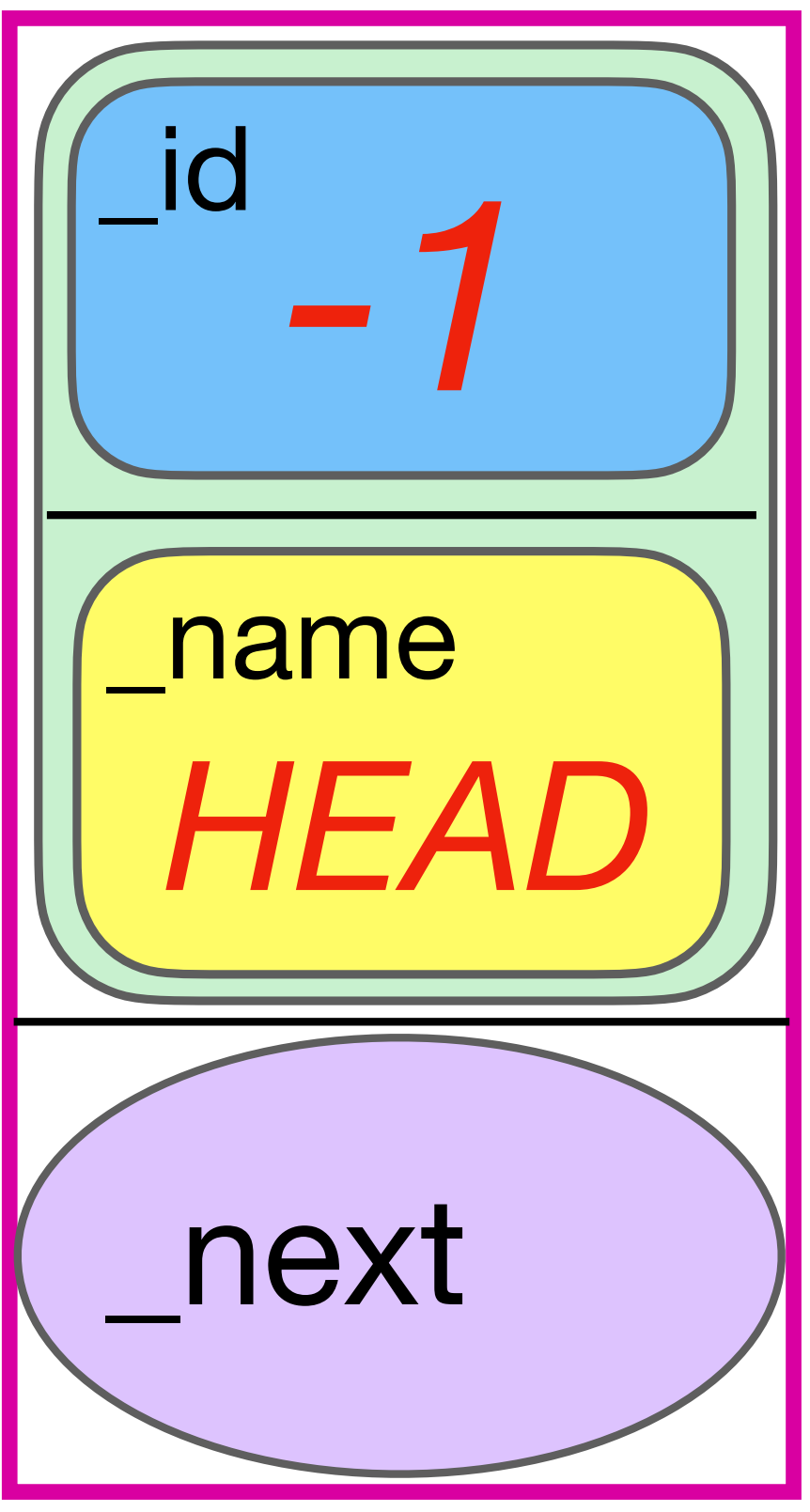



B

”

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_name
HEAD
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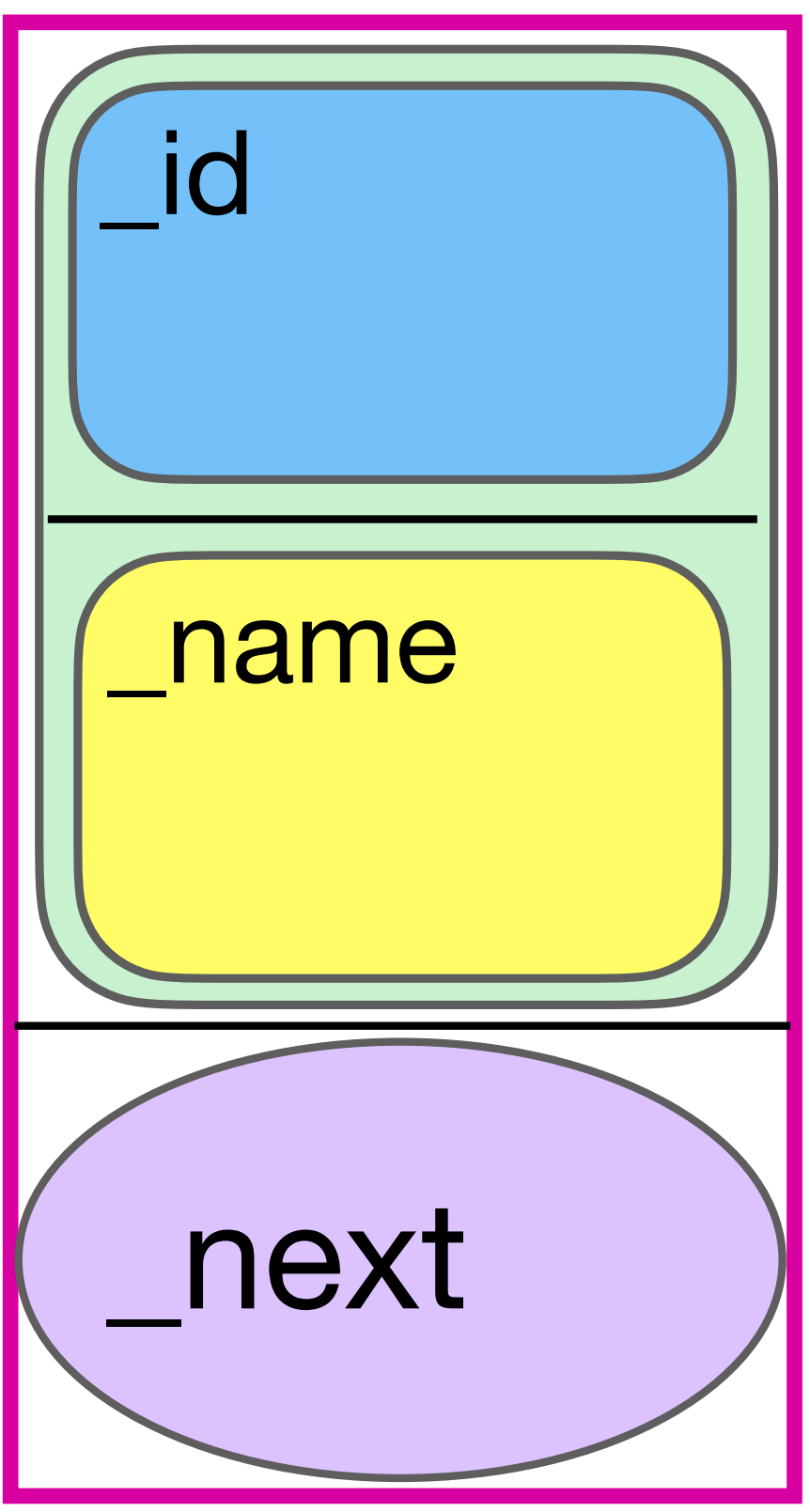
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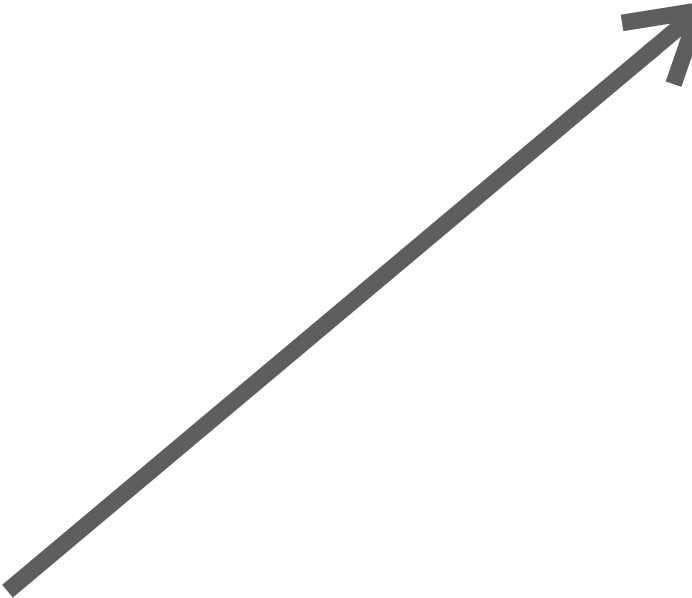
A



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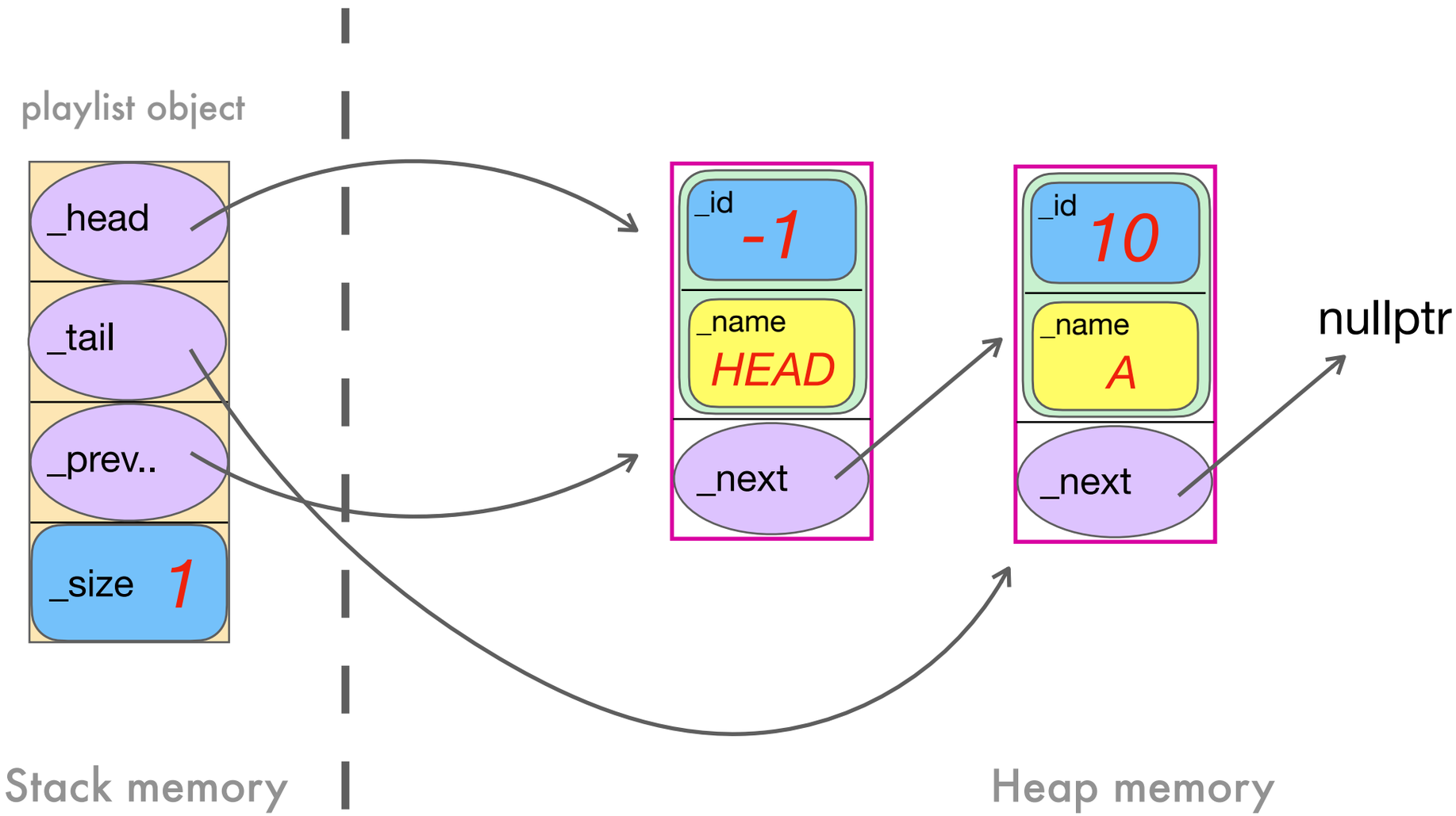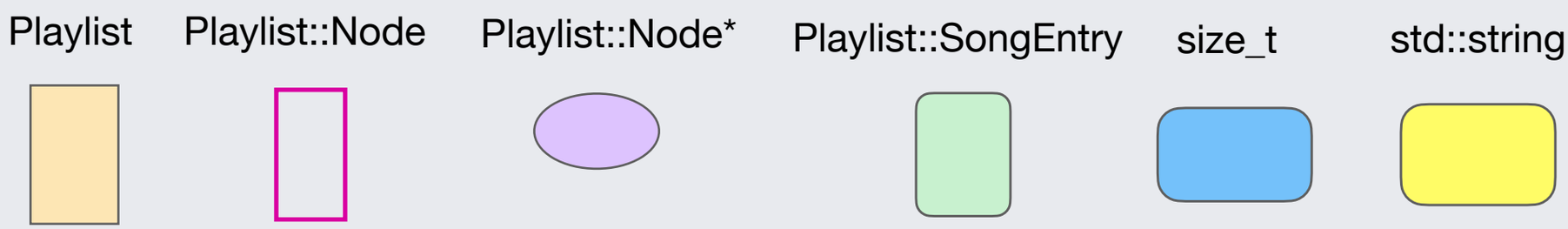
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playlist.insert_at_cursor(Playlist::SongEntry(20, “B”));
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