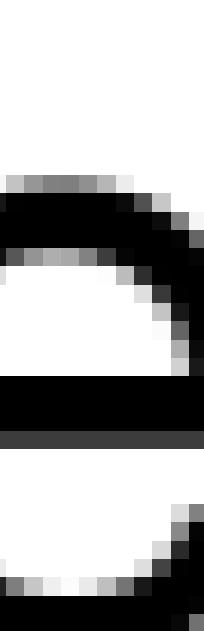
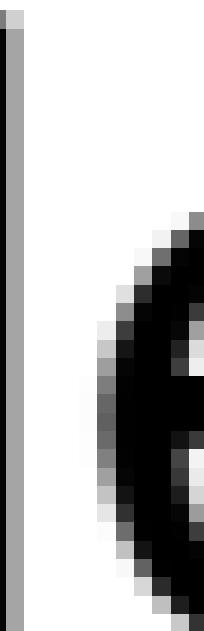
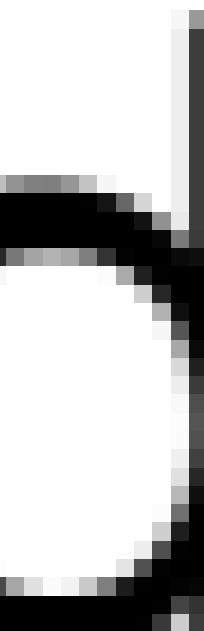
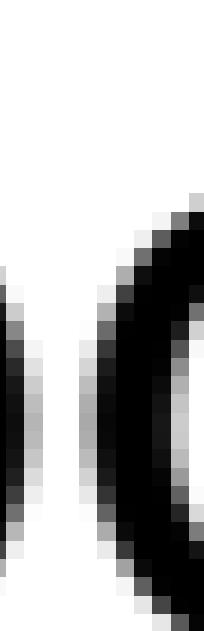
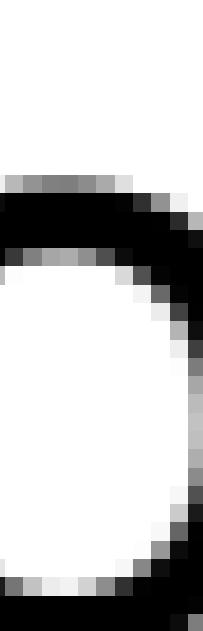
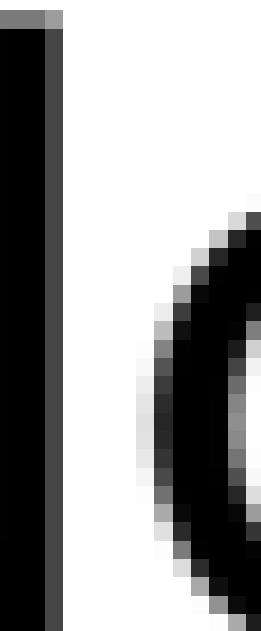
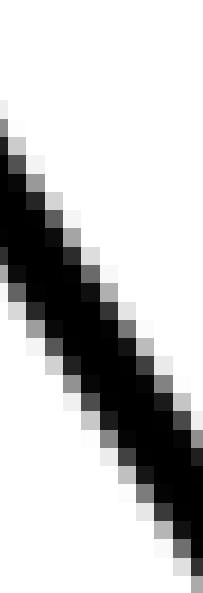
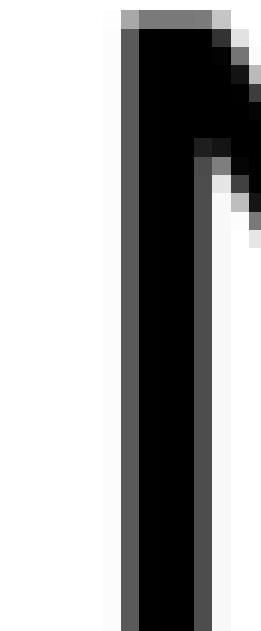
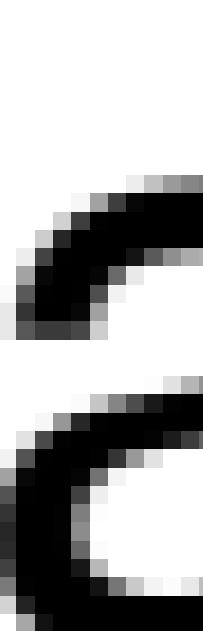


Legend











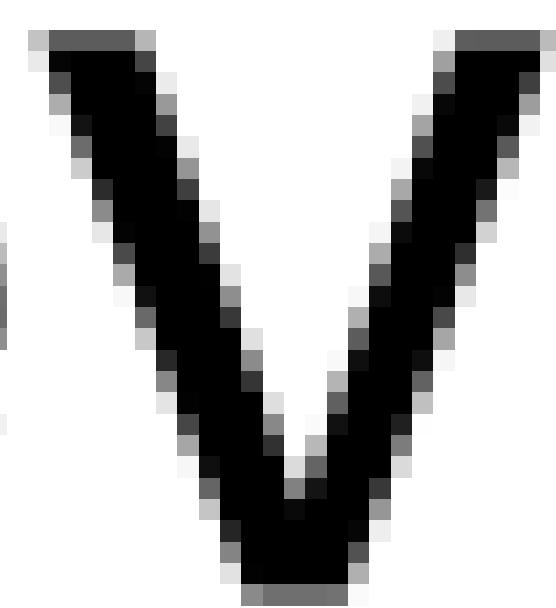
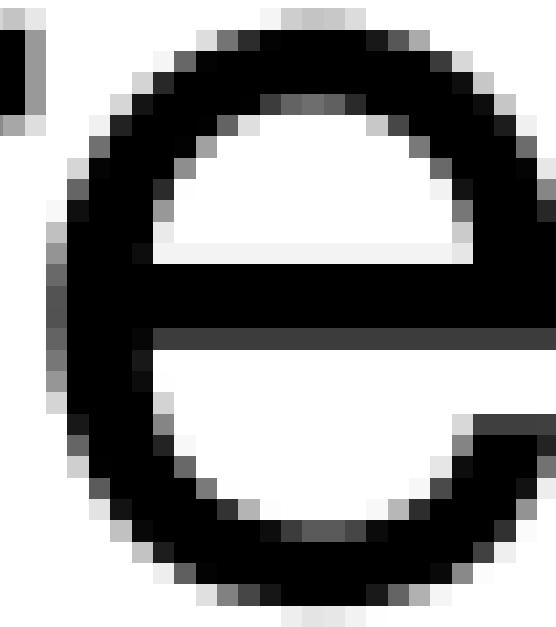
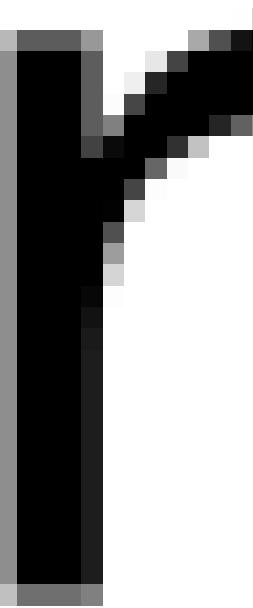
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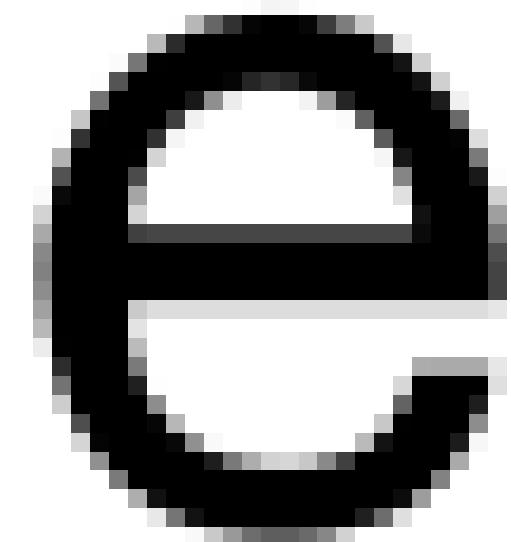
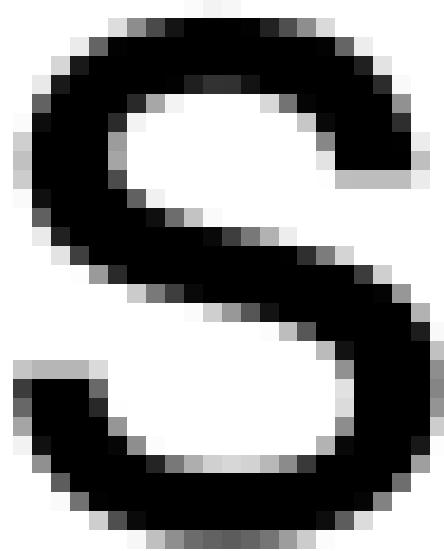












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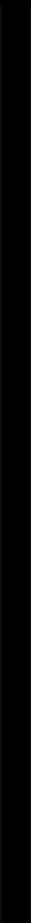
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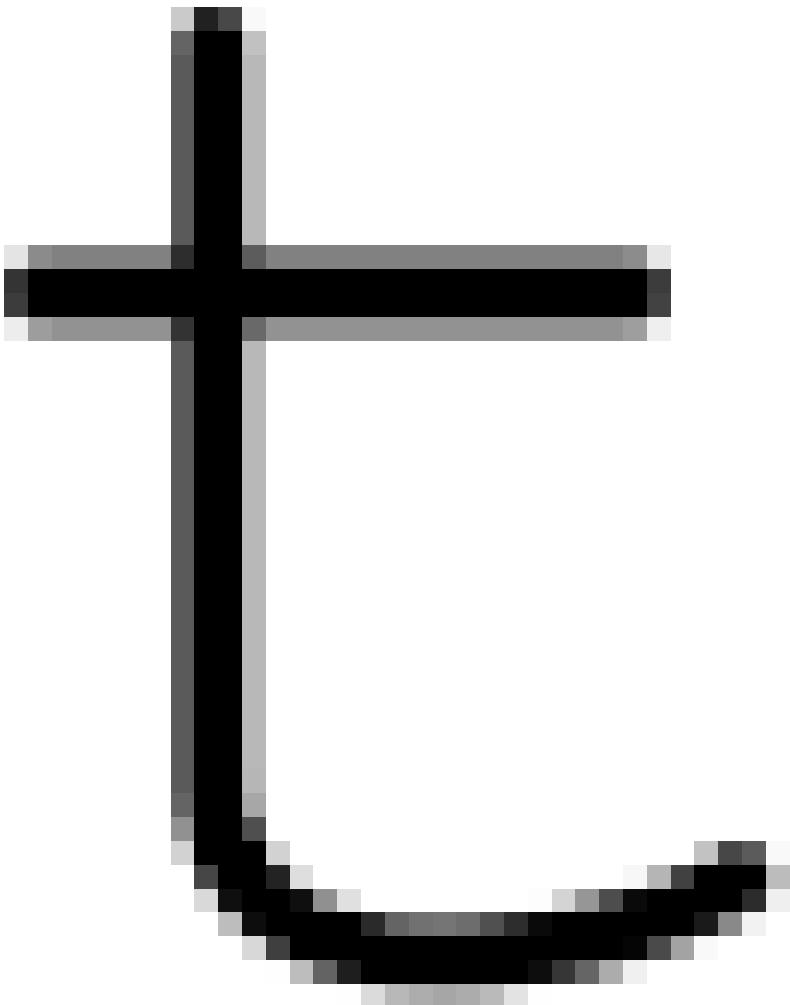
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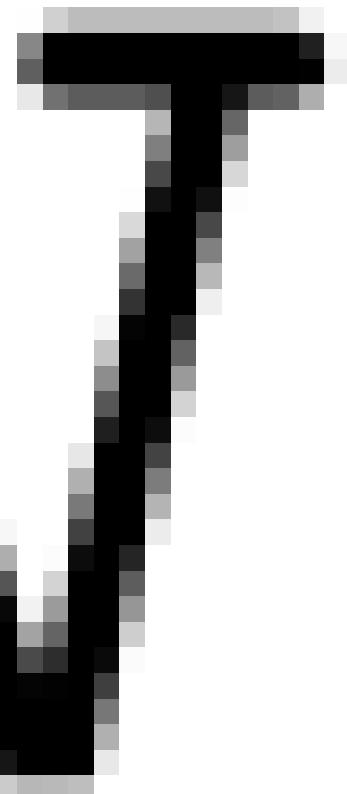
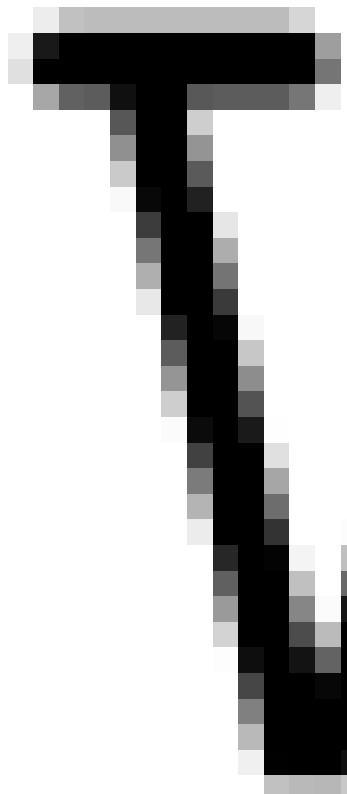
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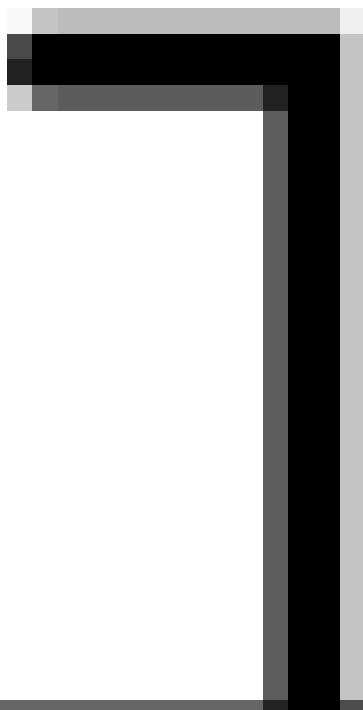
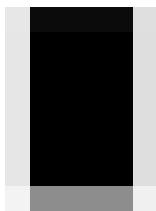


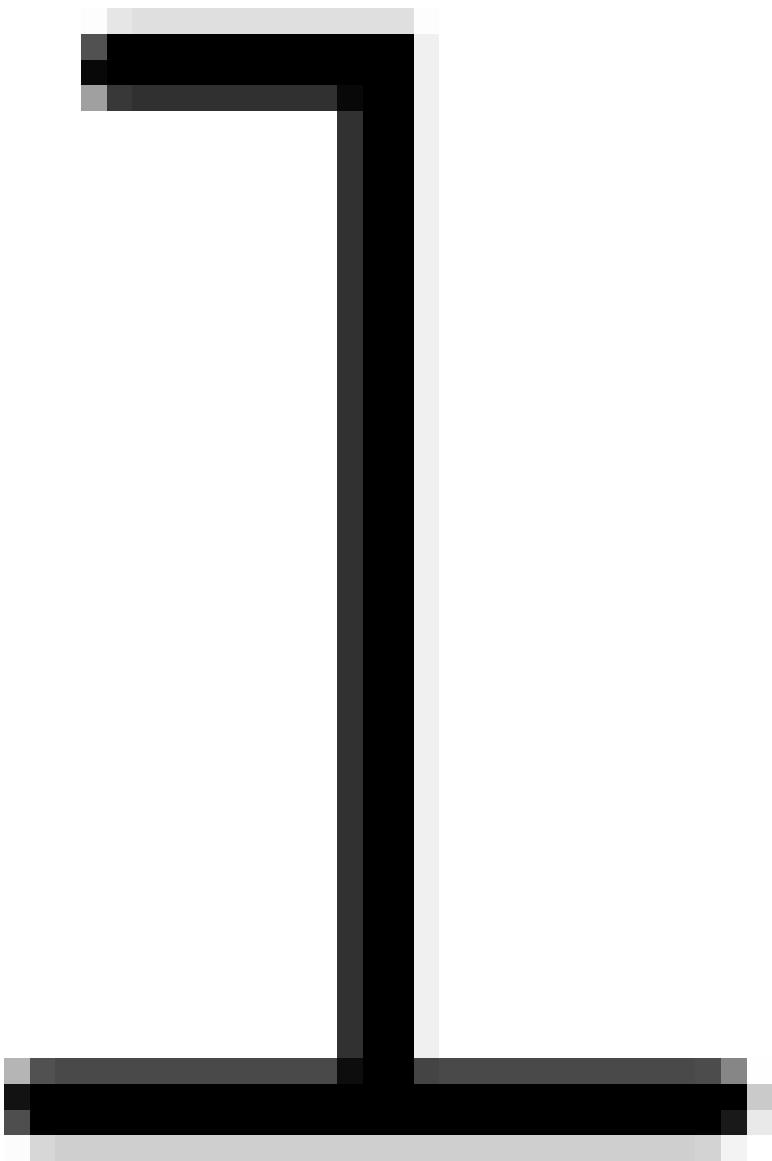


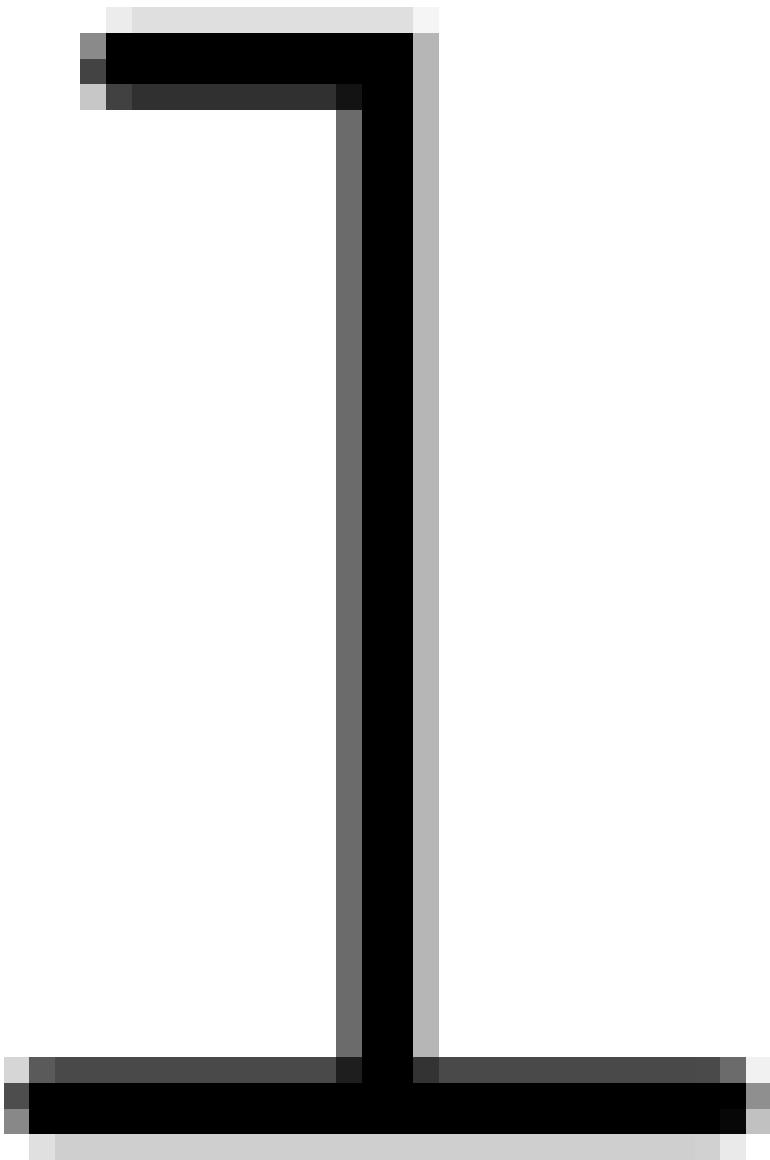


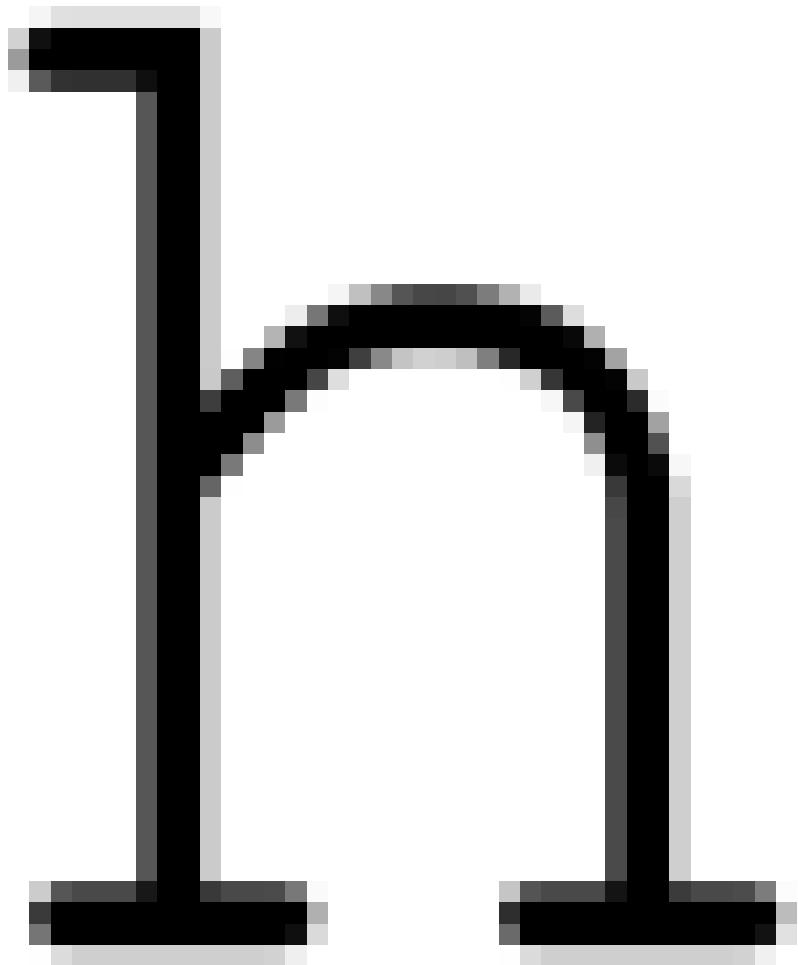


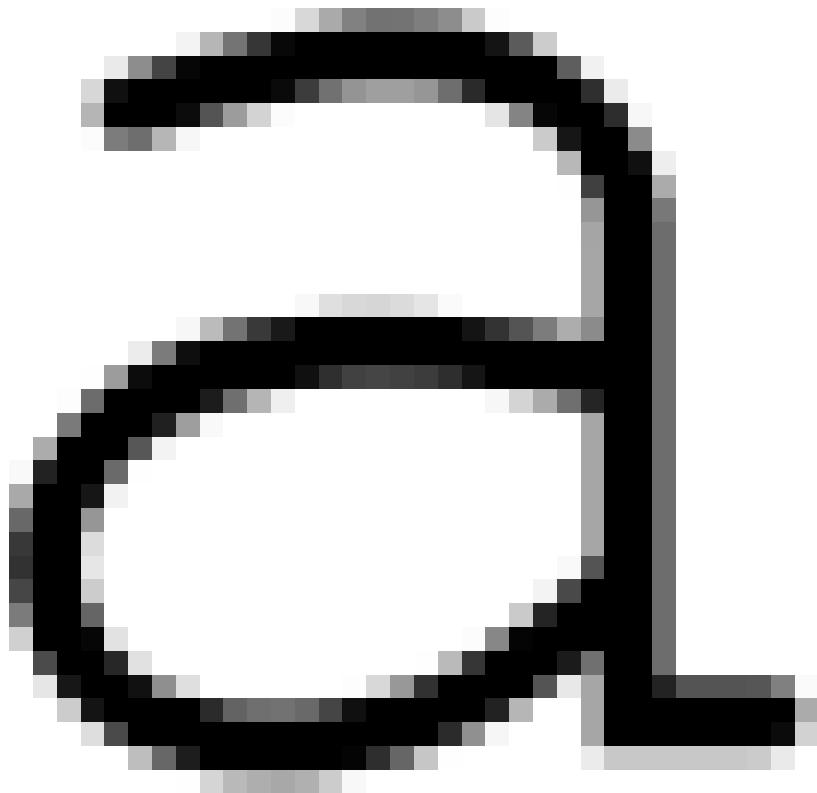




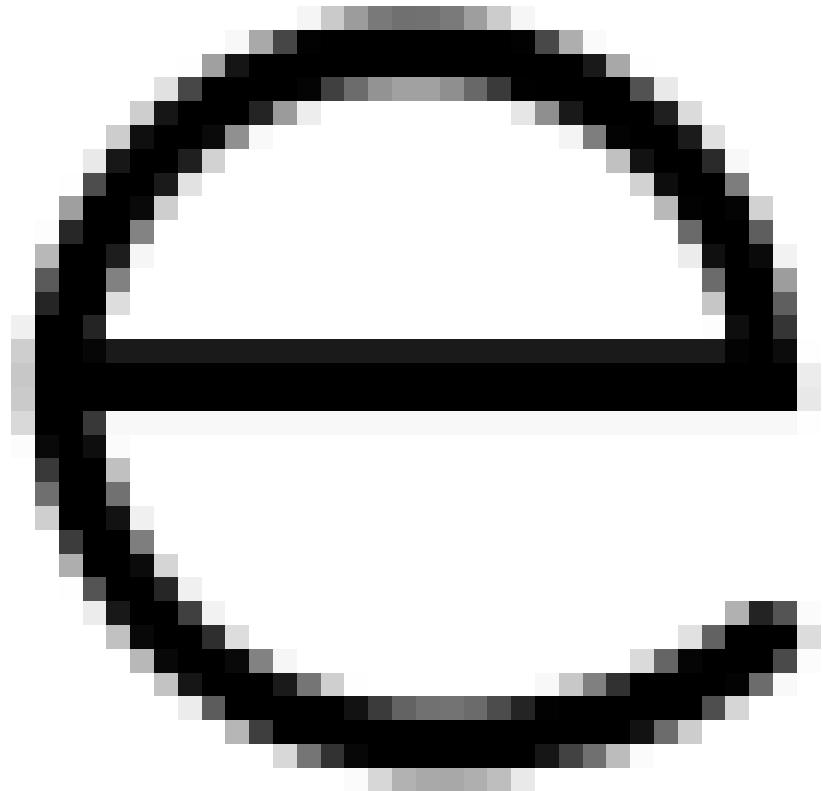


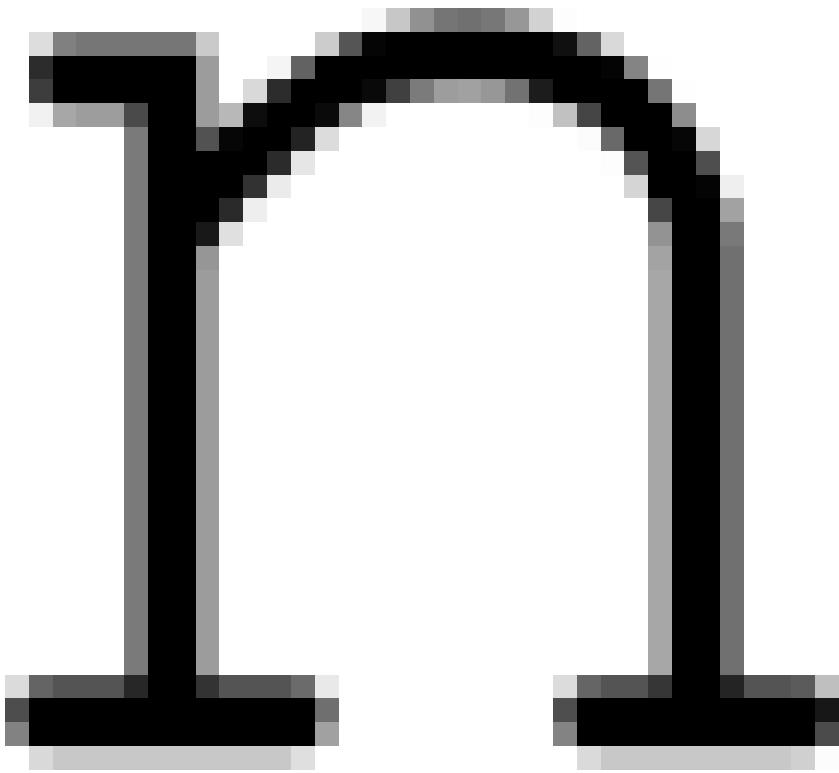


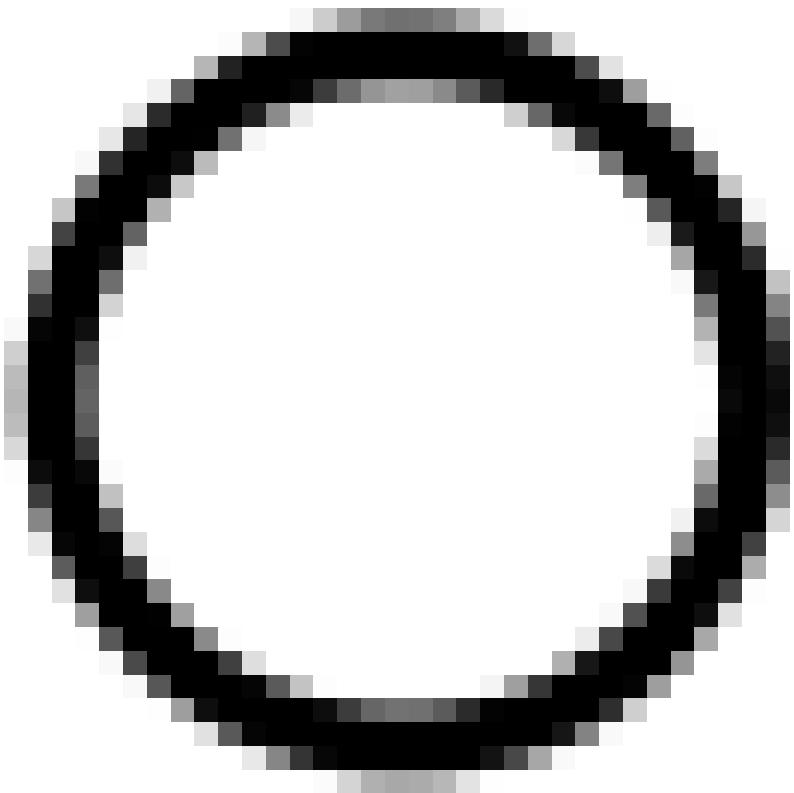




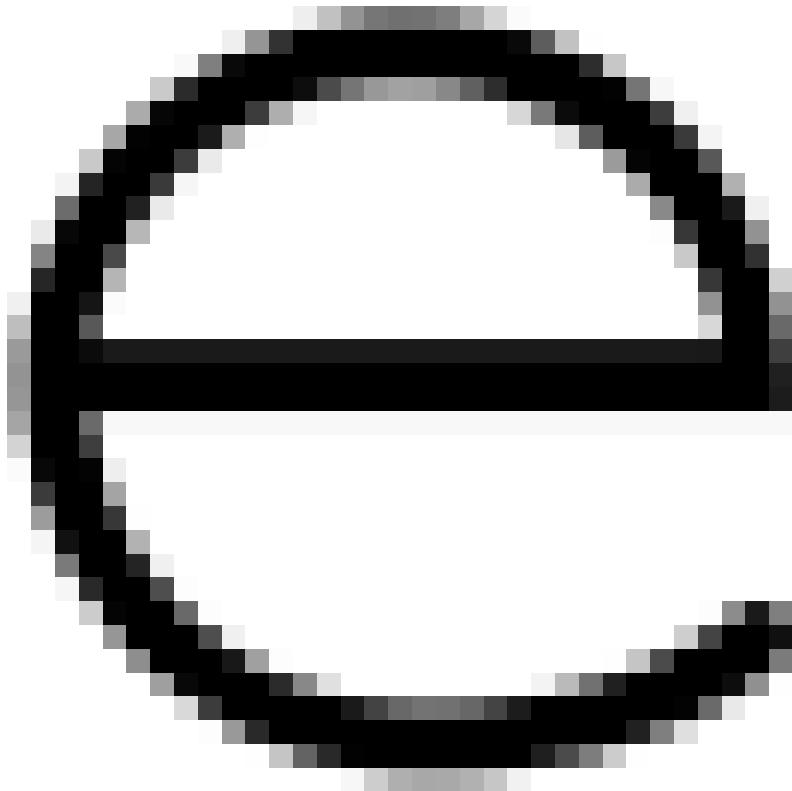




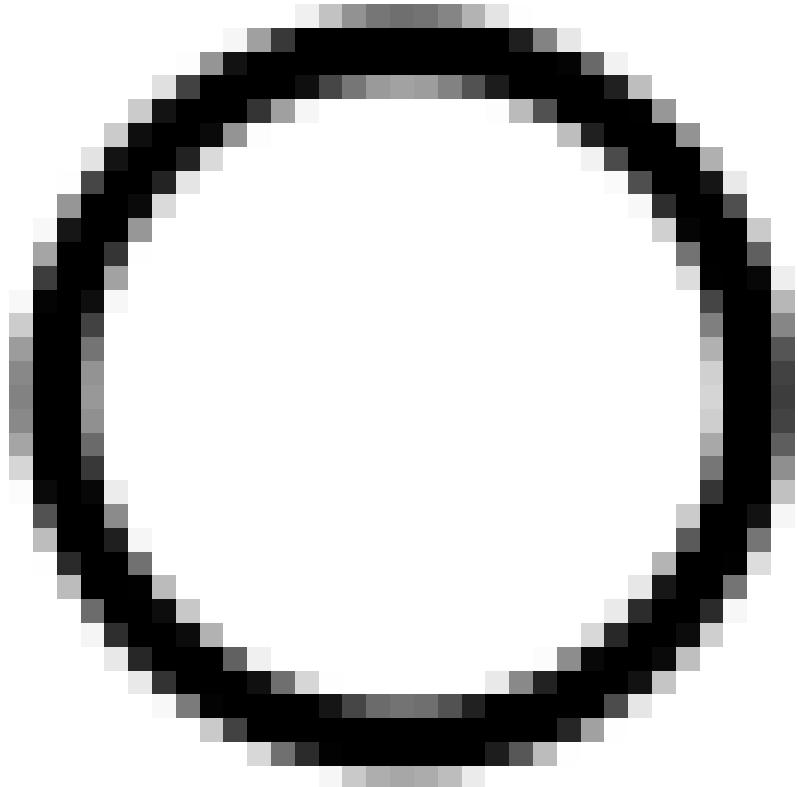


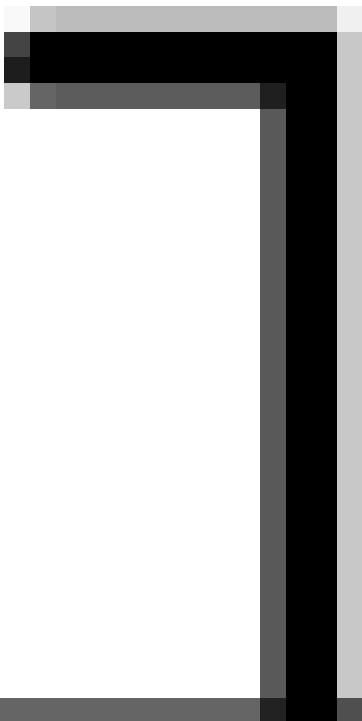
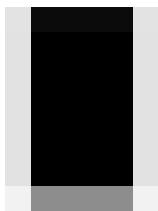


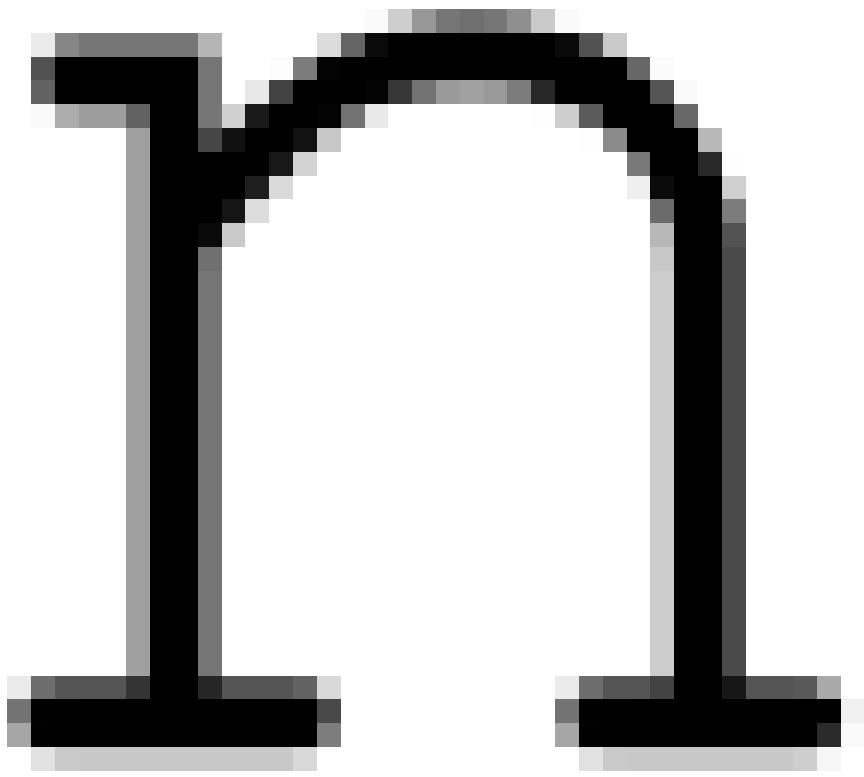


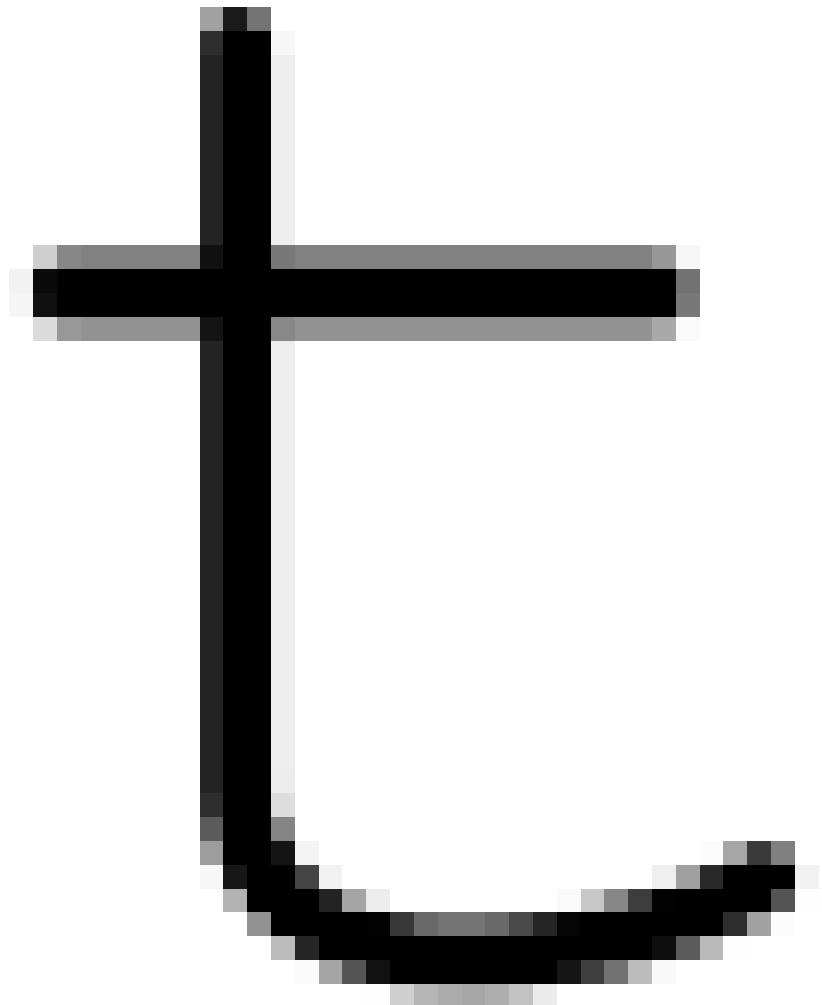


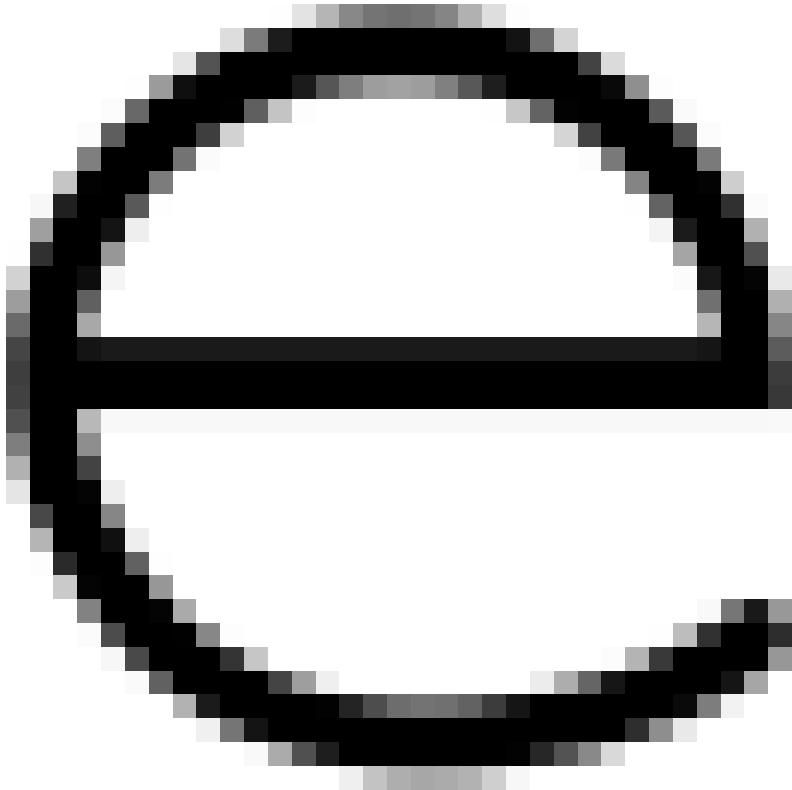


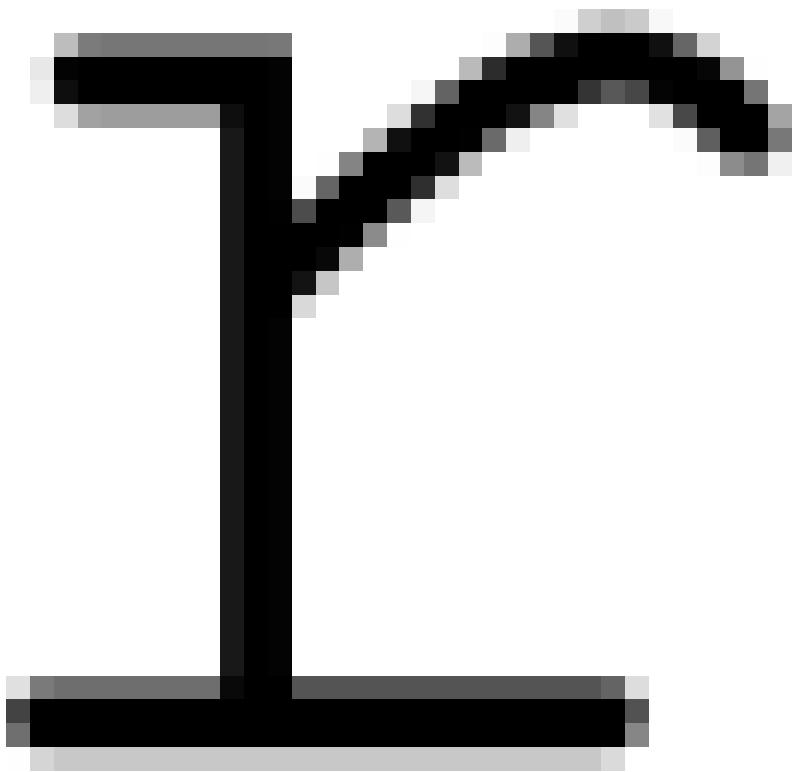


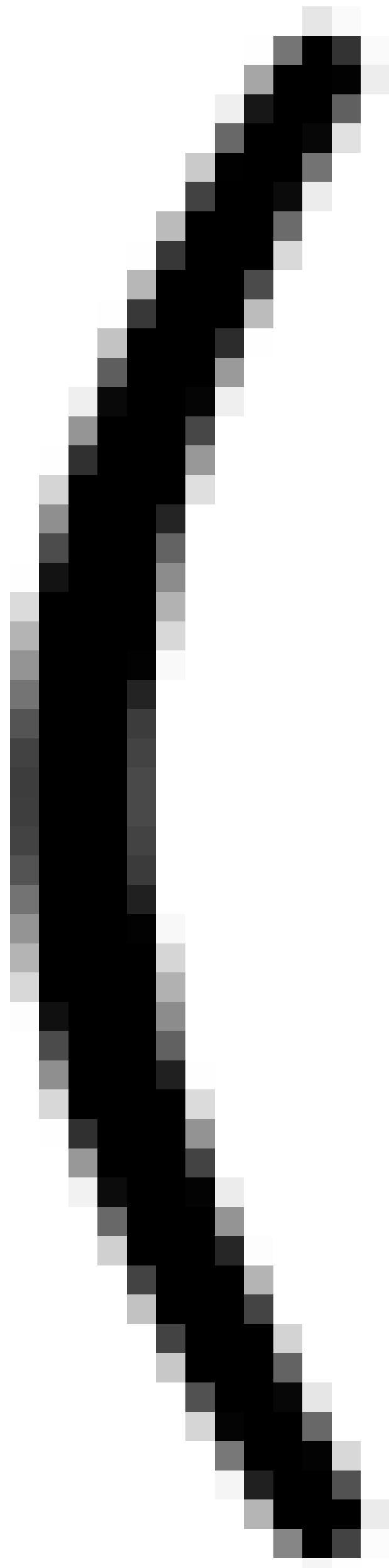


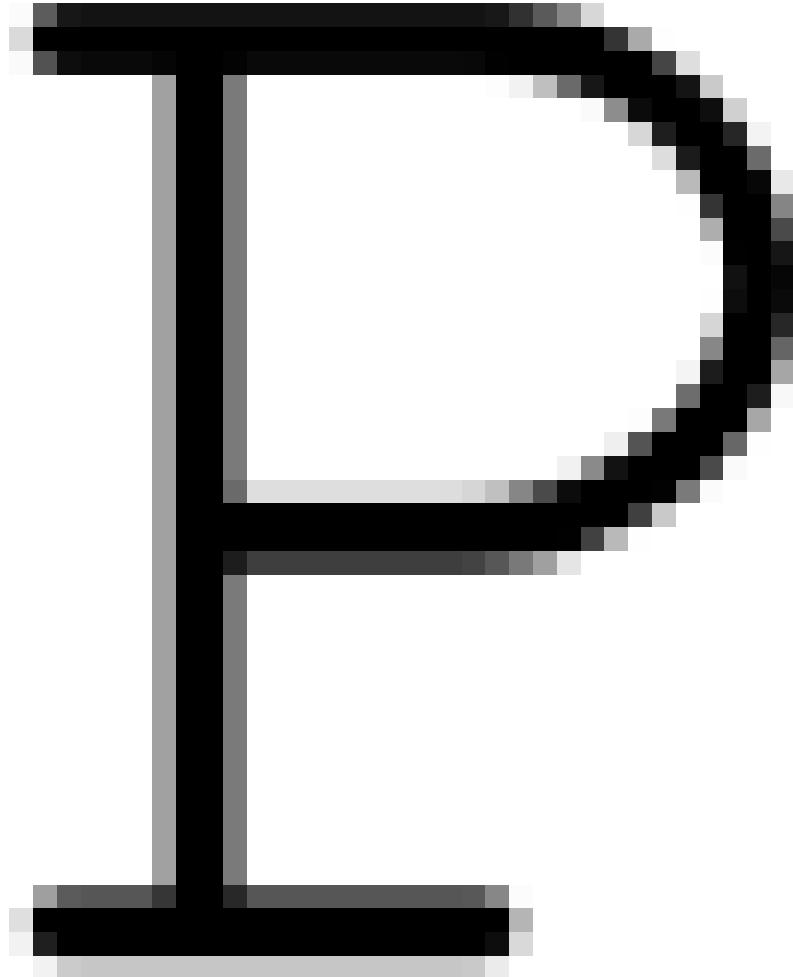


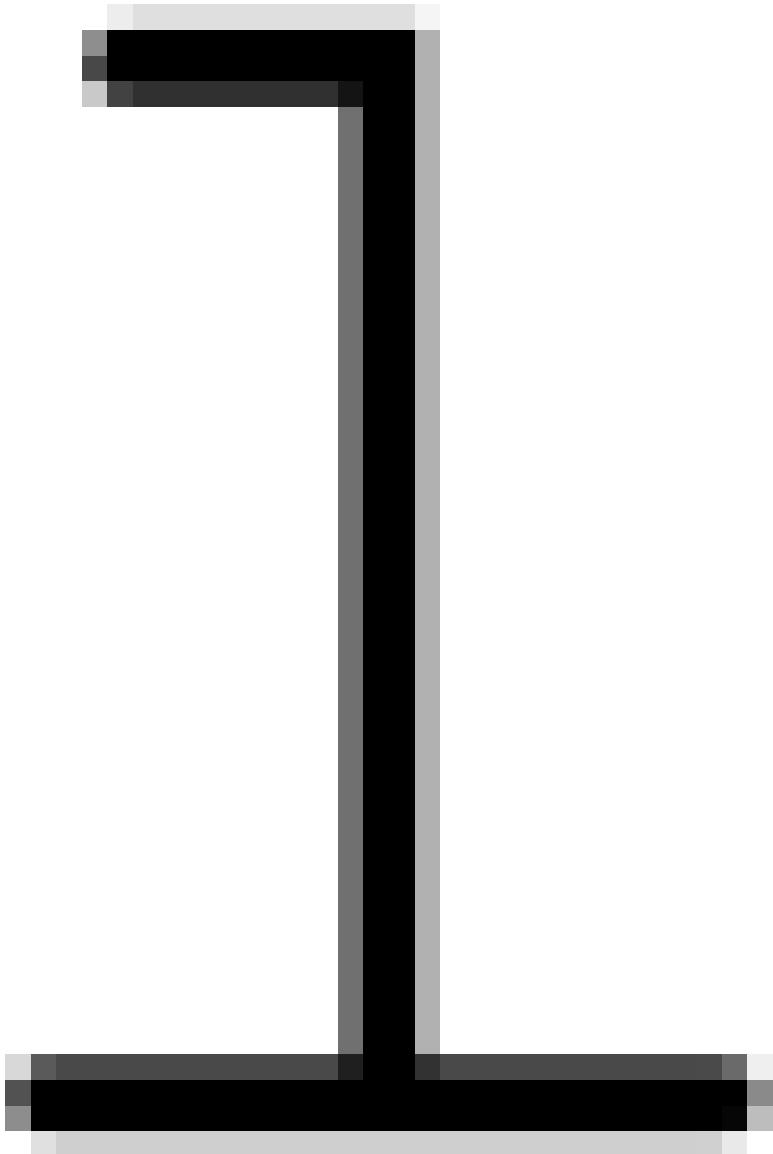


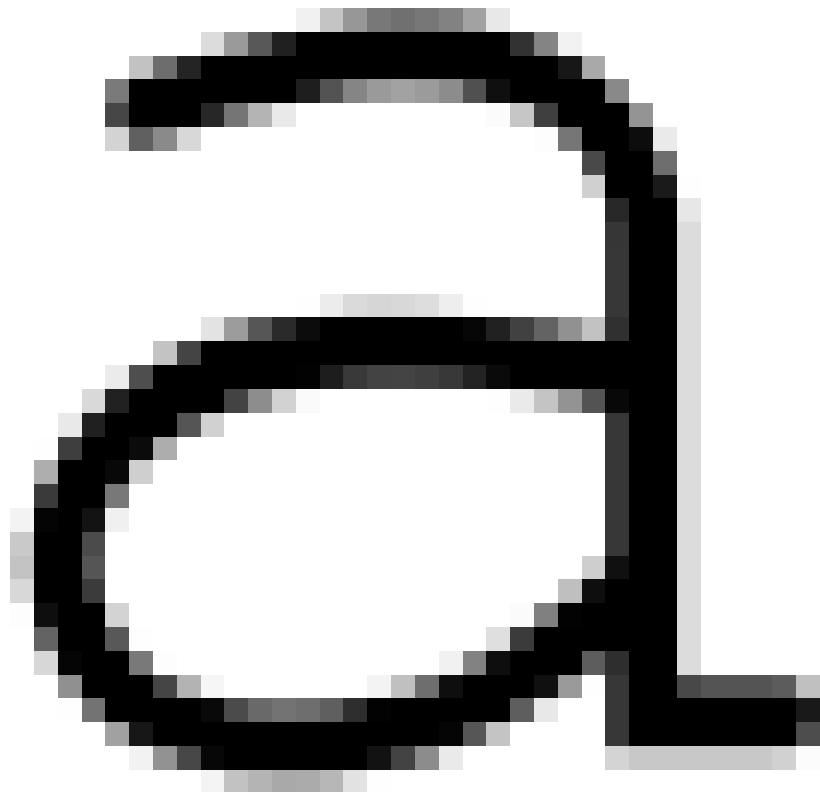


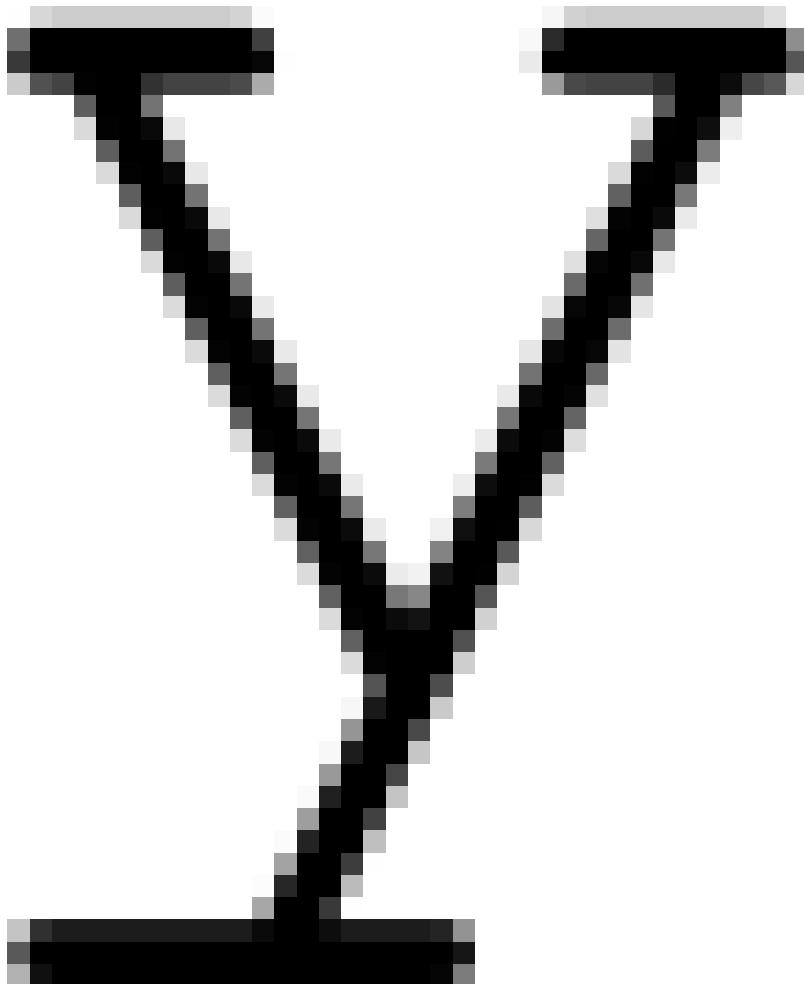


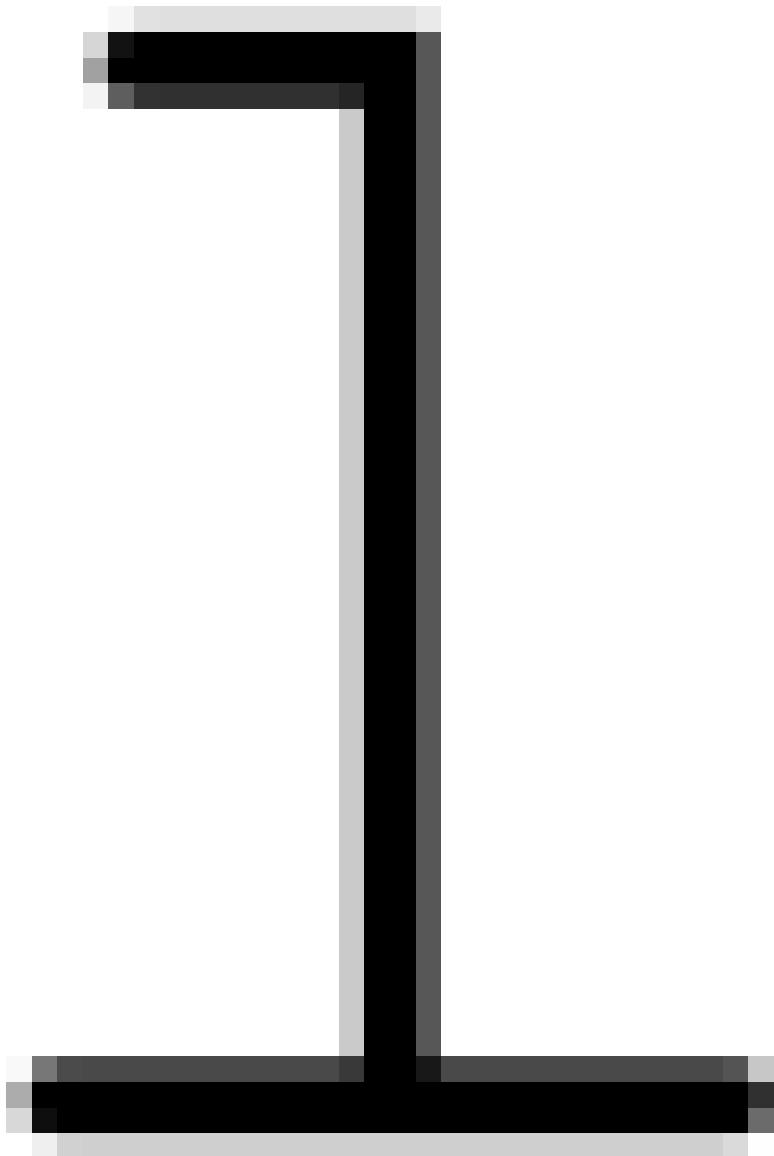


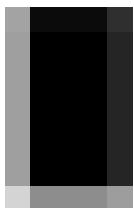


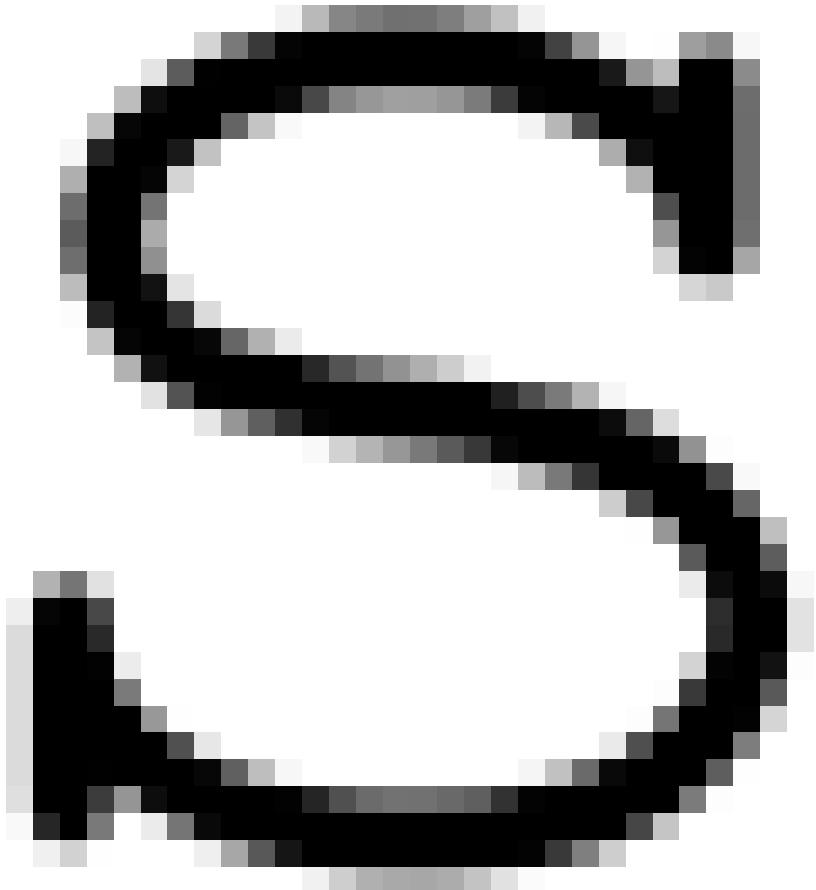


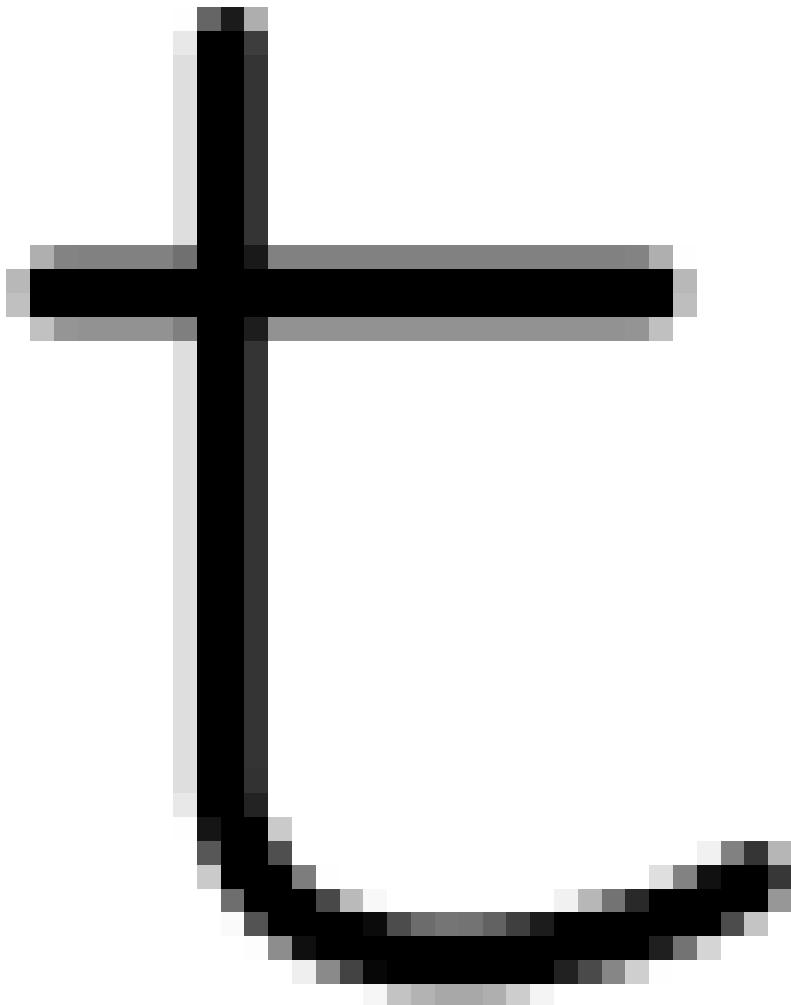


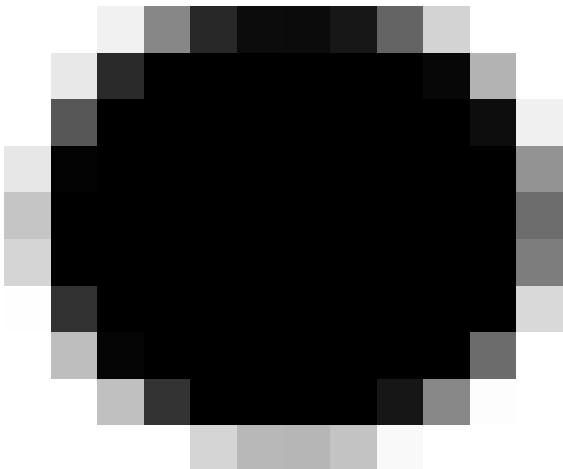
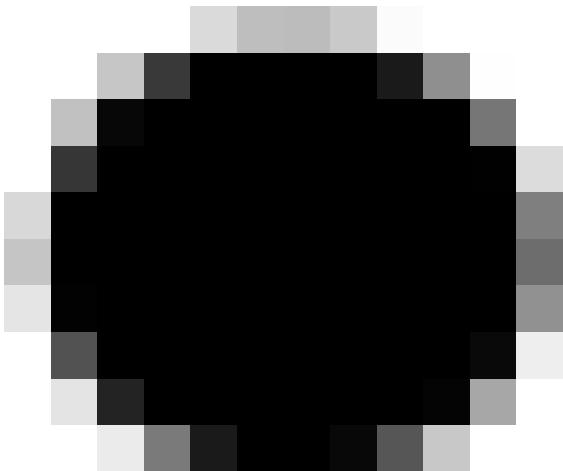


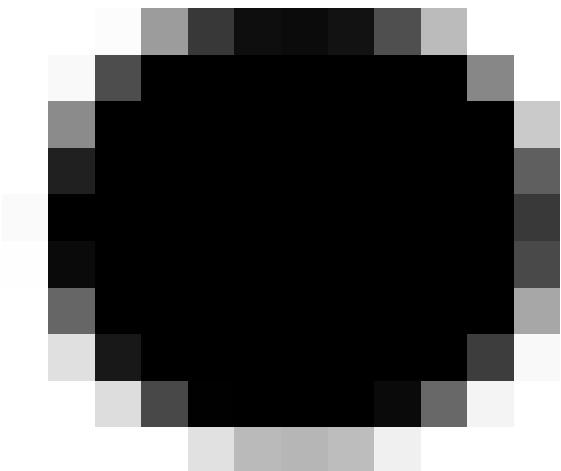
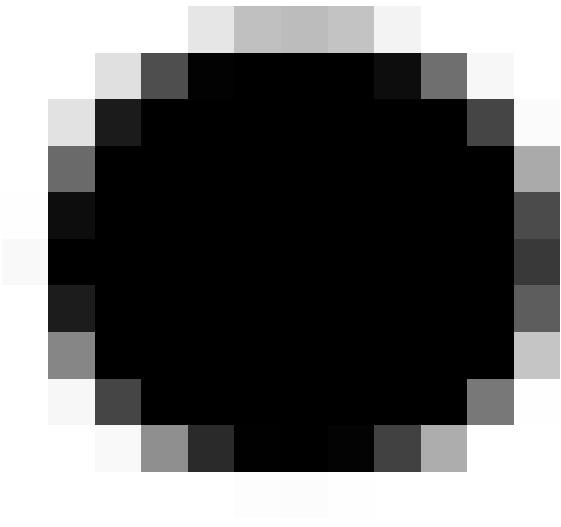




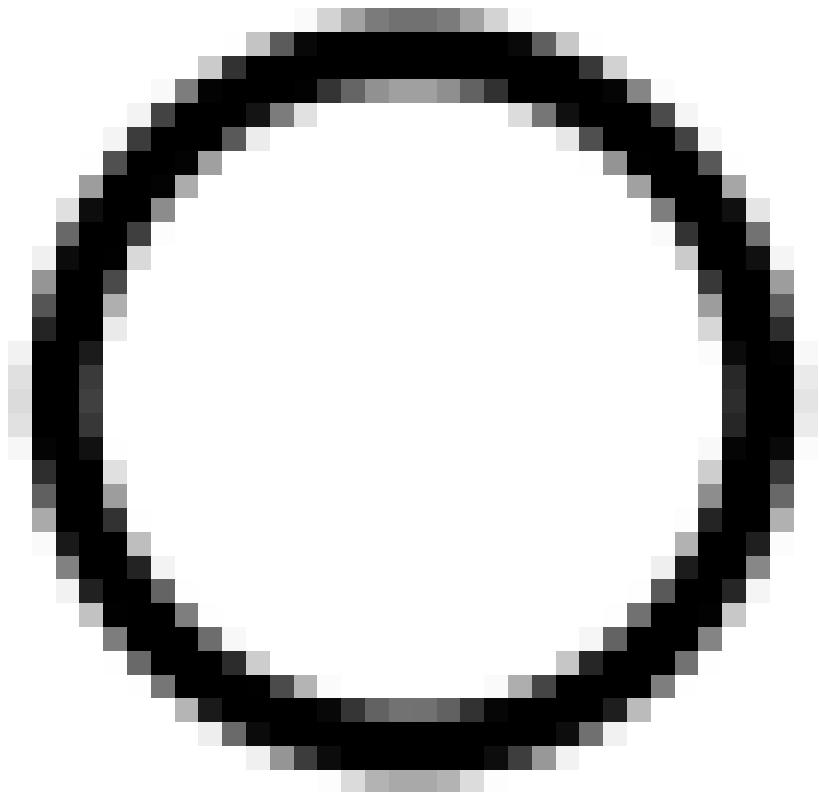




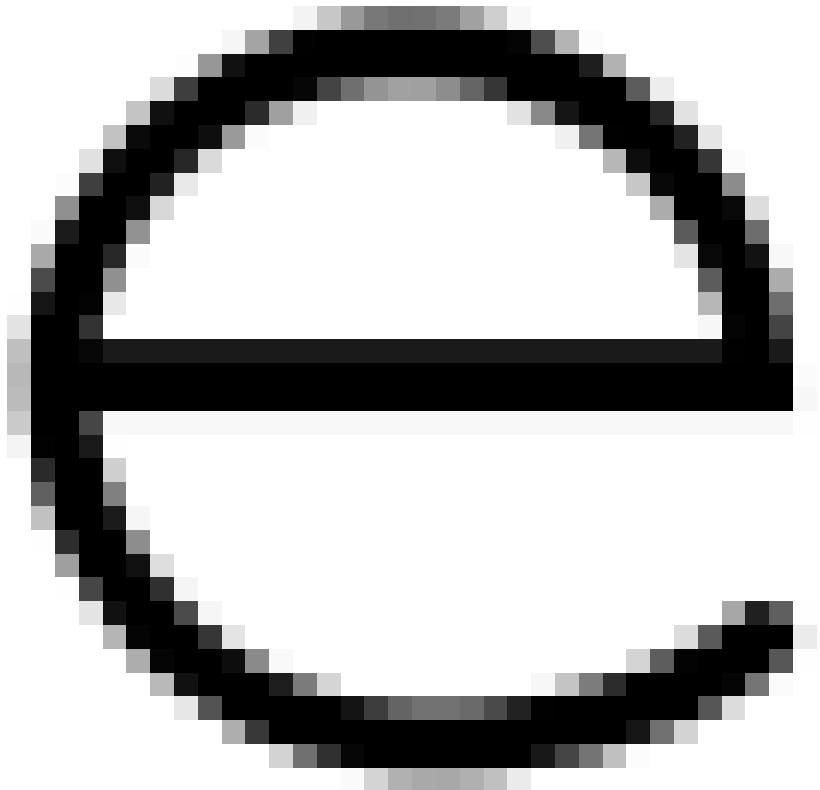


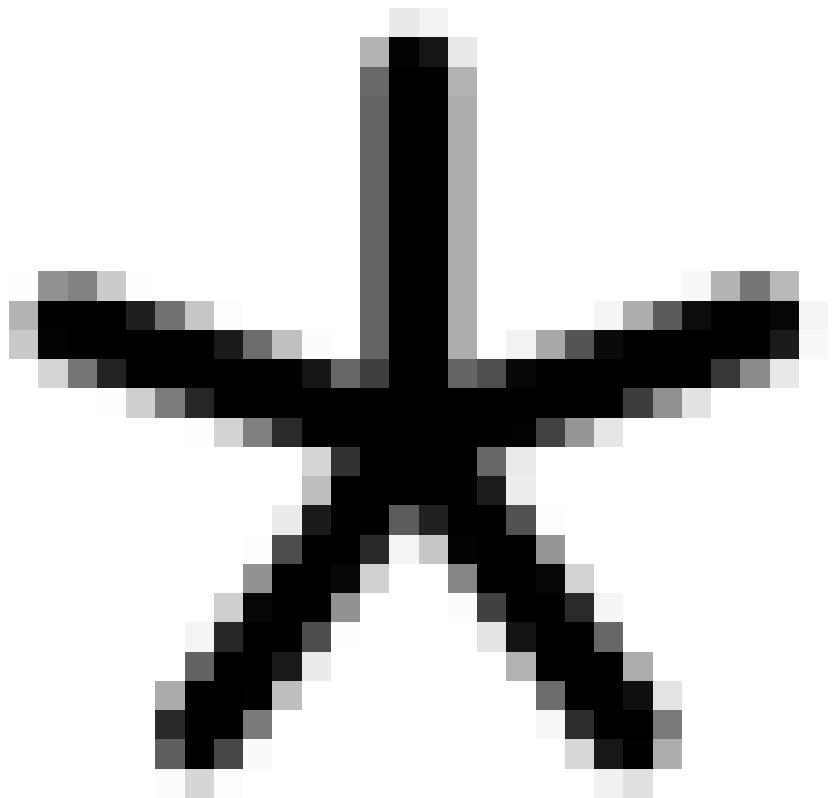






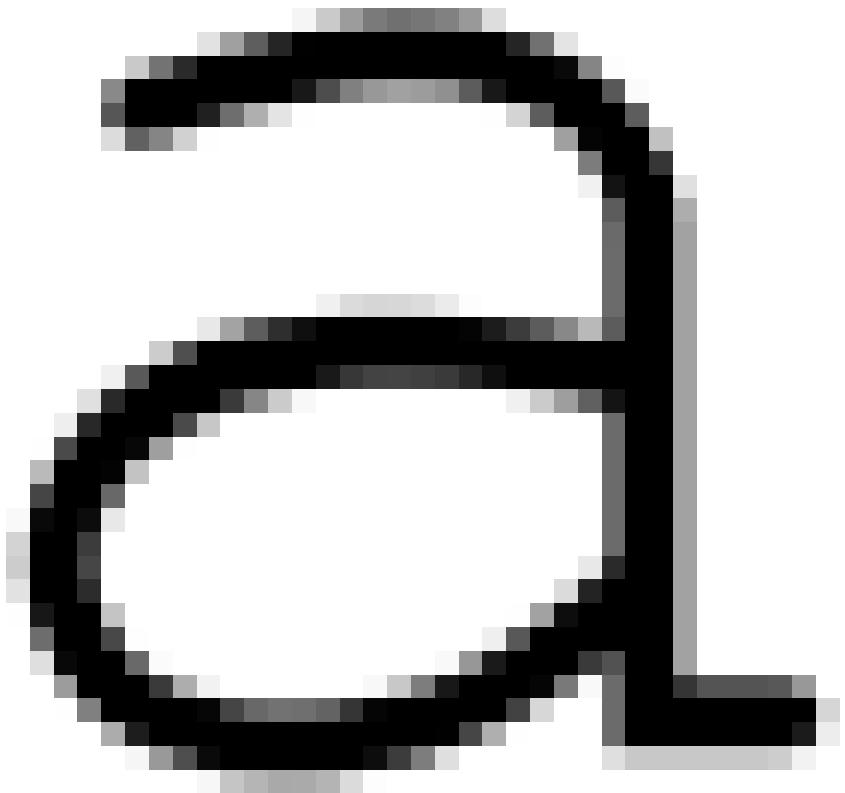


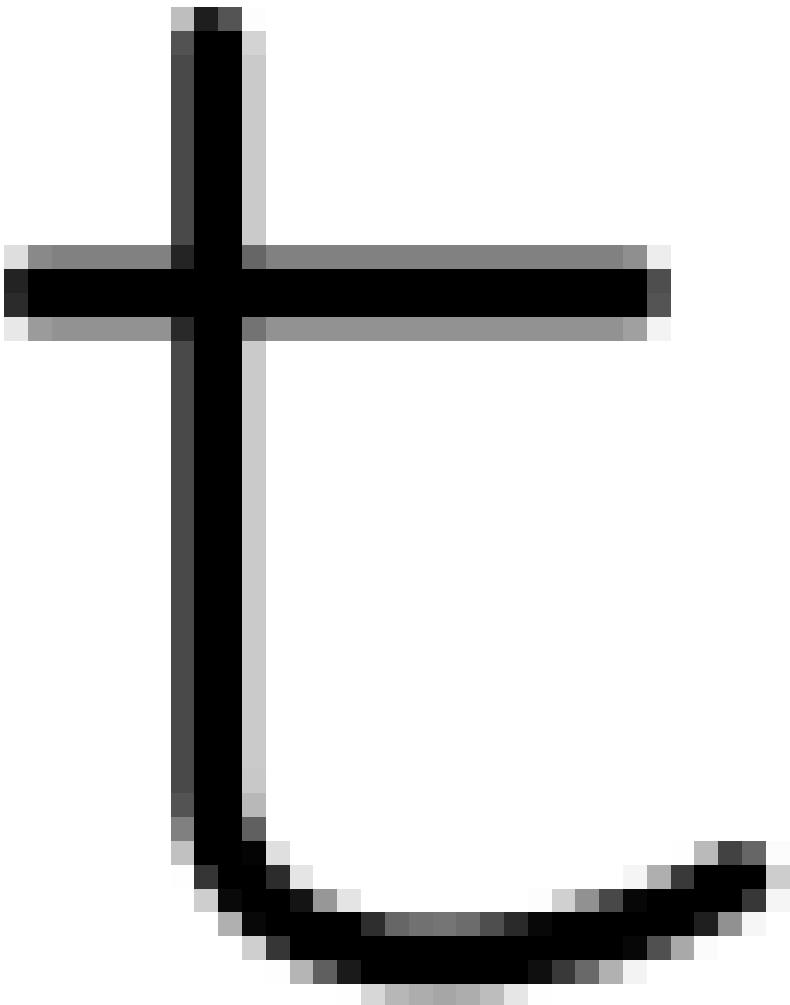


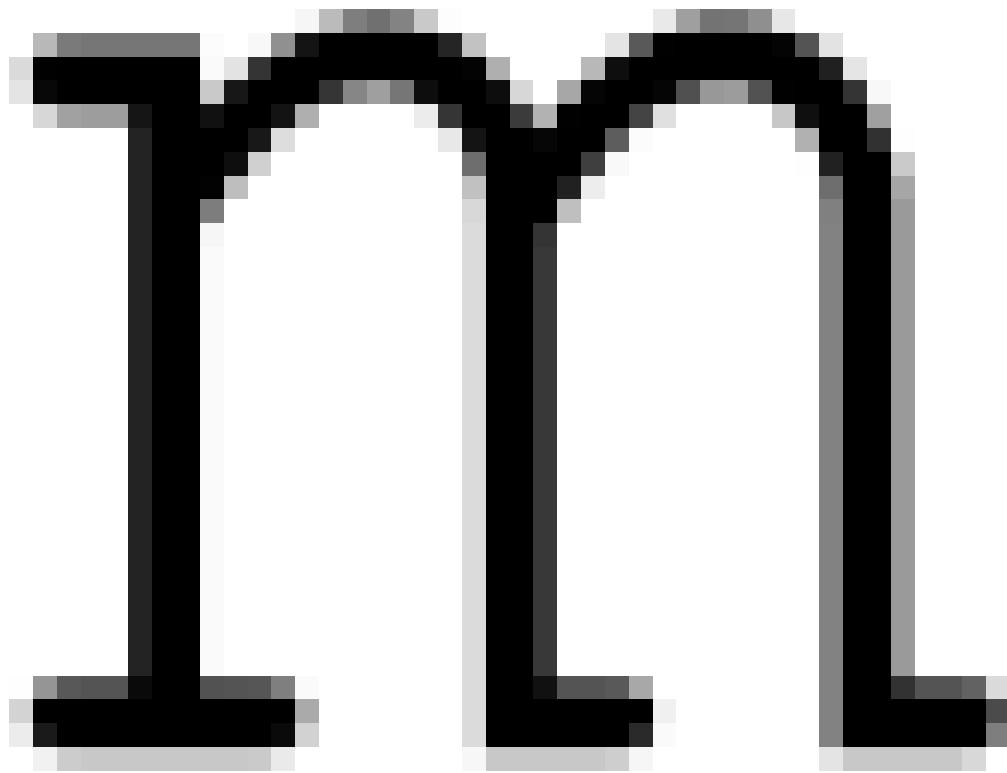


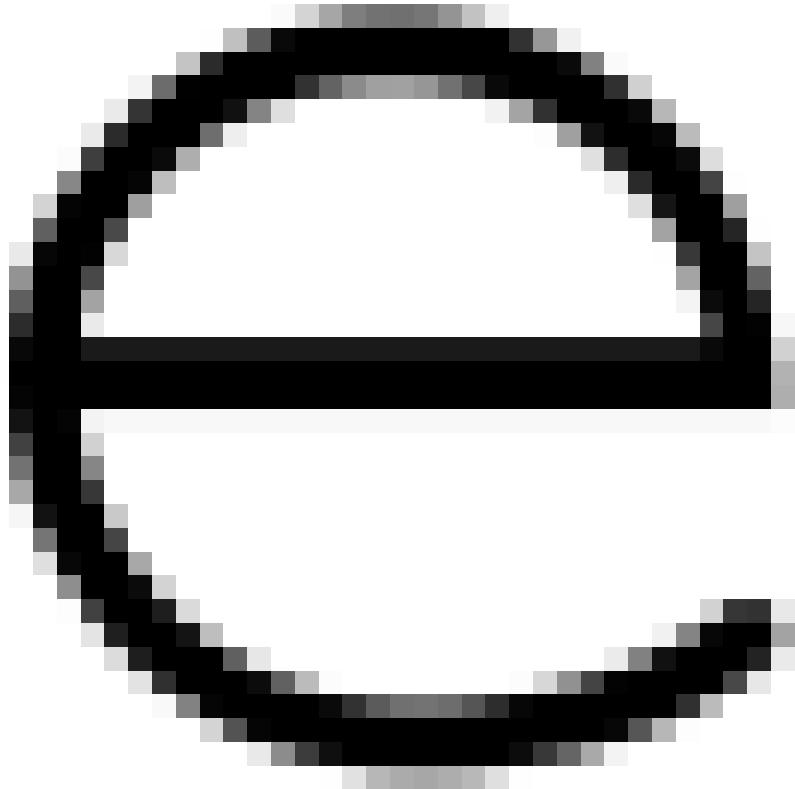


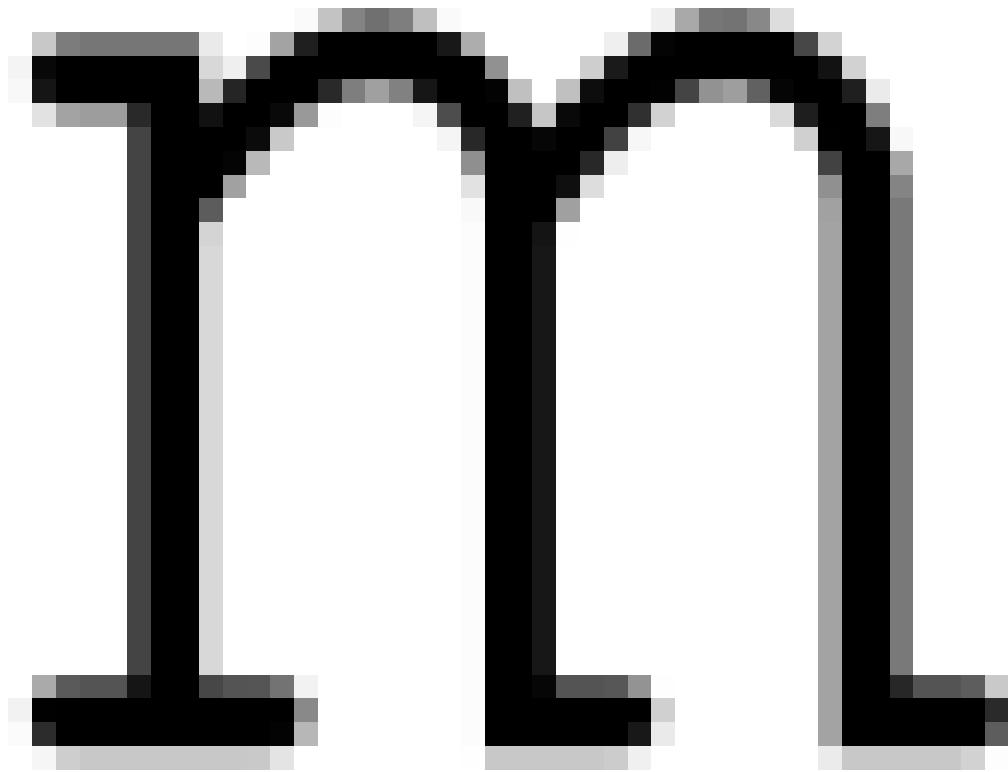


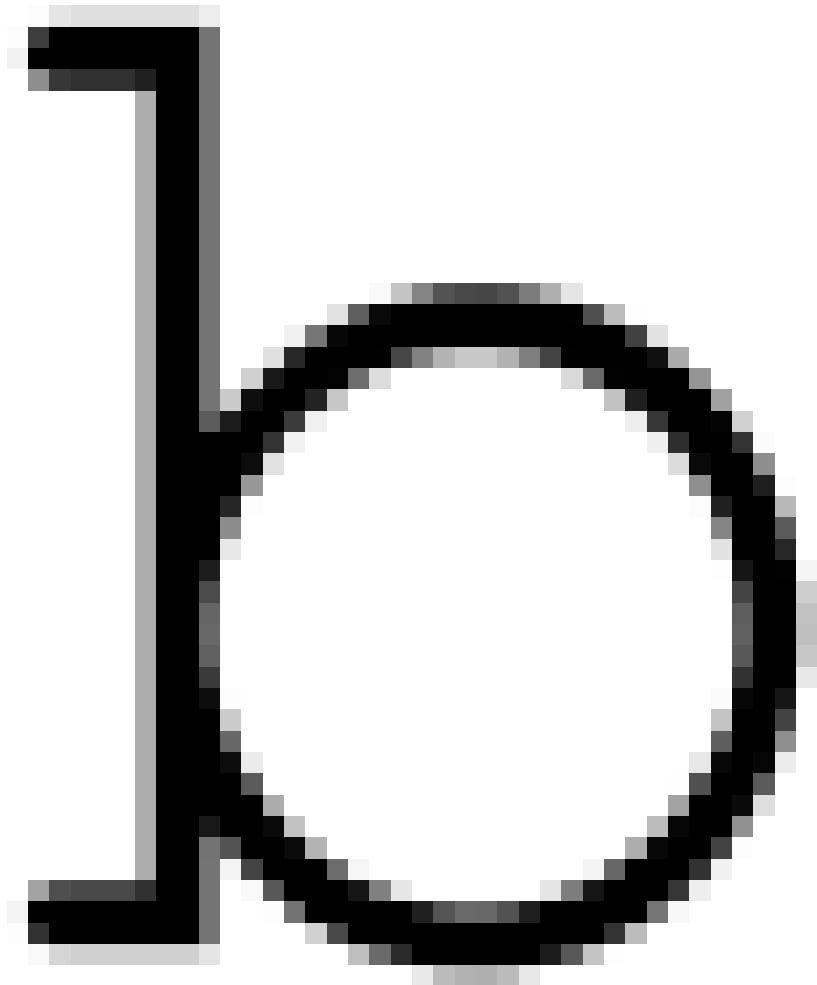


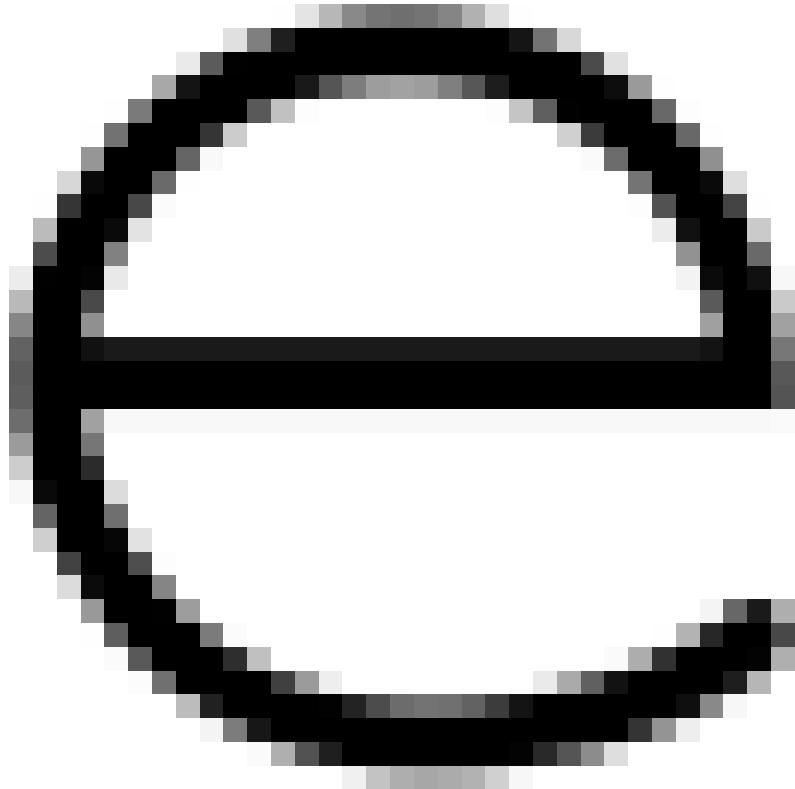


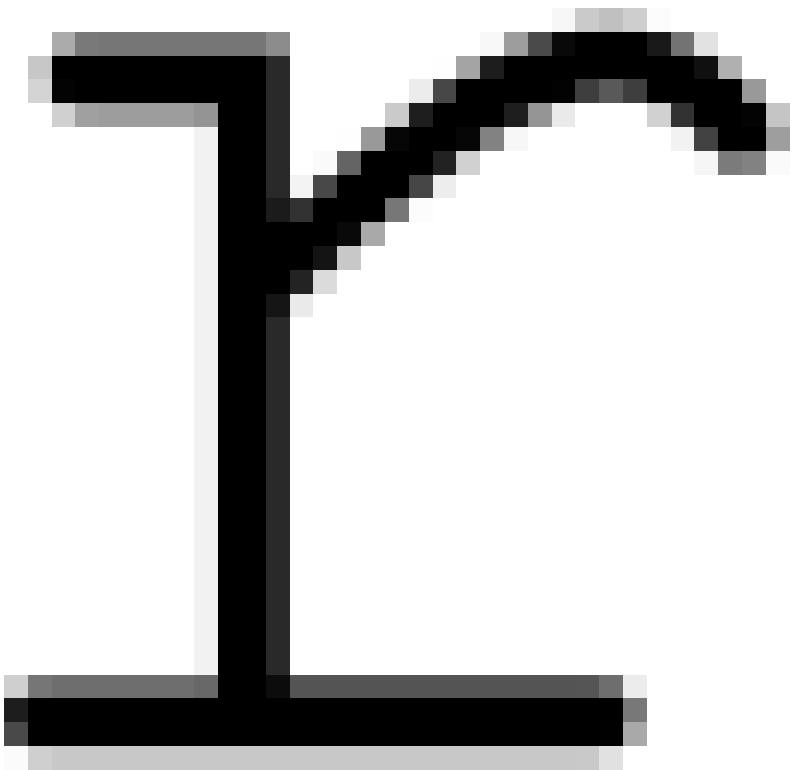


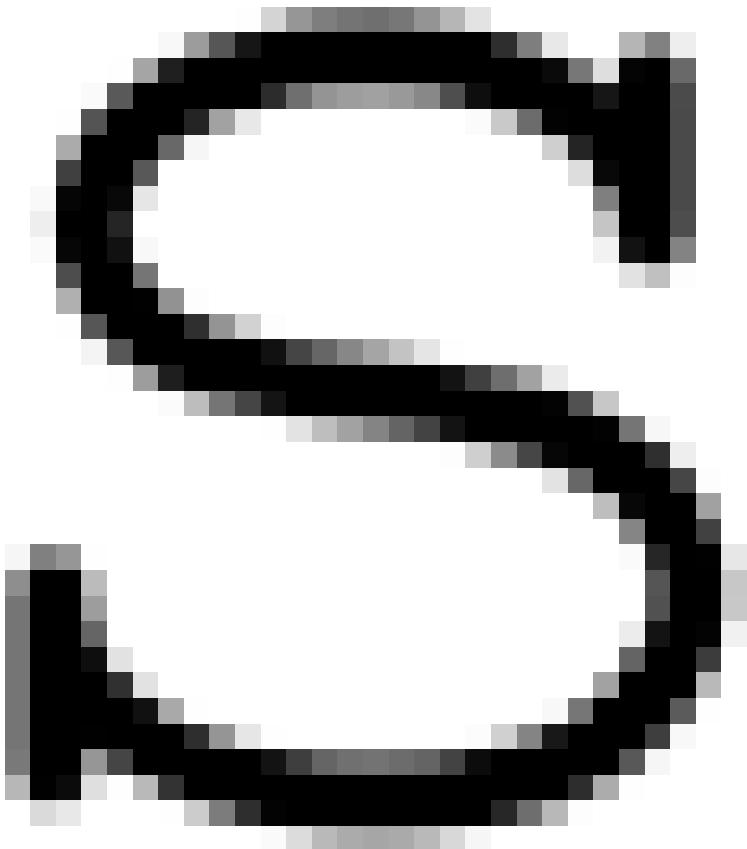


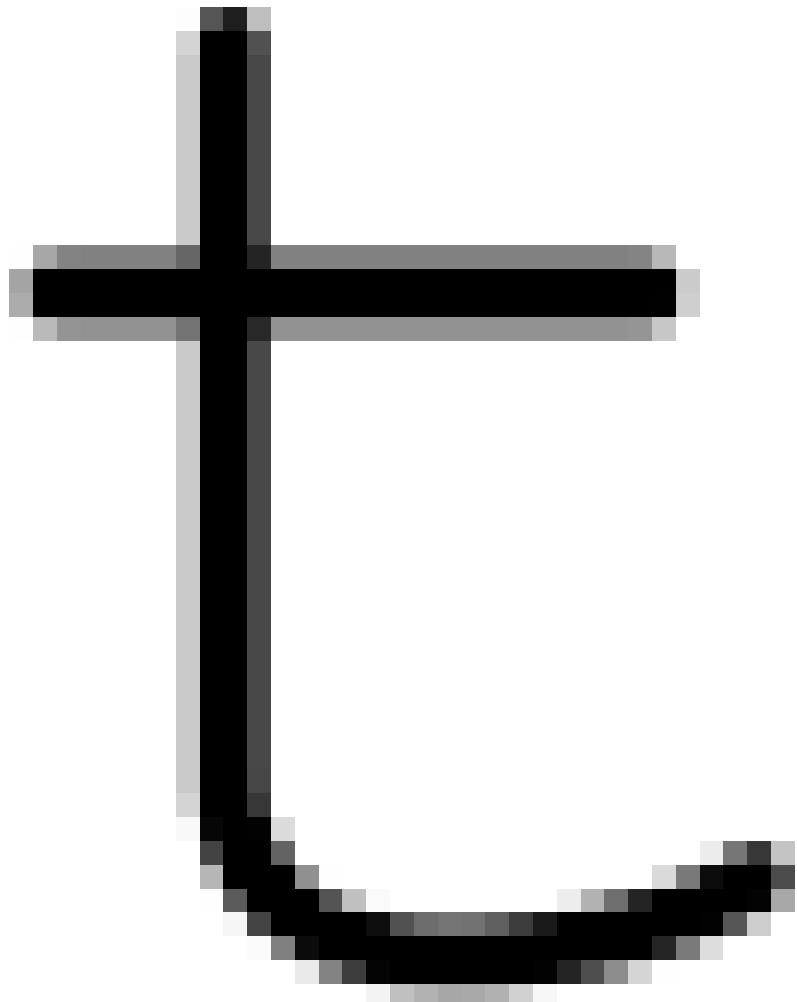


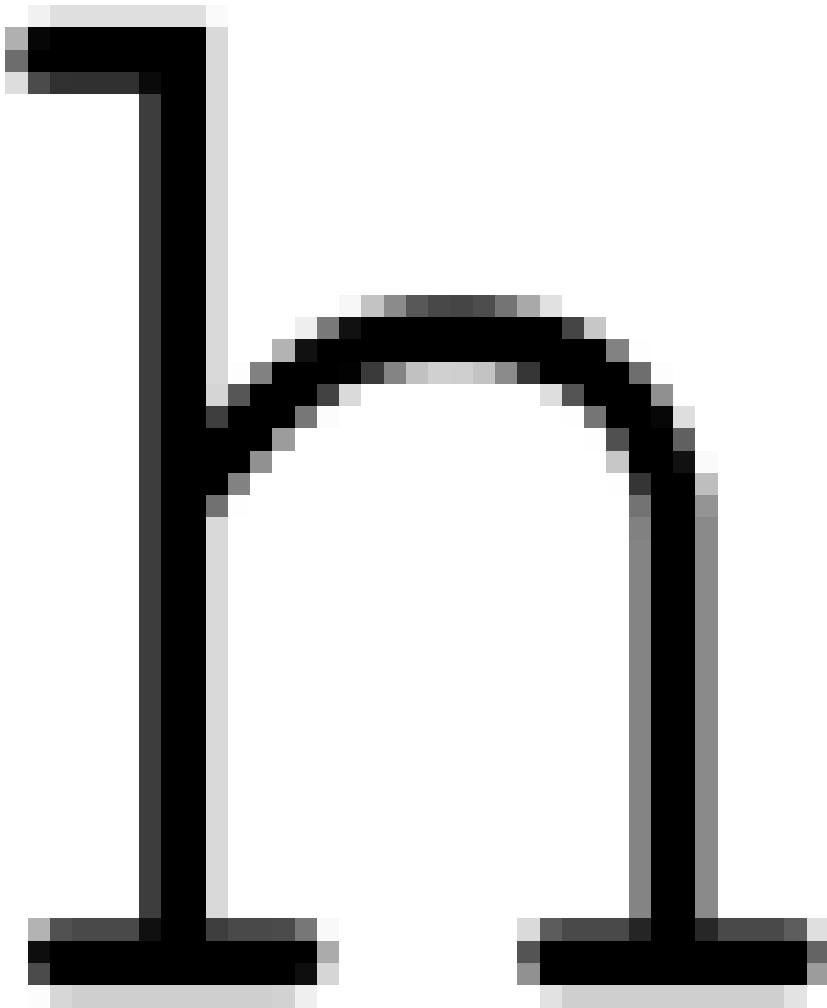


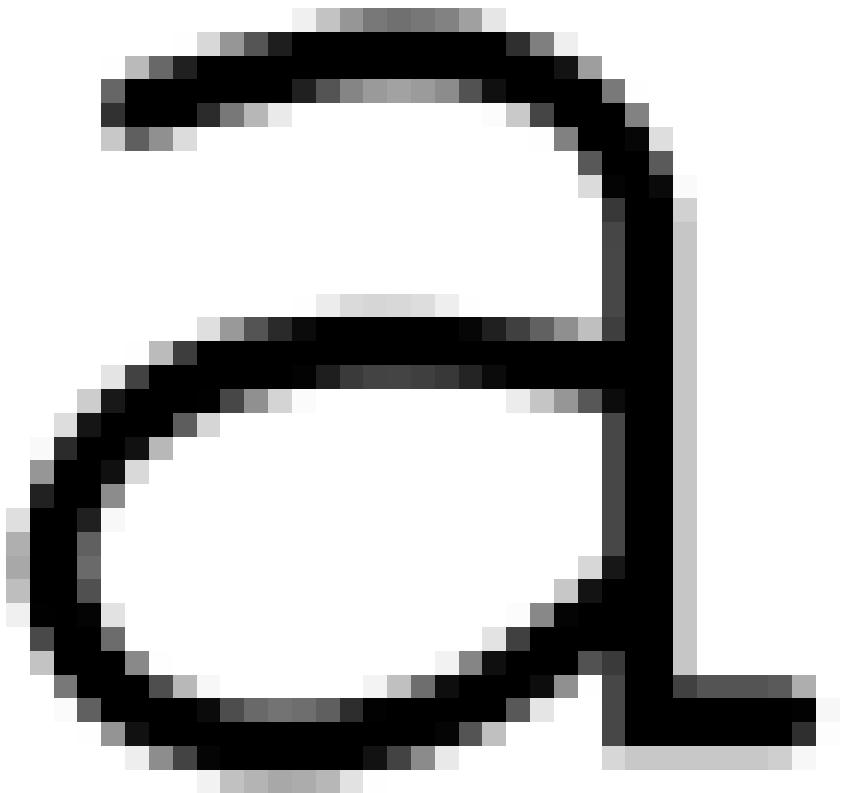


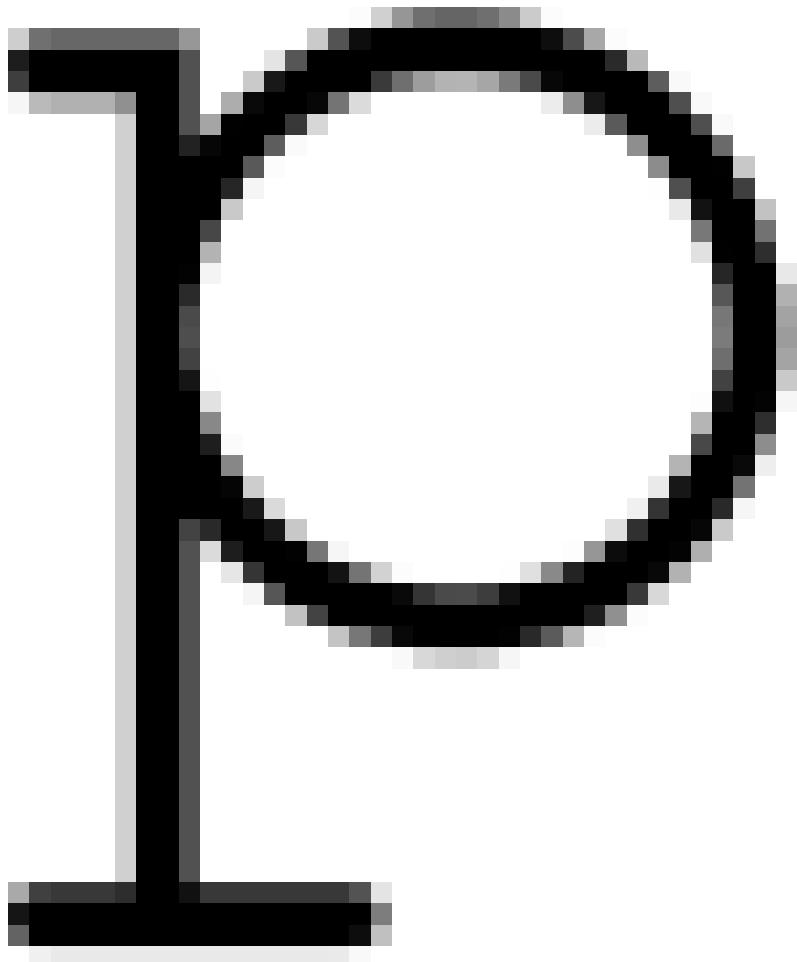


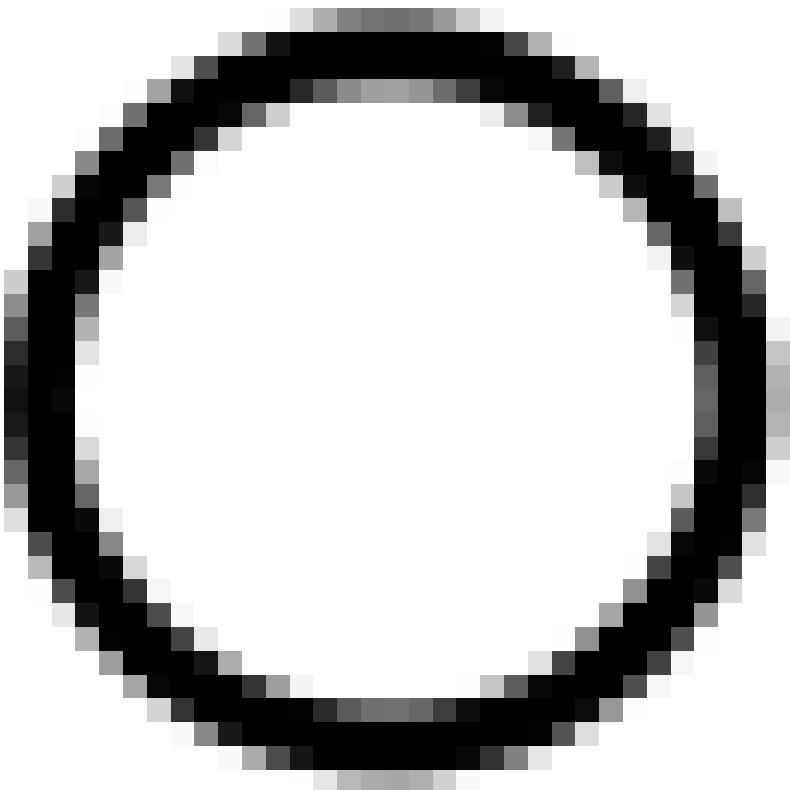


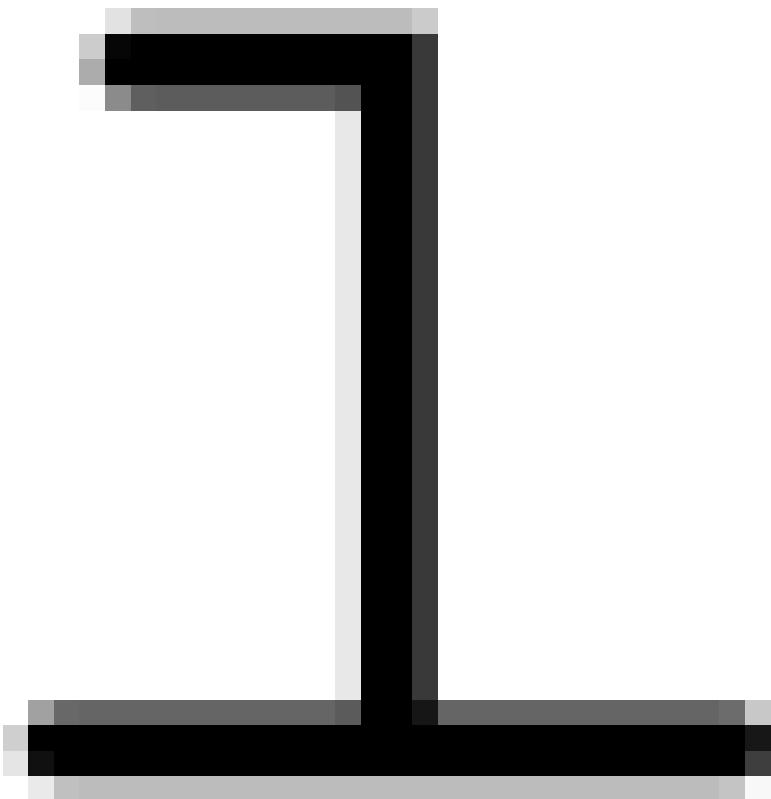
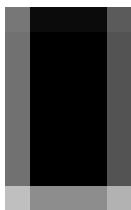


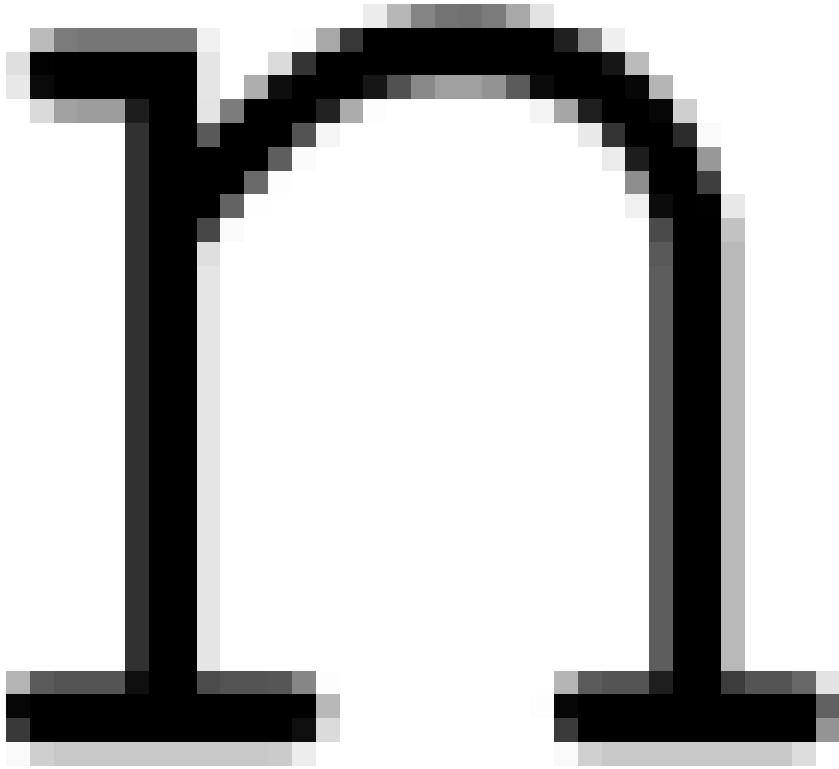


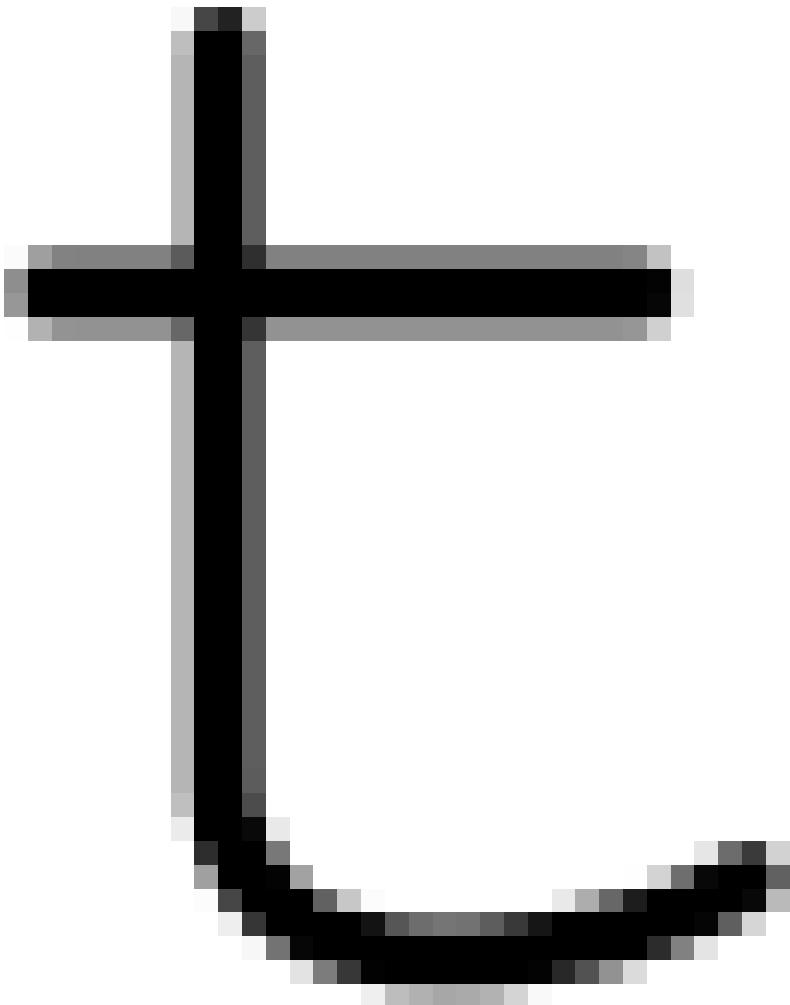


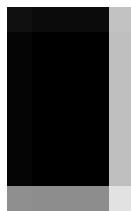


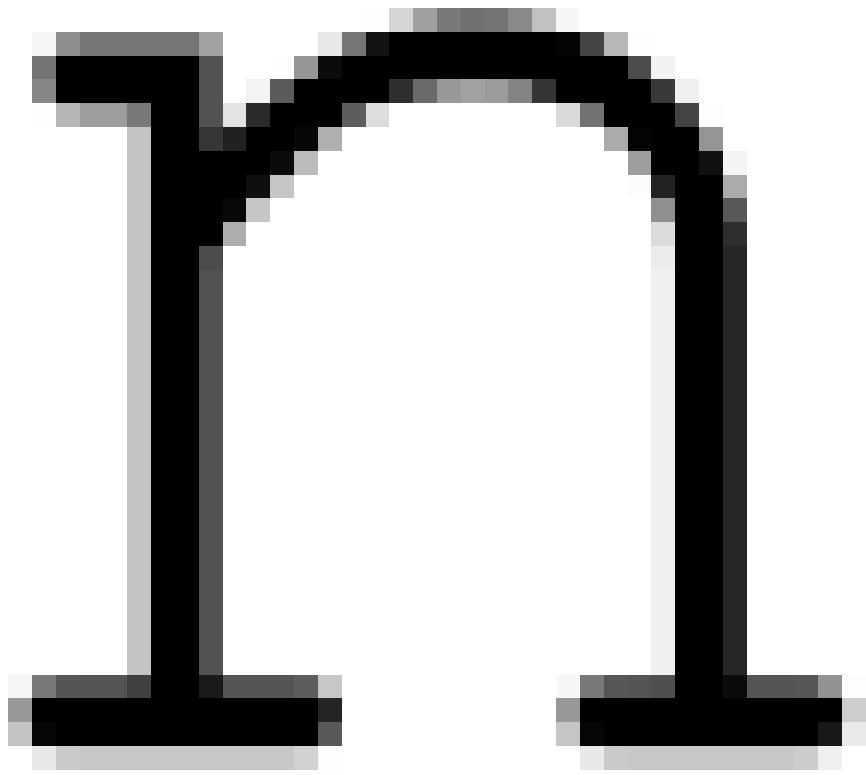


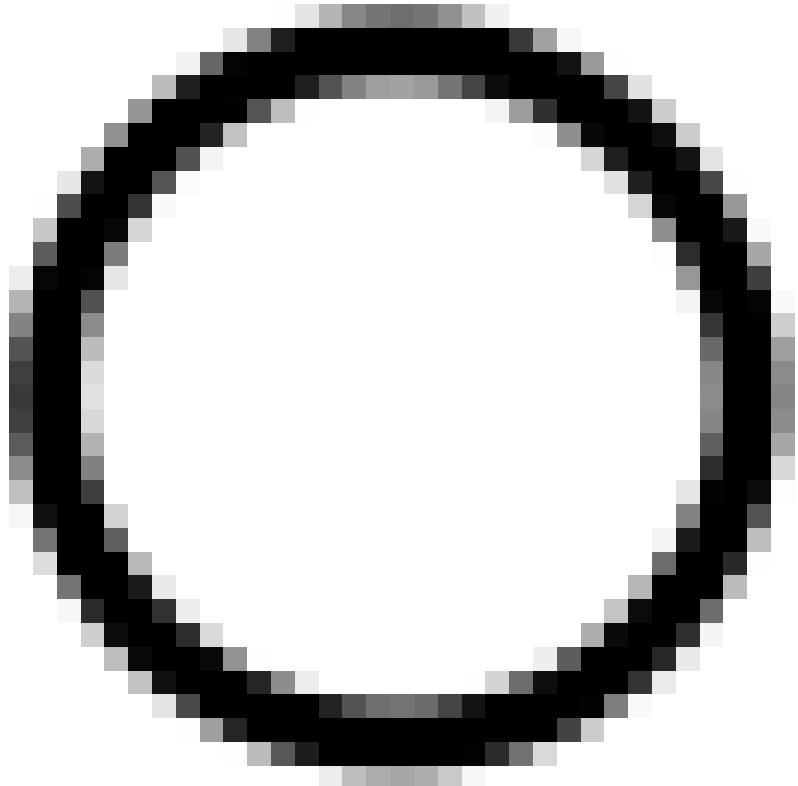


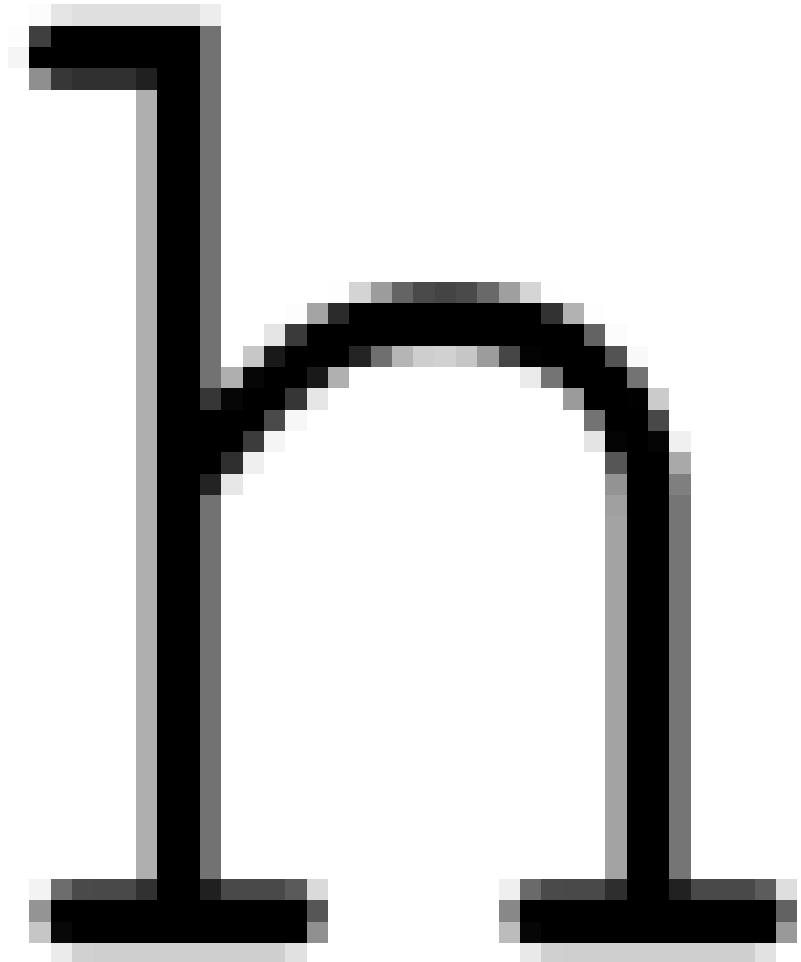


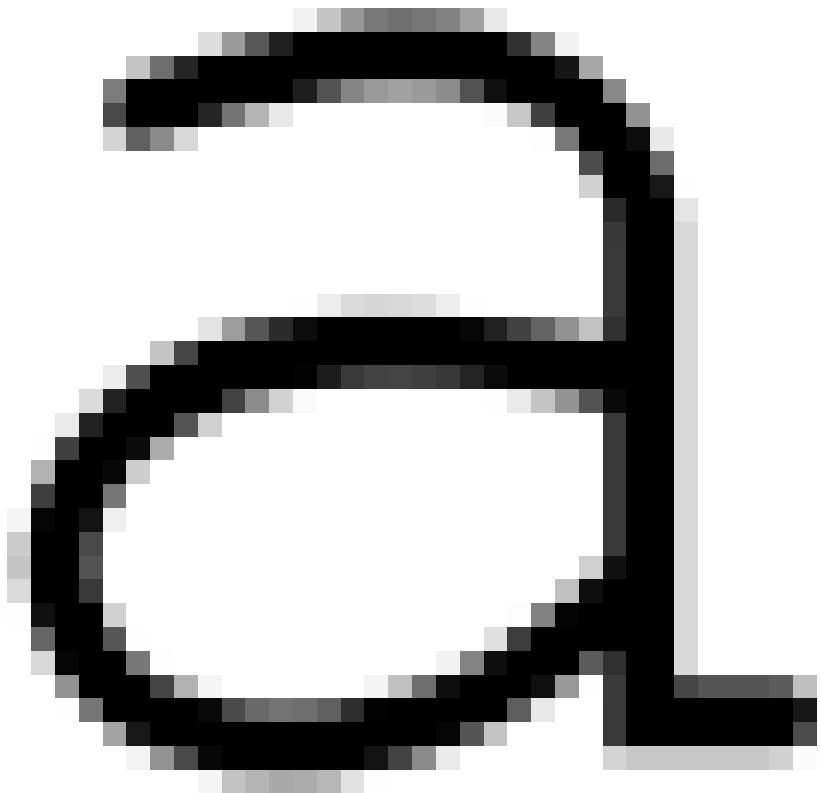


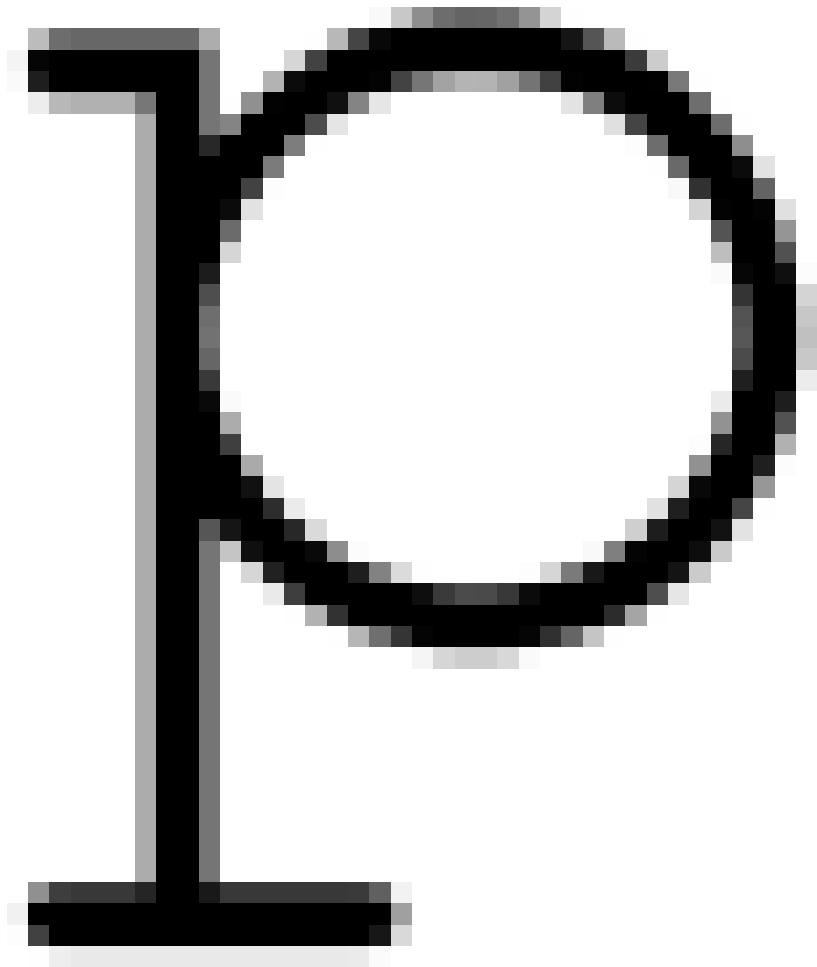


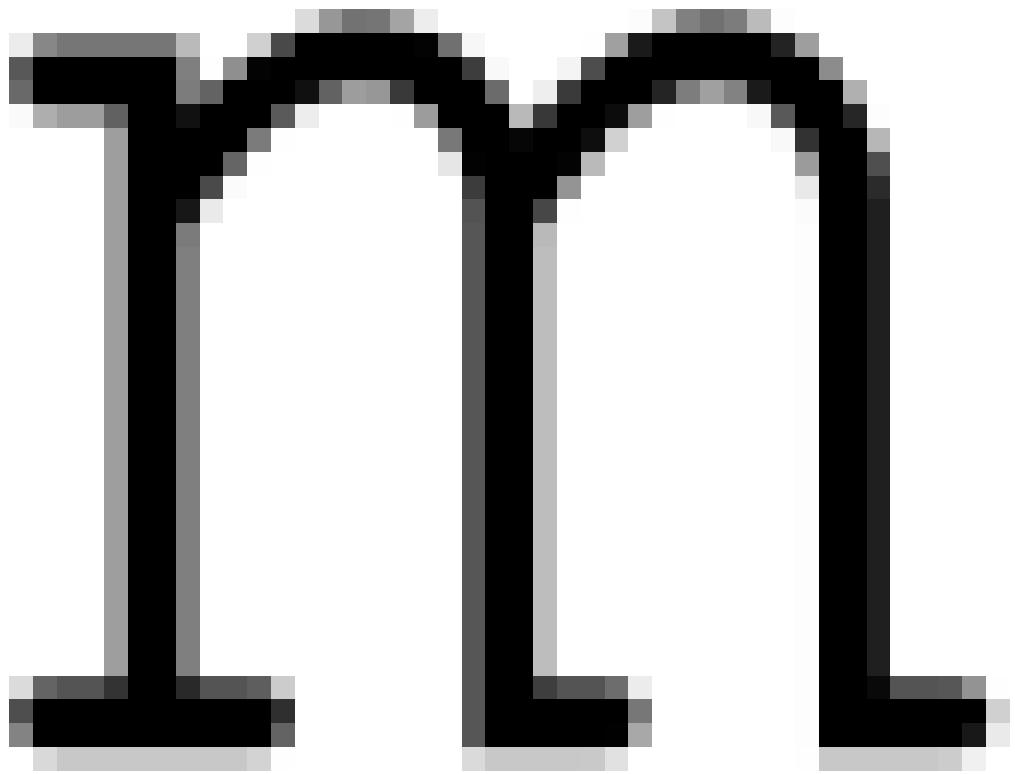


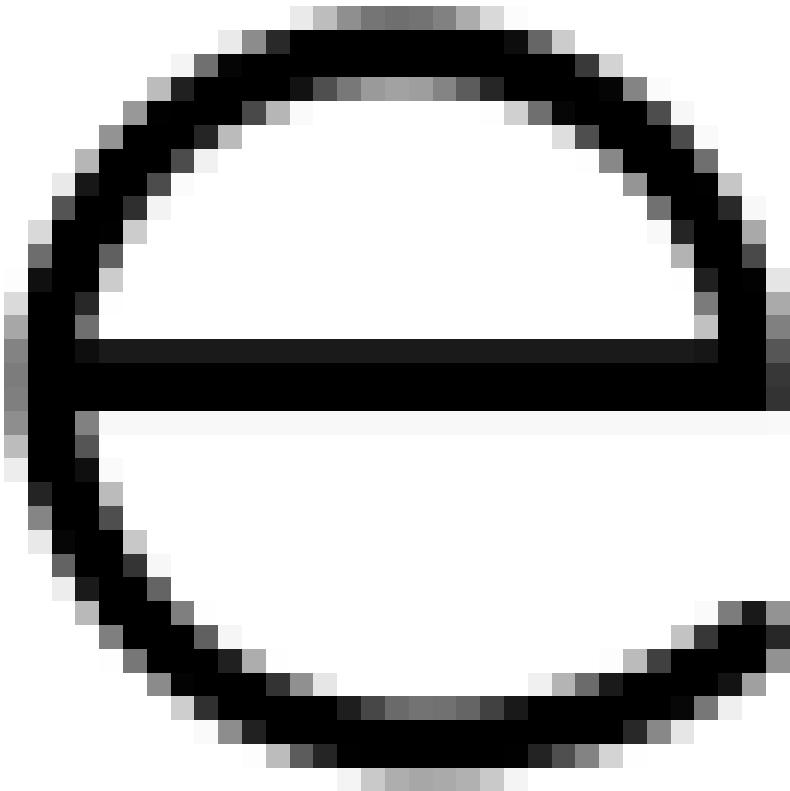


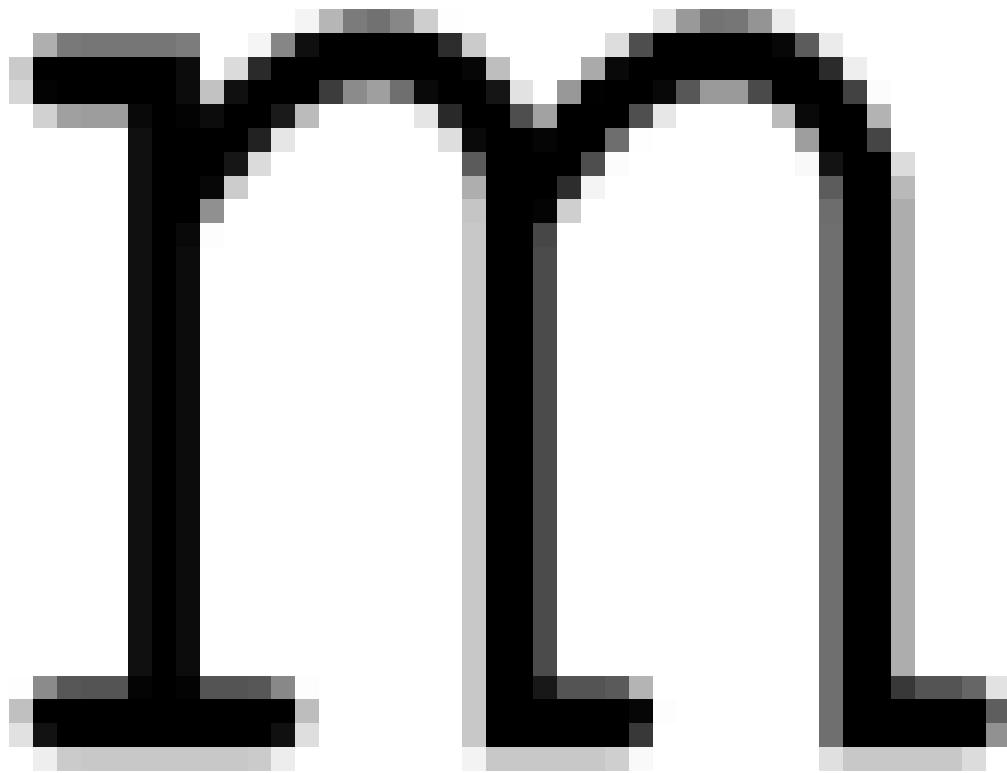


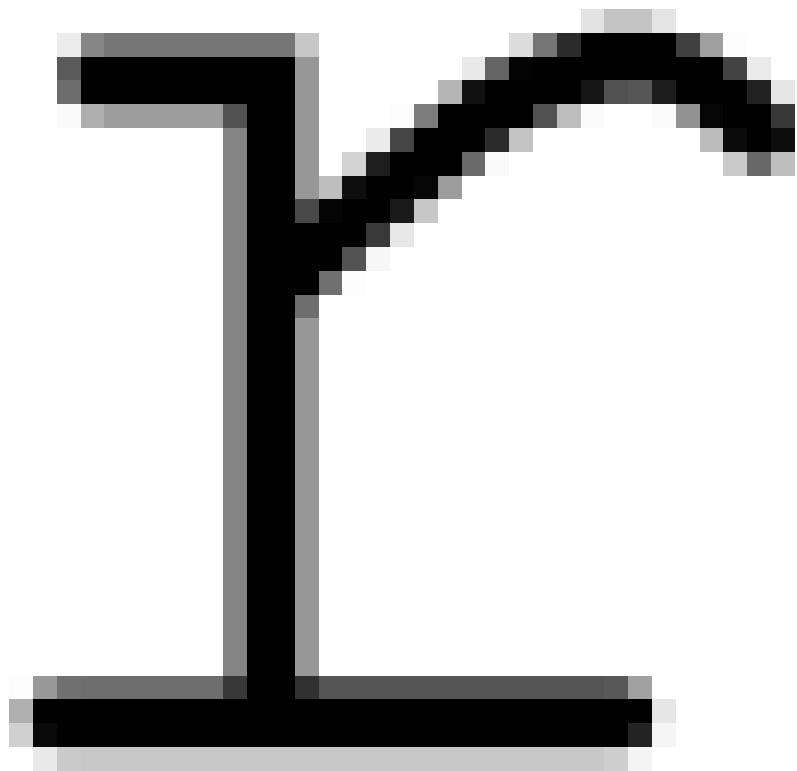


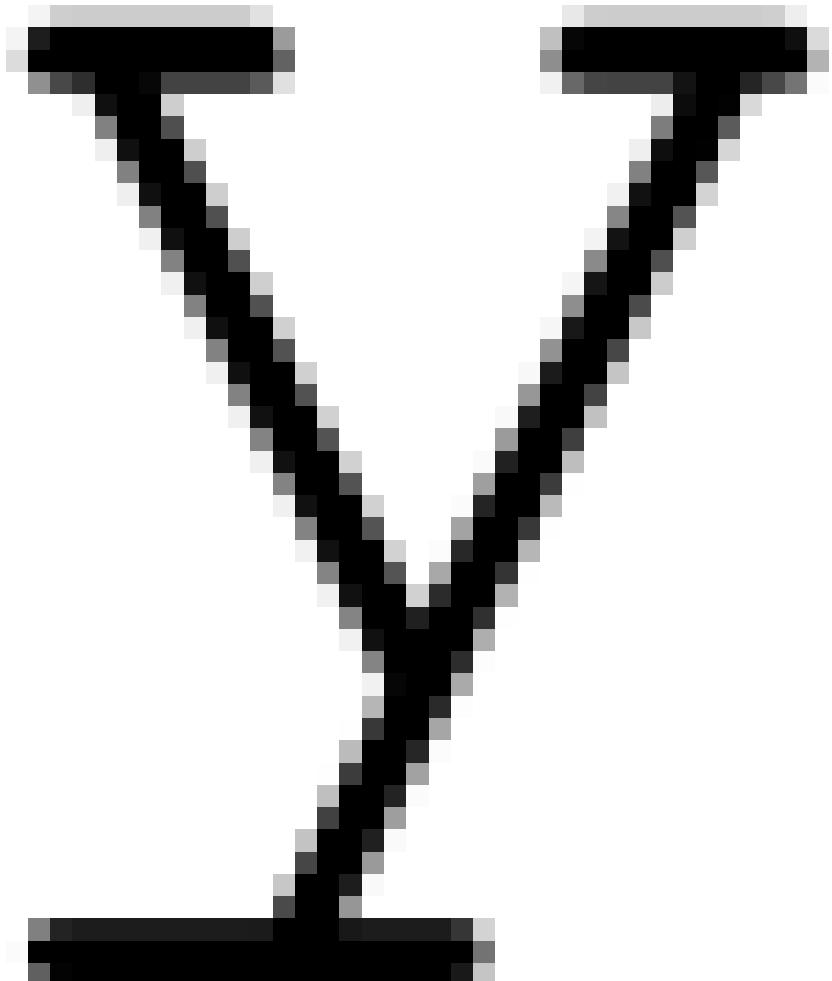


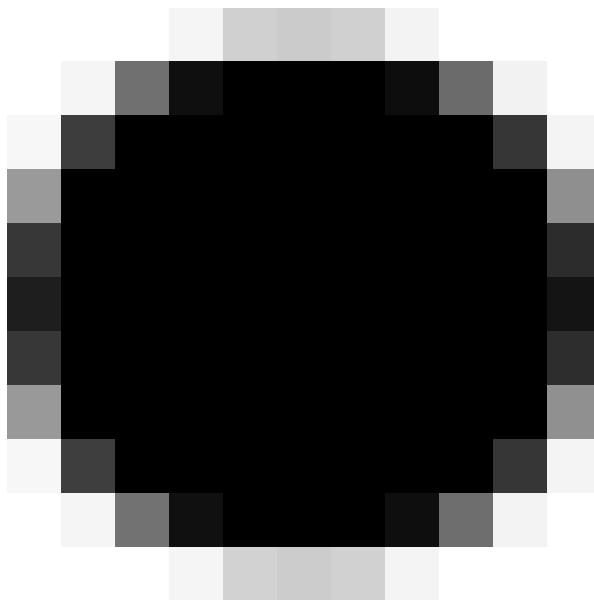


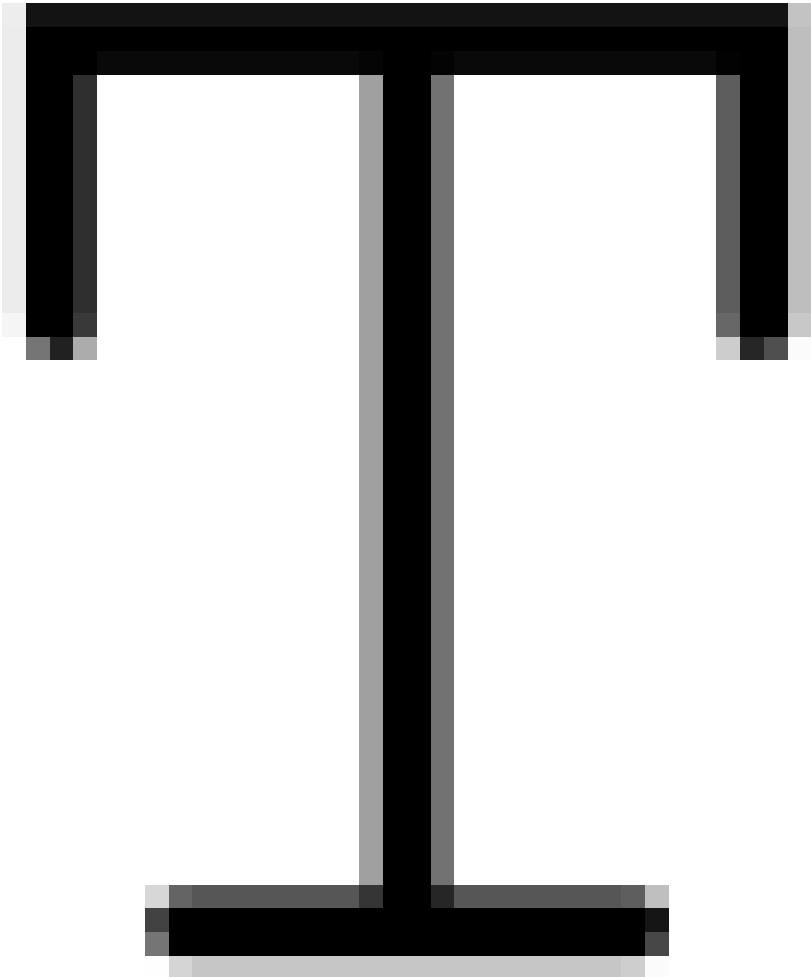


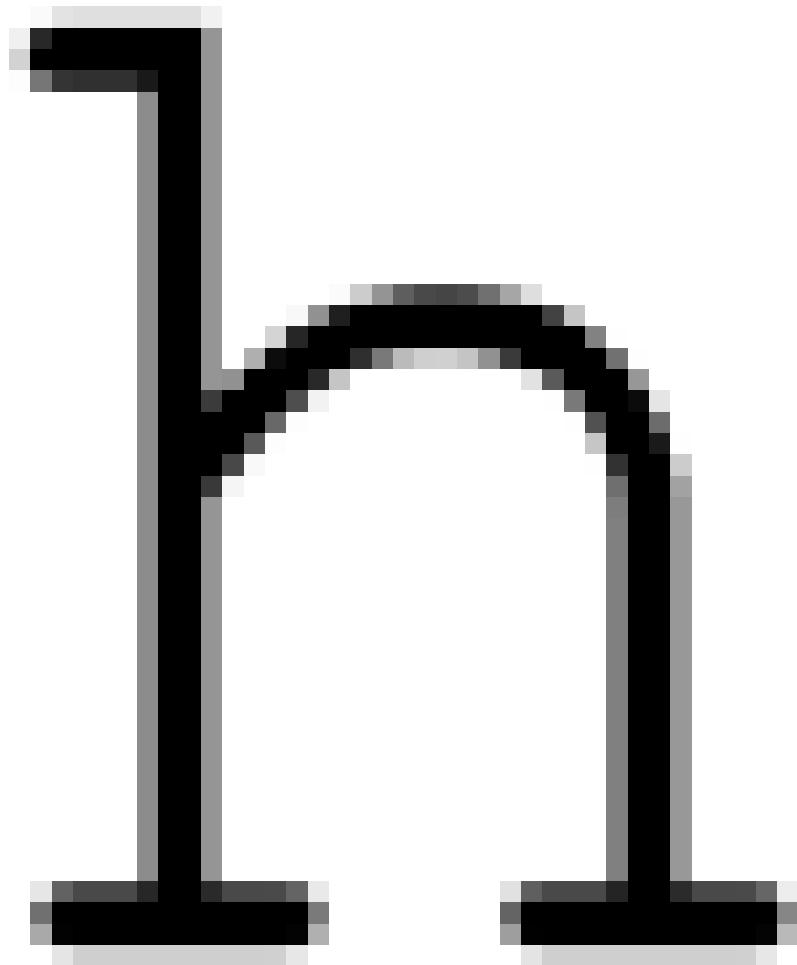


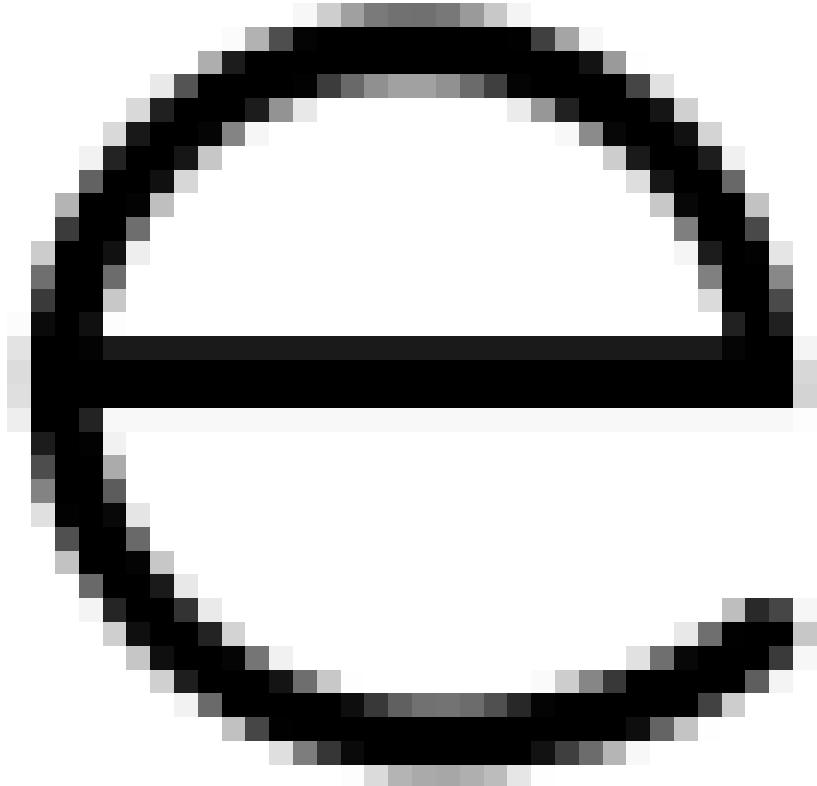


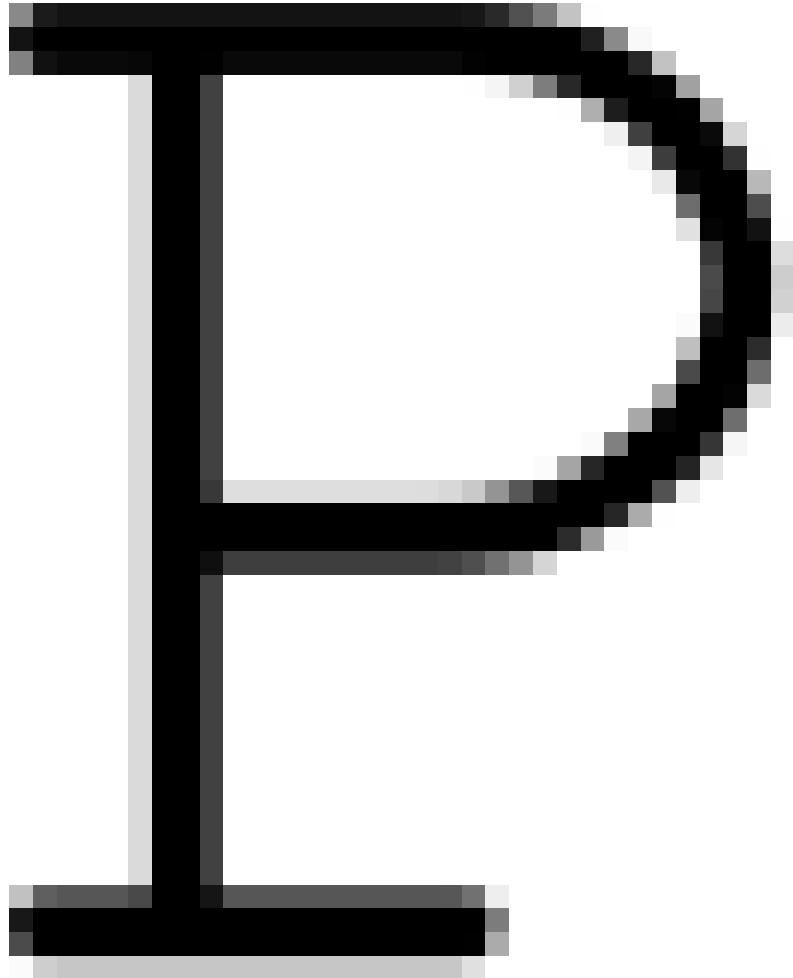


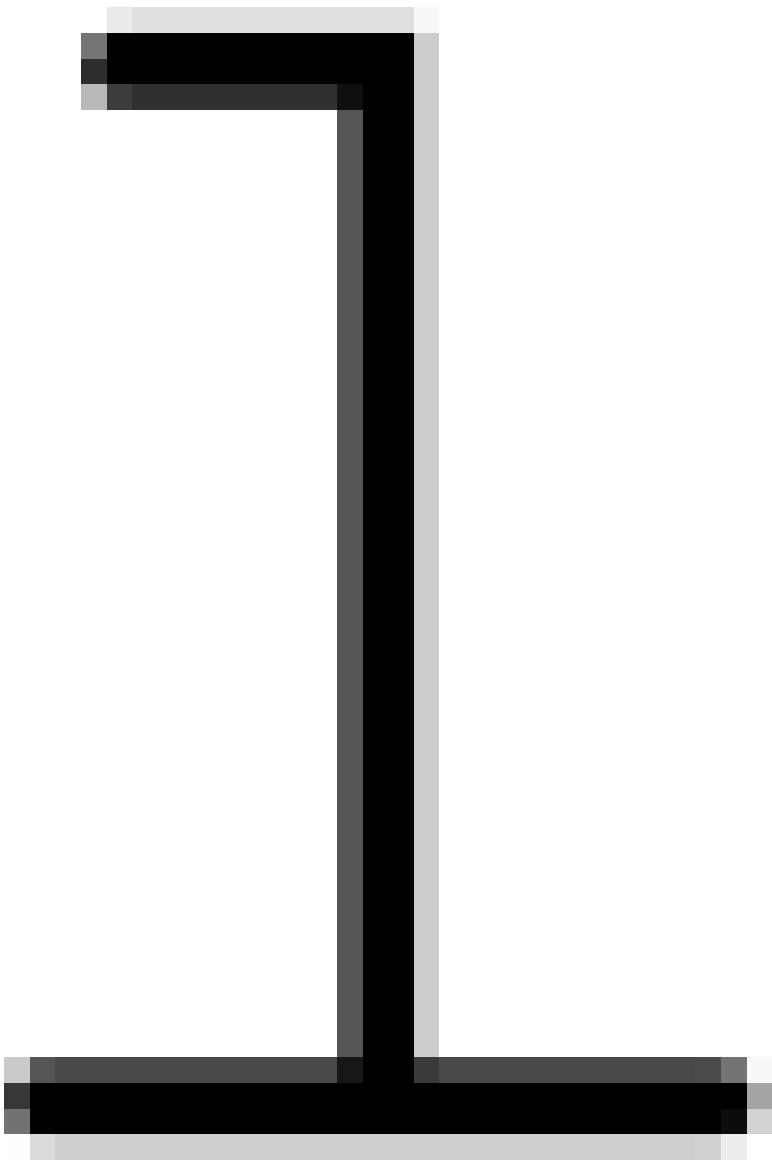


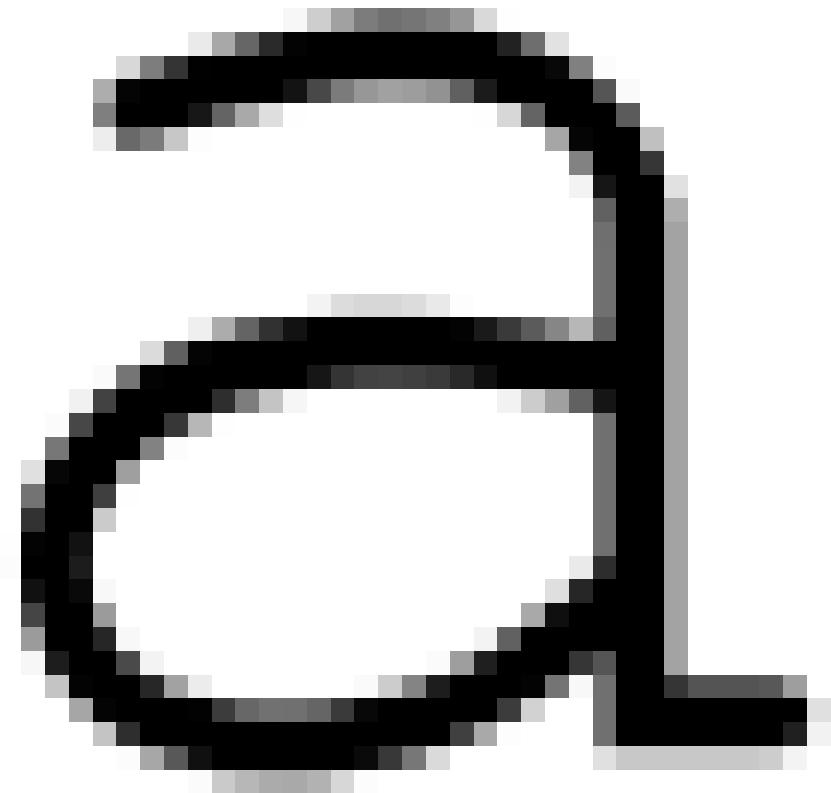


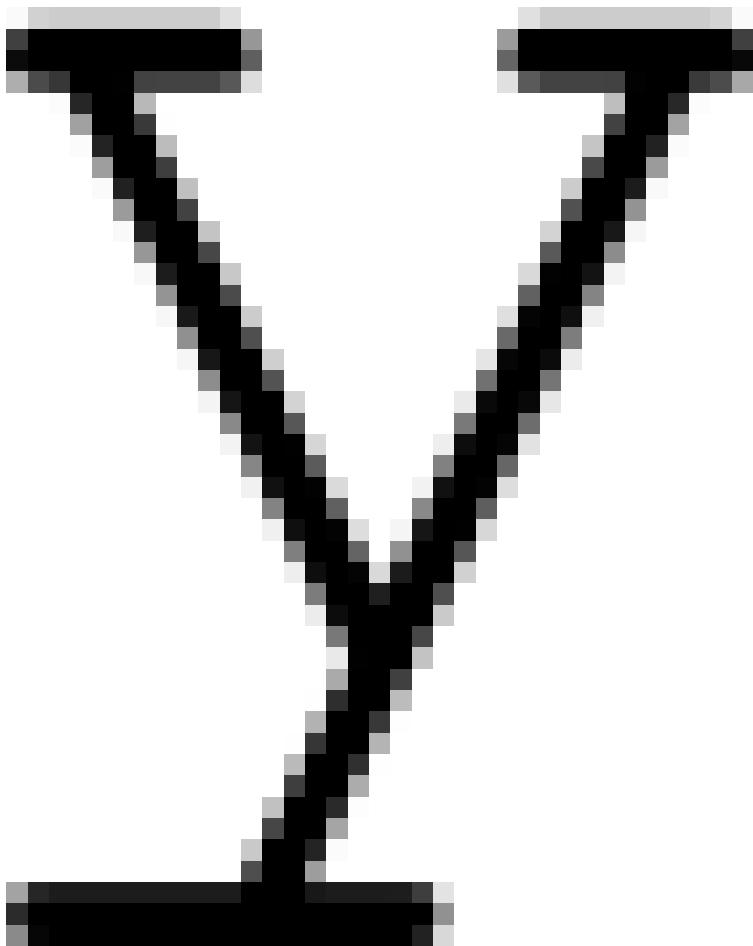


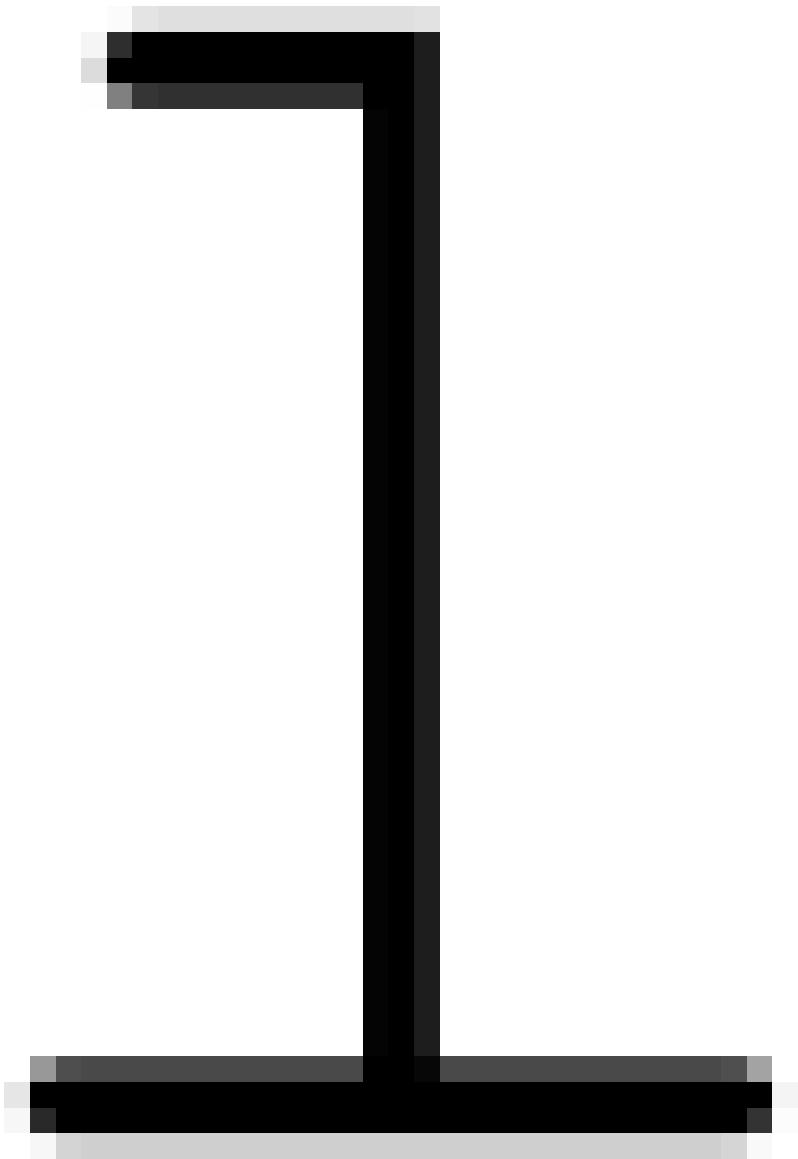


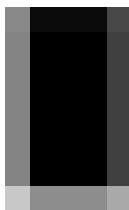


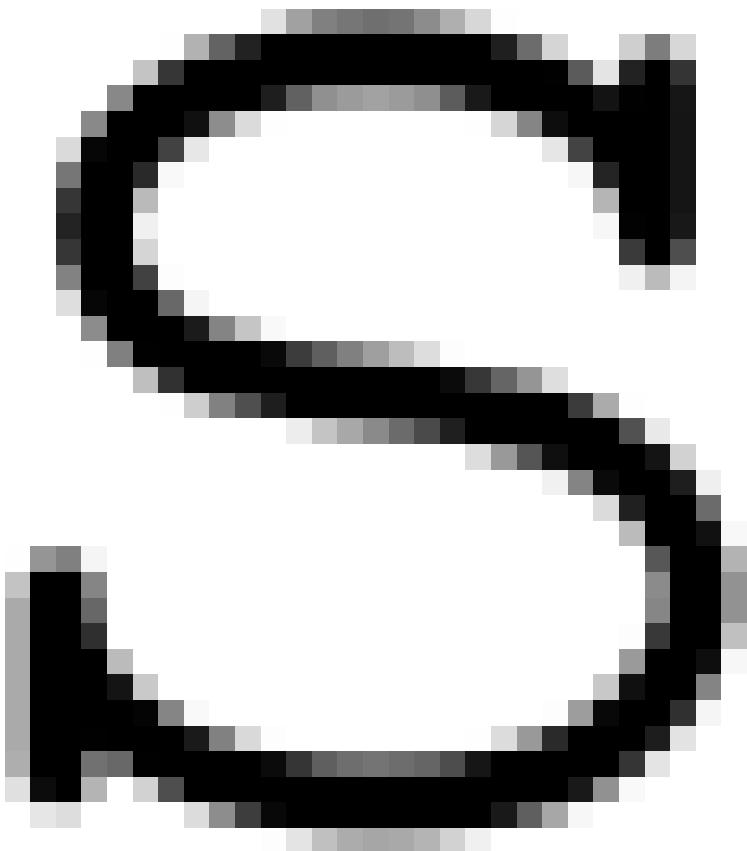


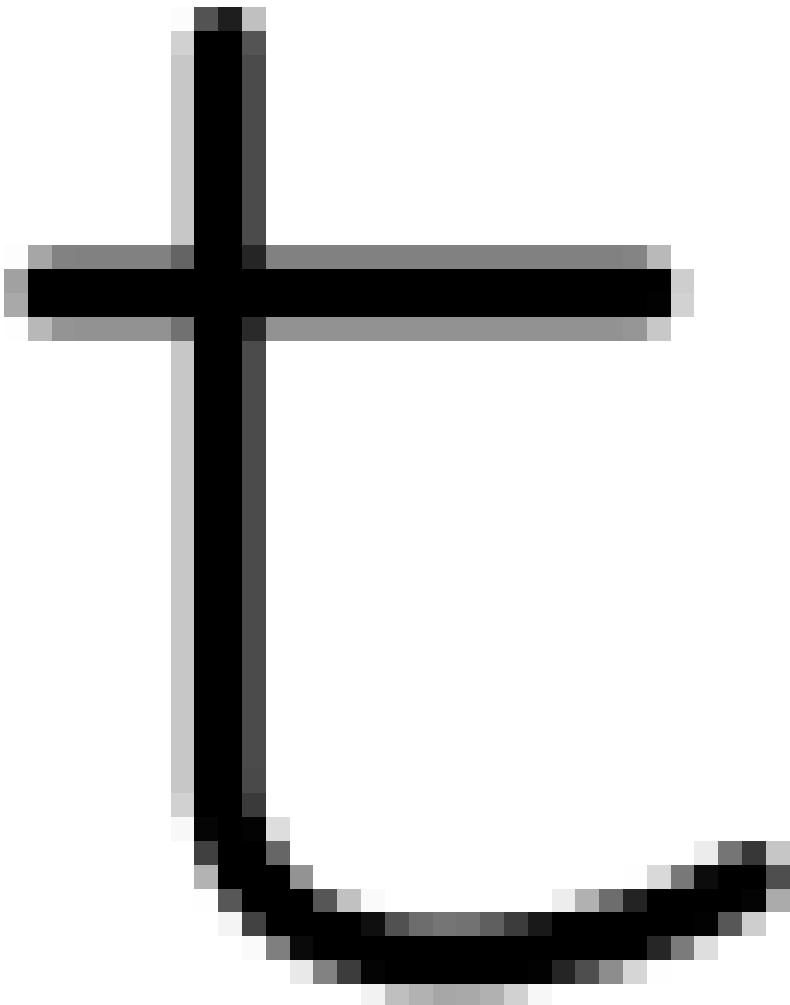


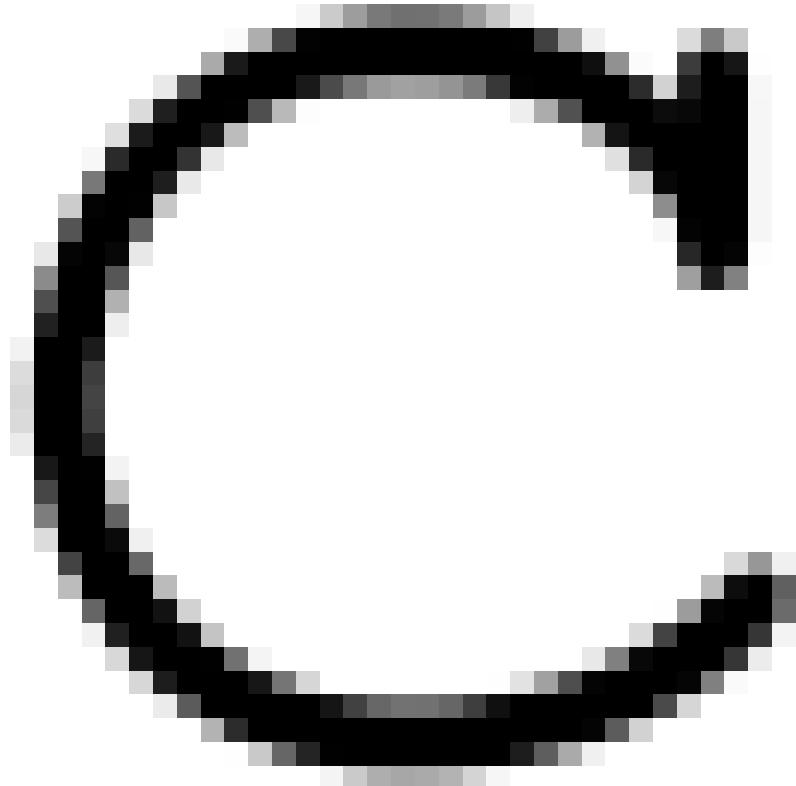


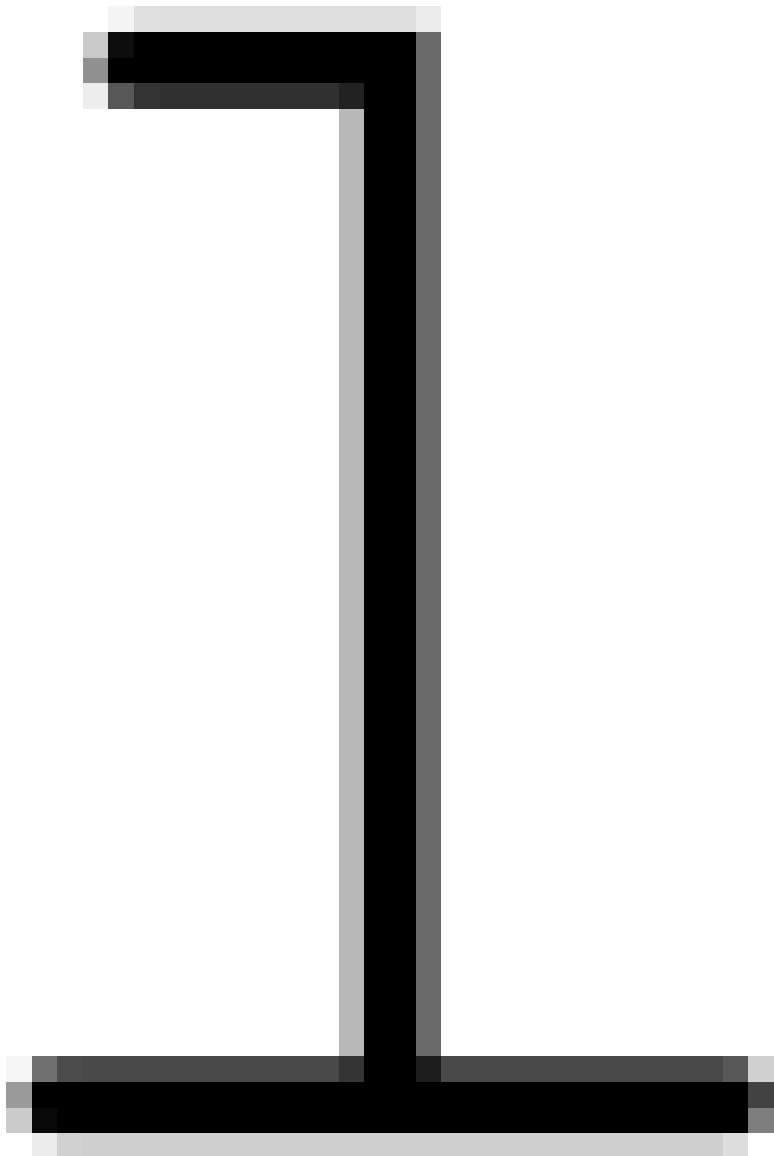


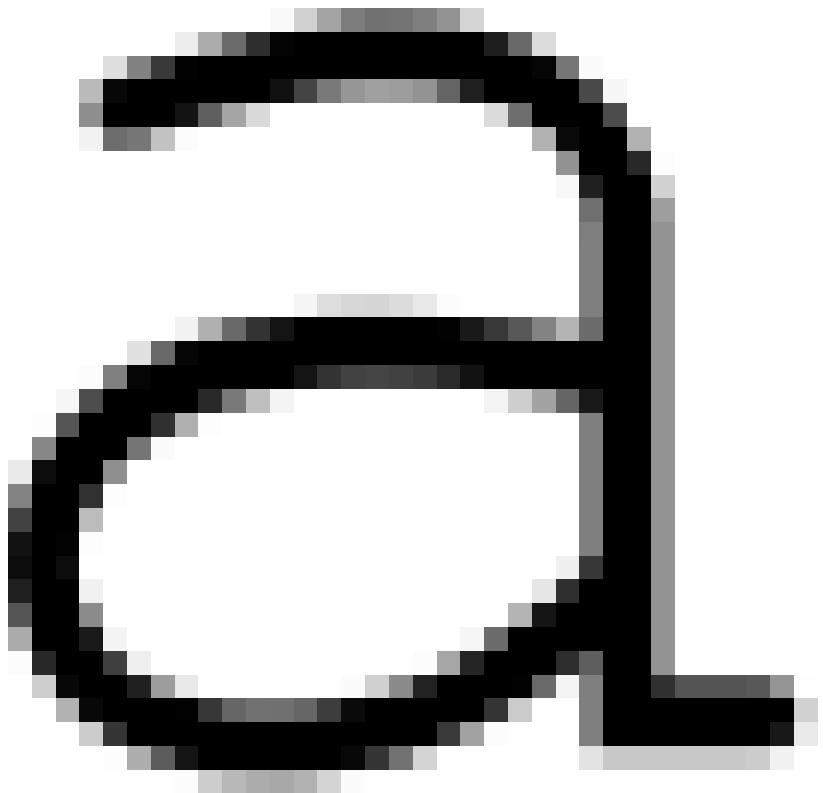


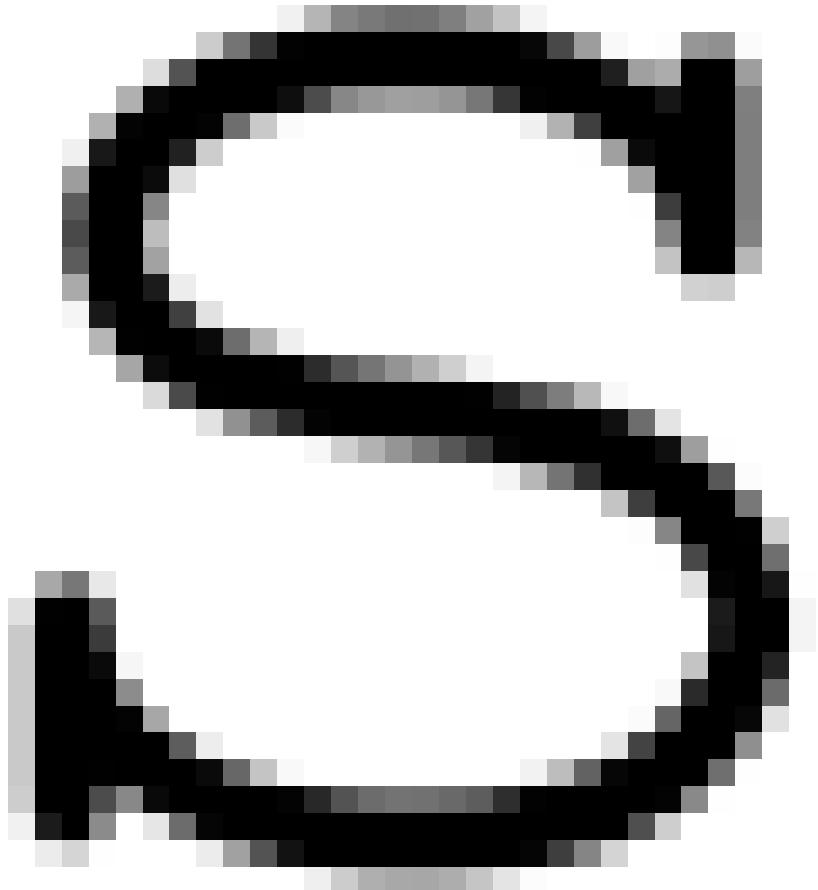


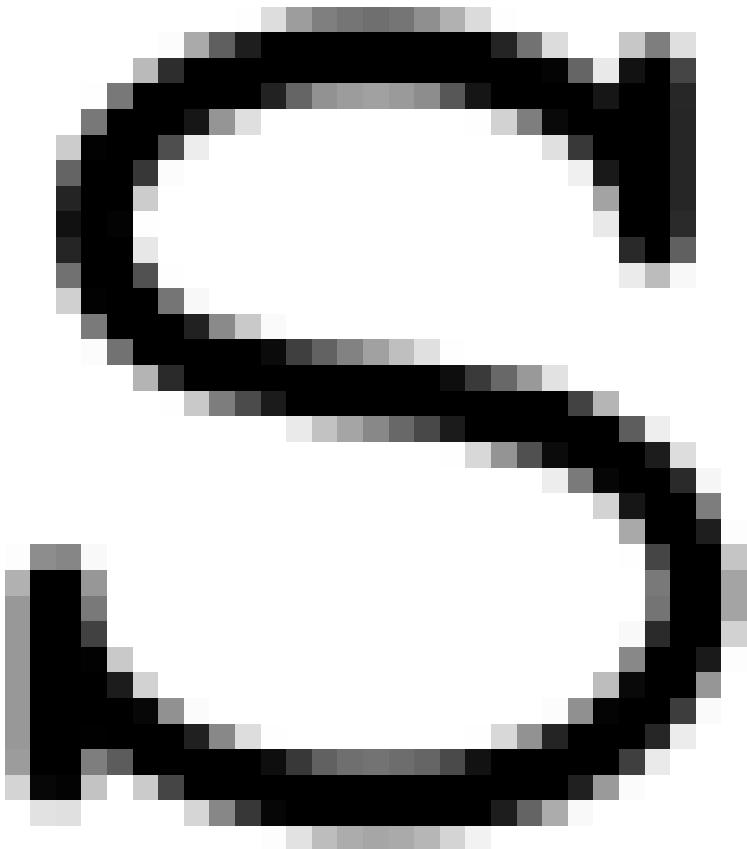


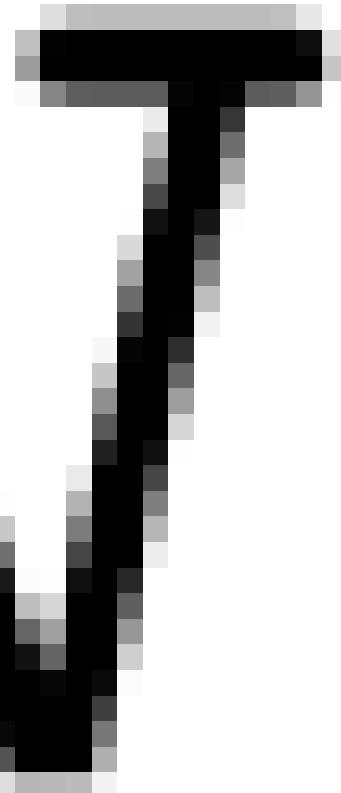
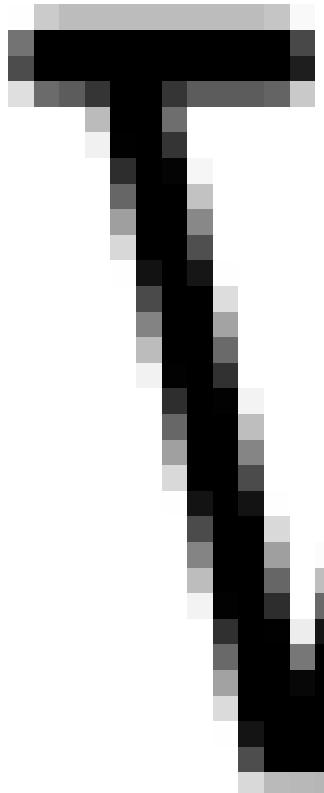


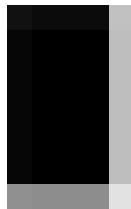


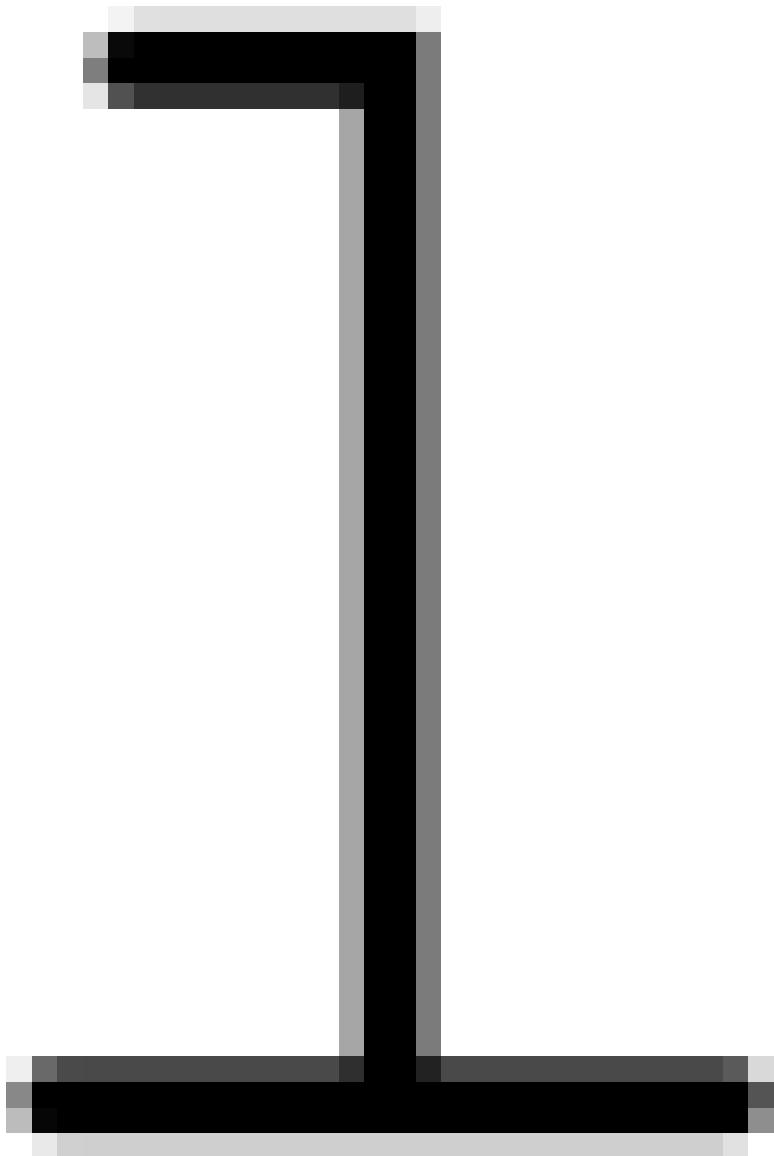


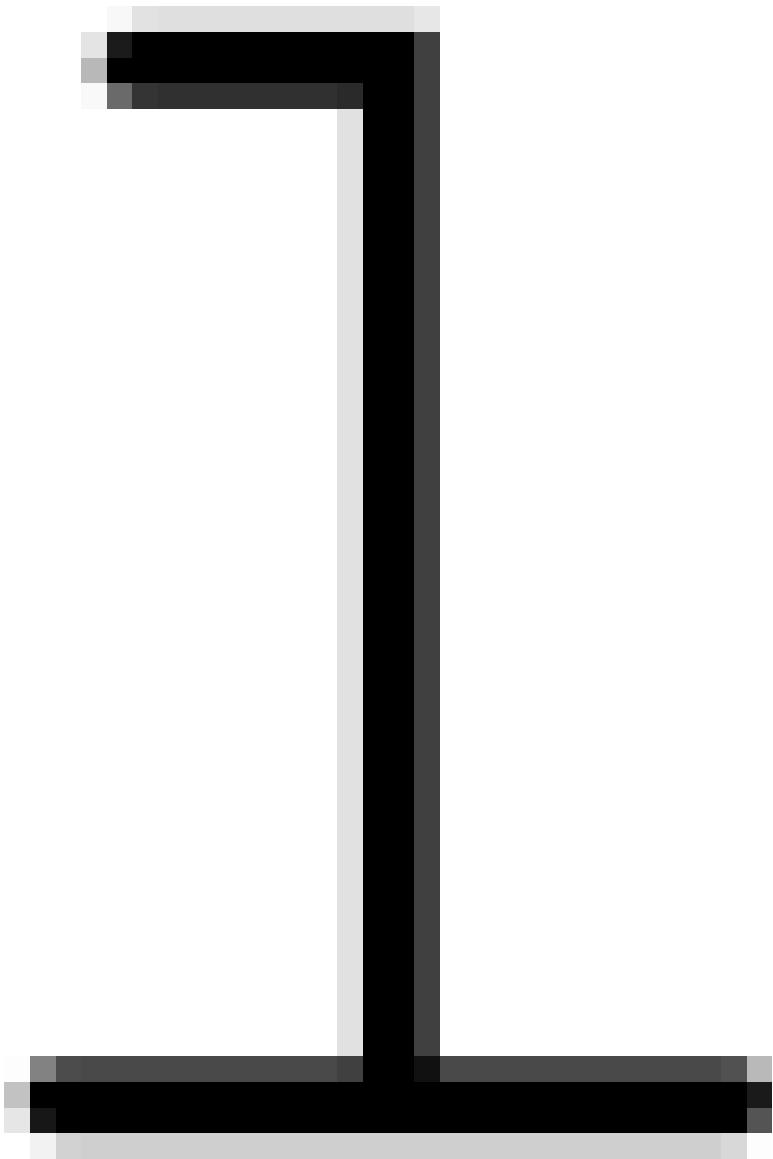


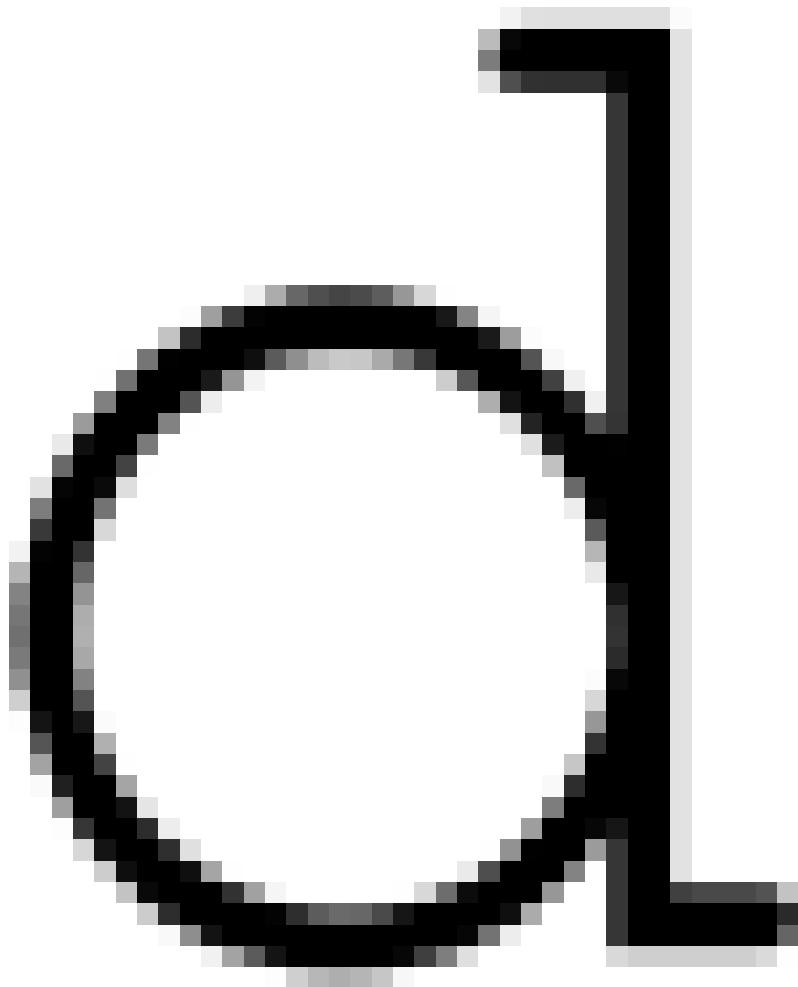


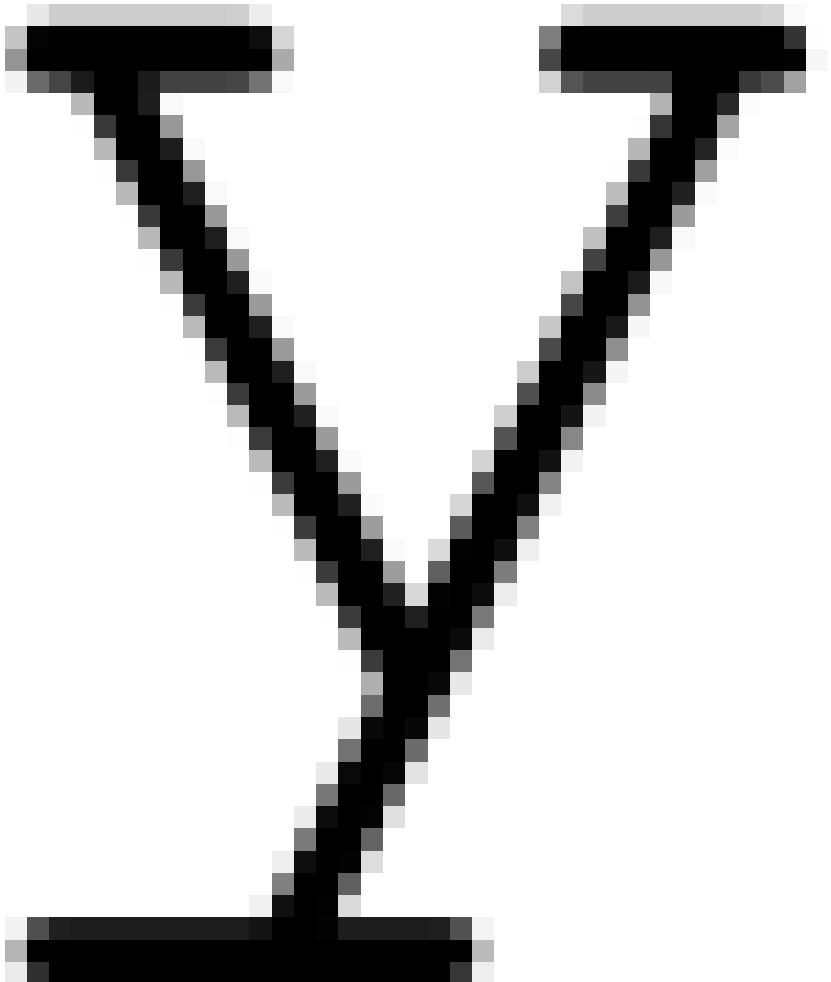


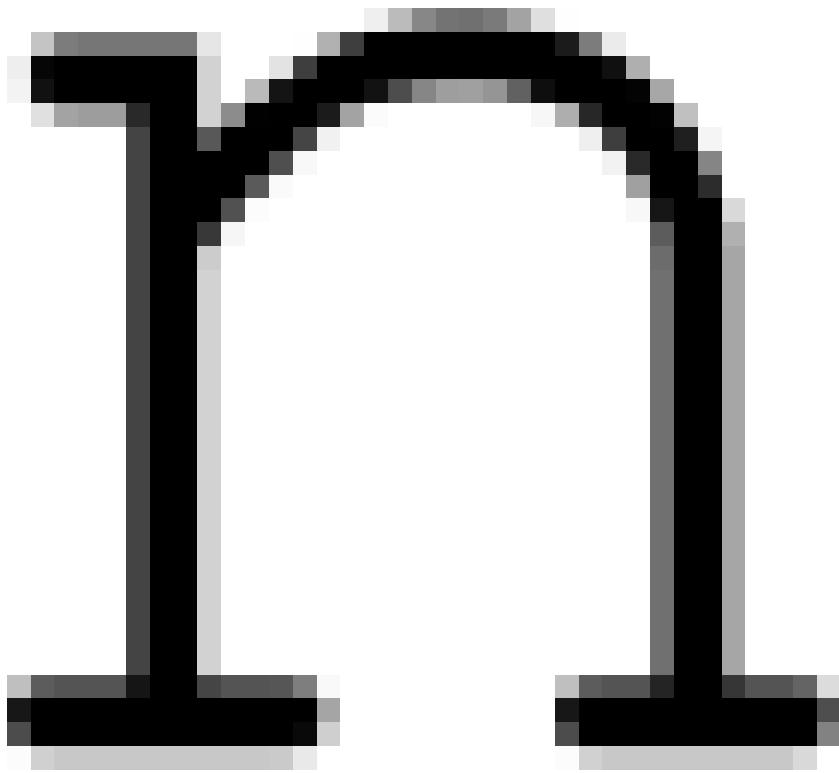


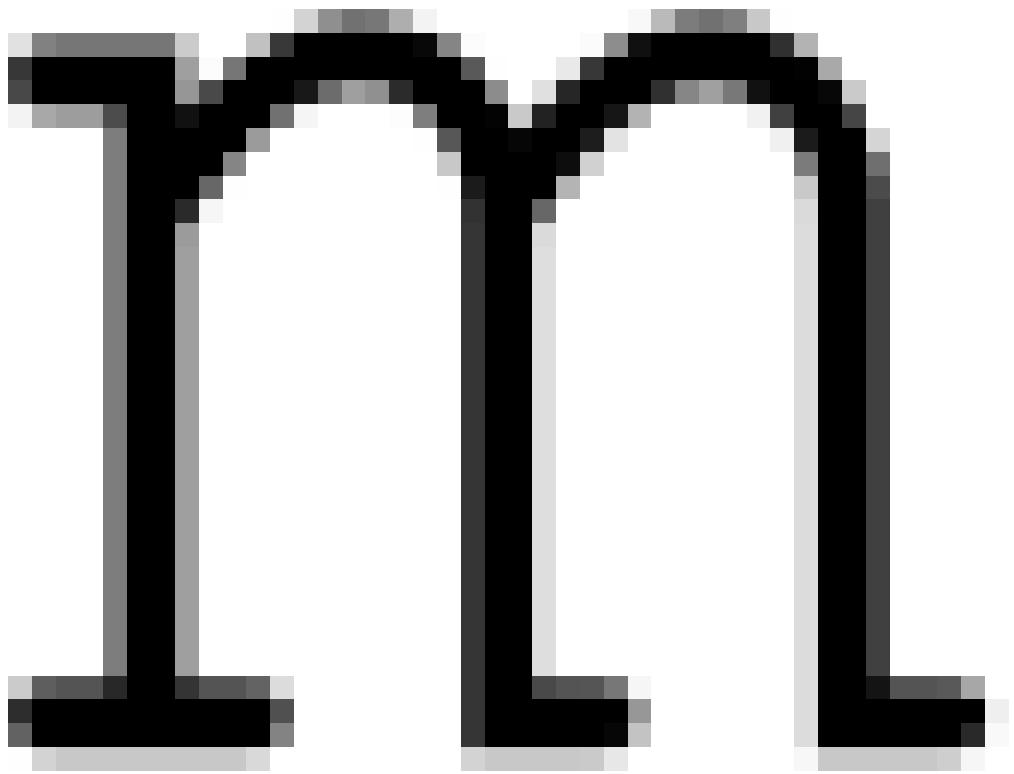


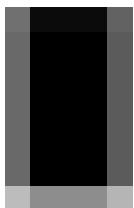


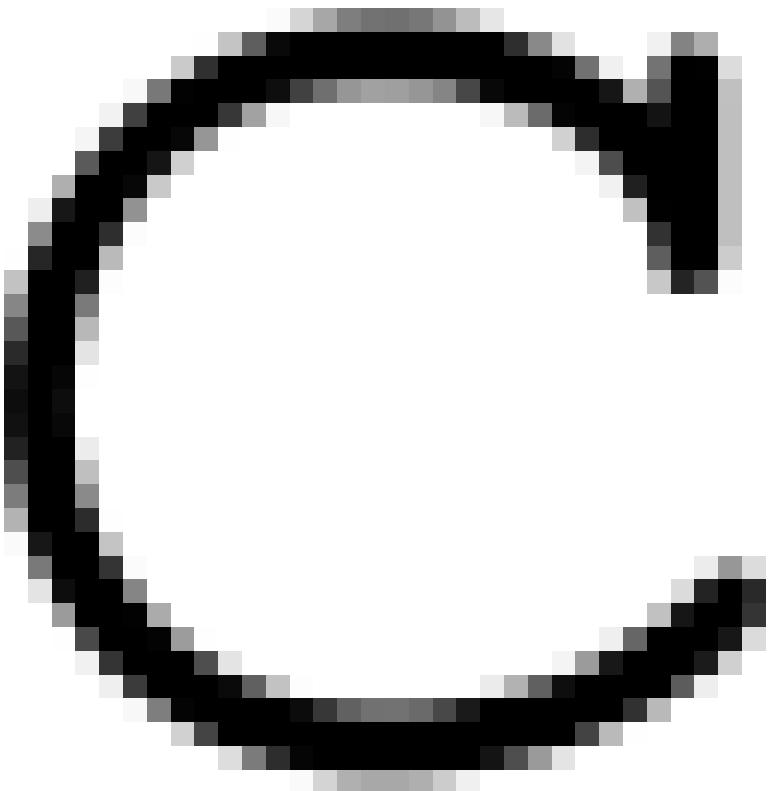


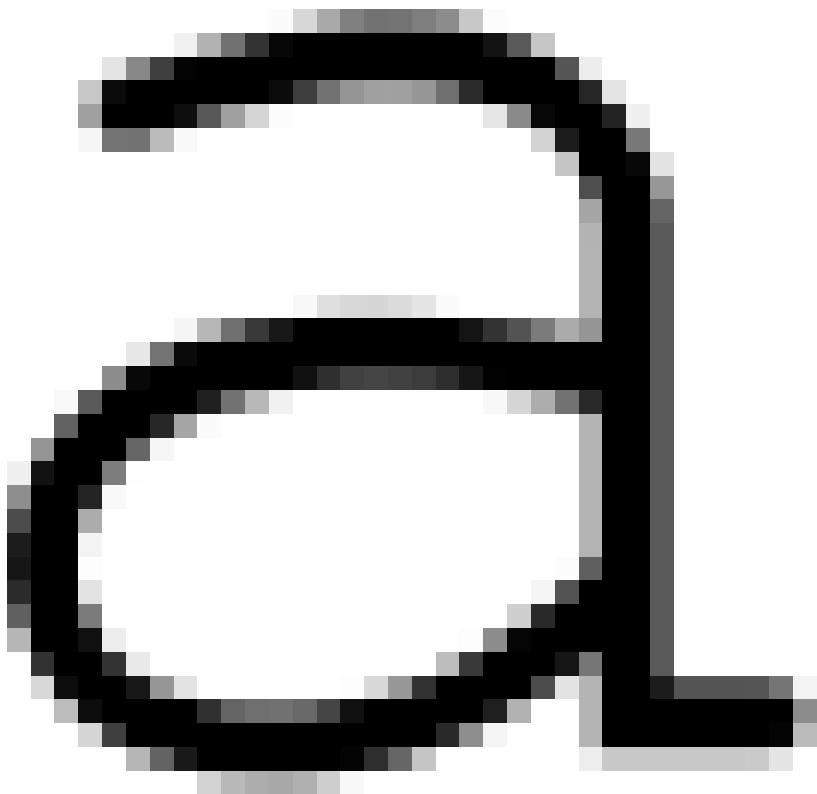


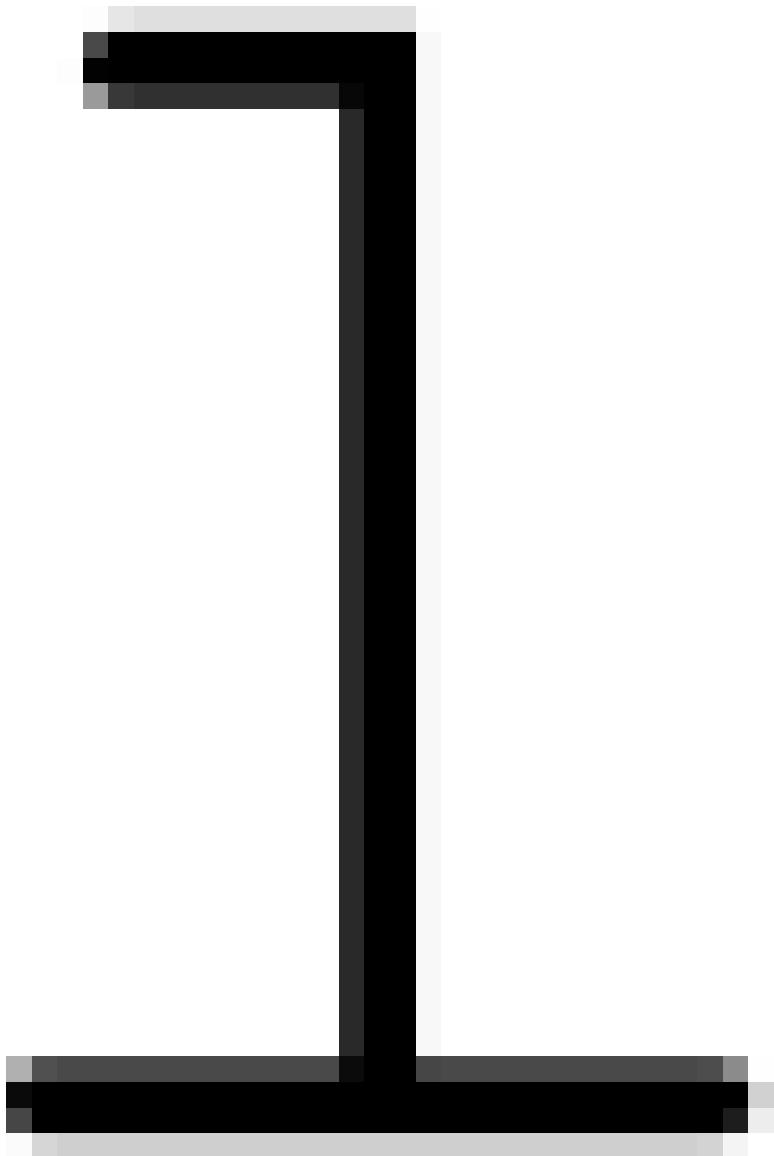


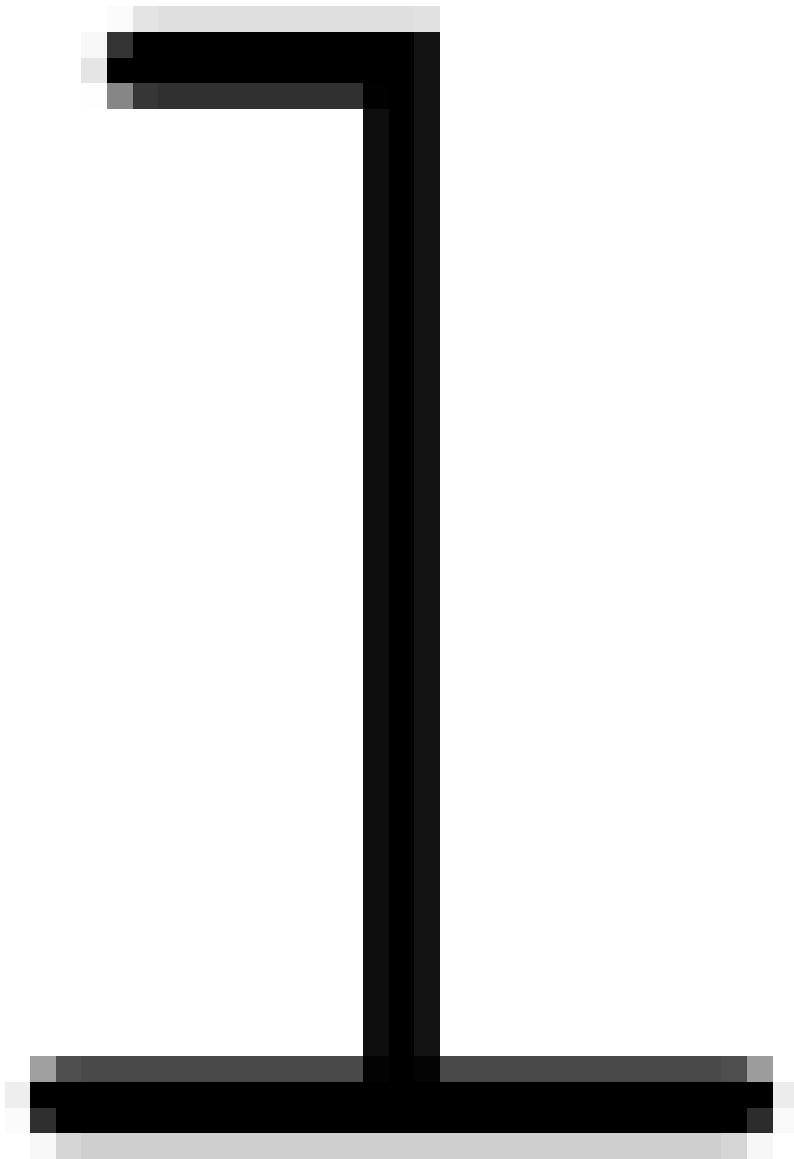


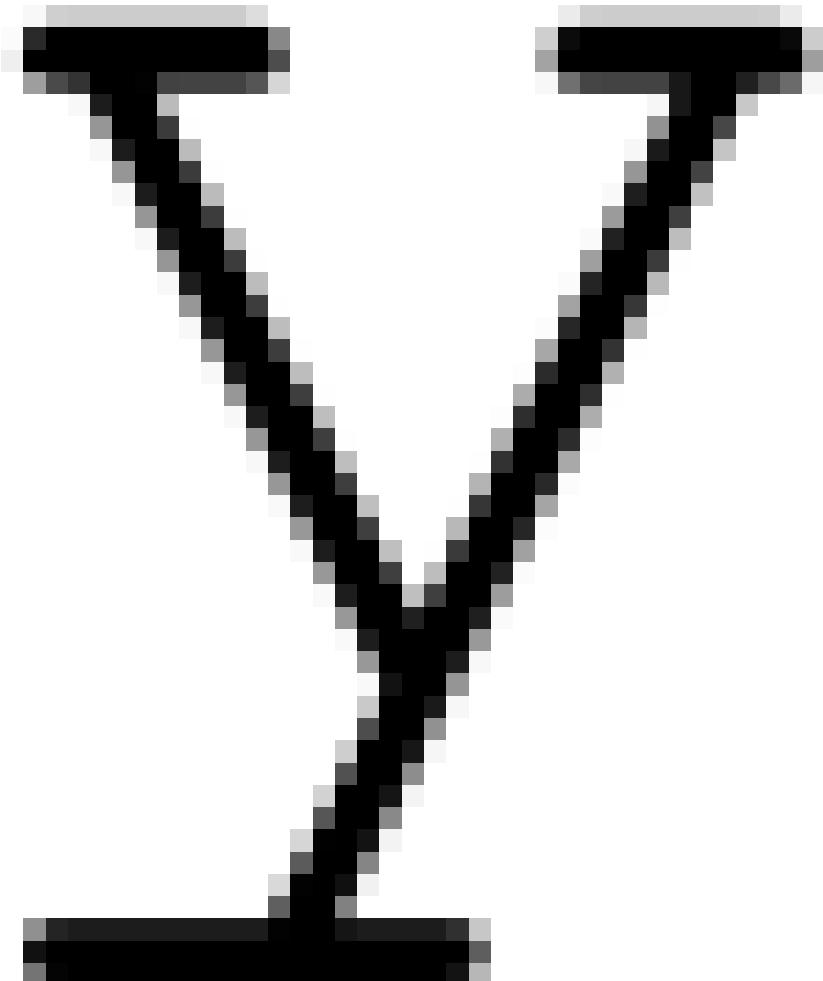


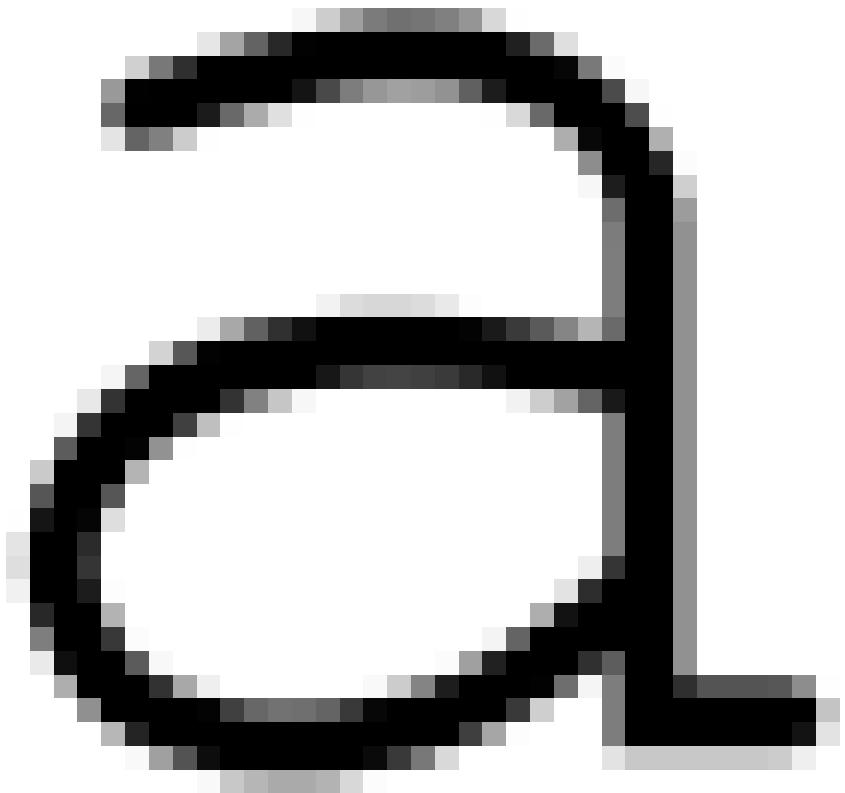


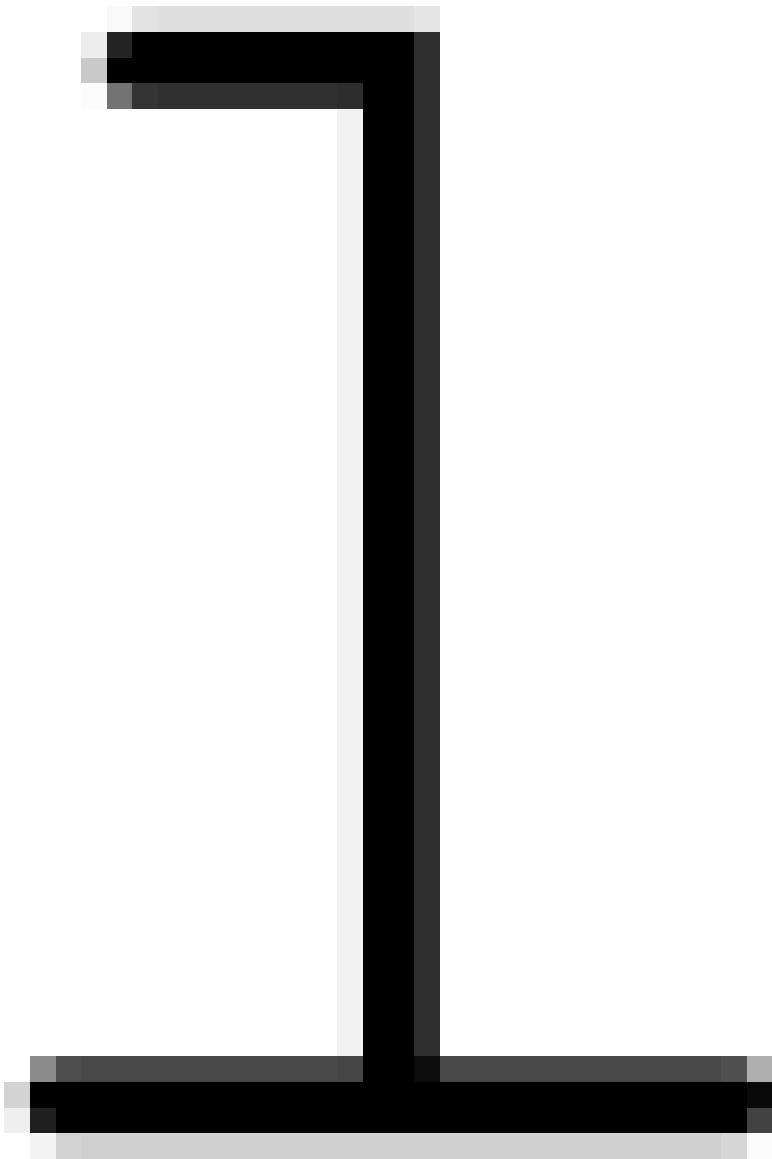


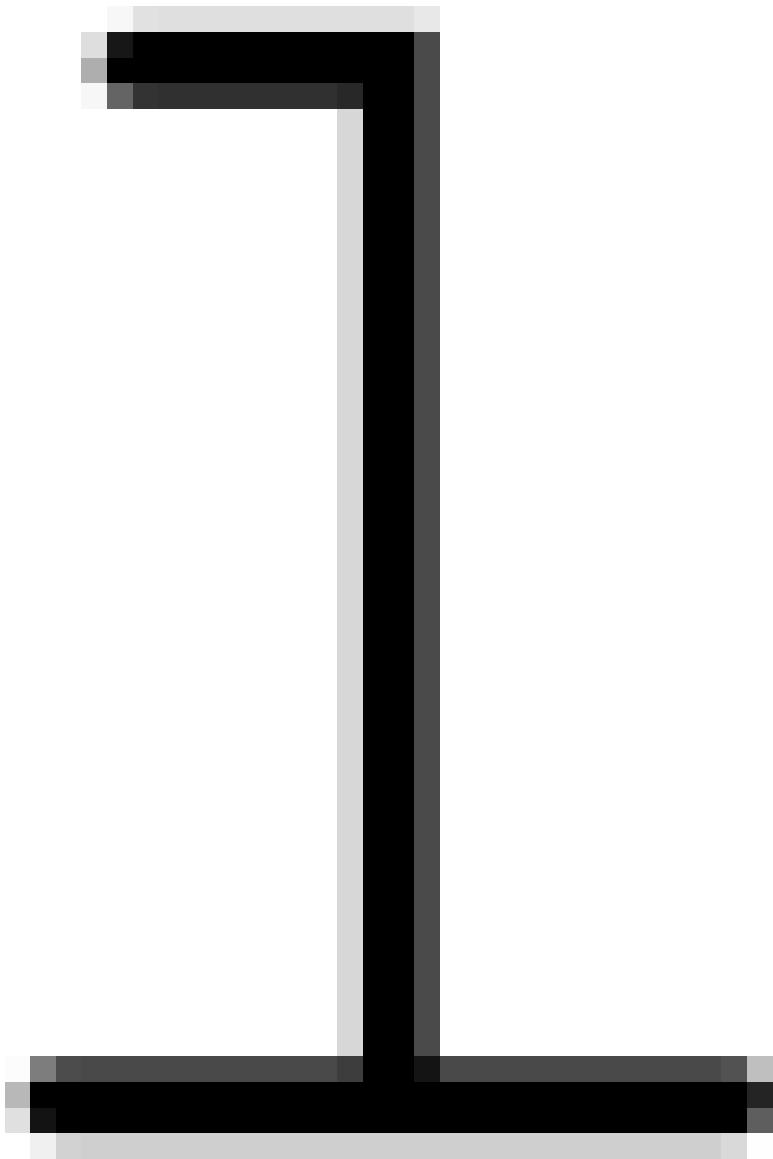


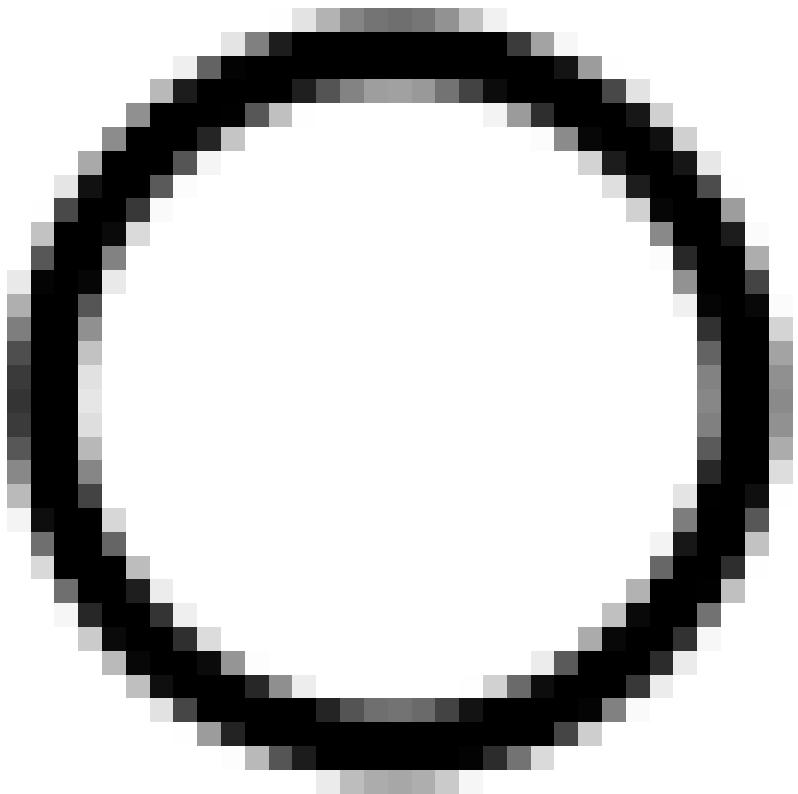


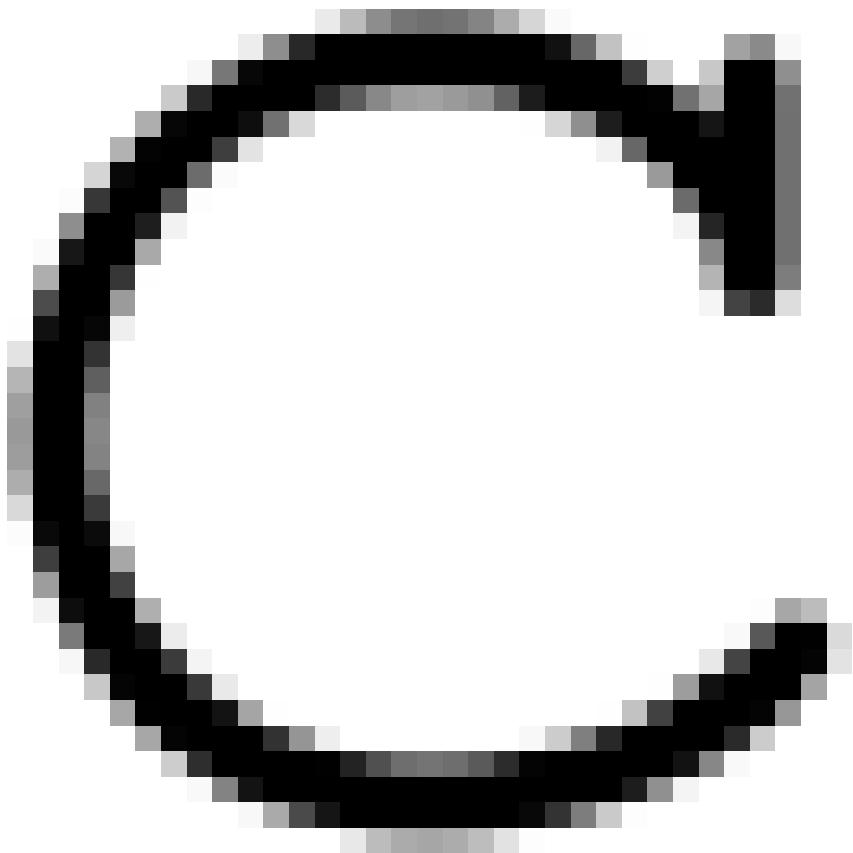


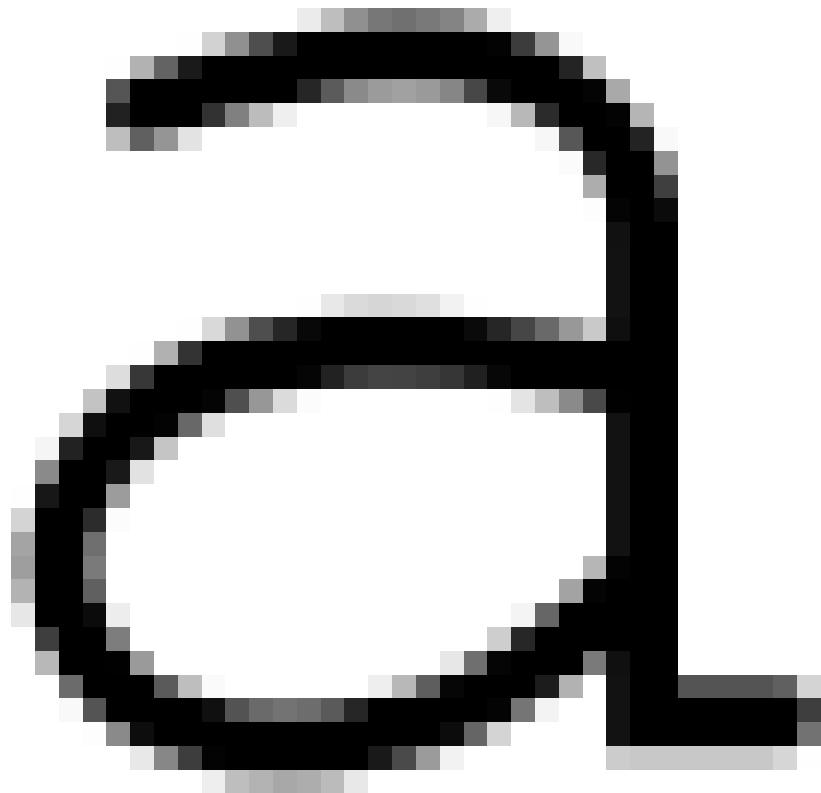


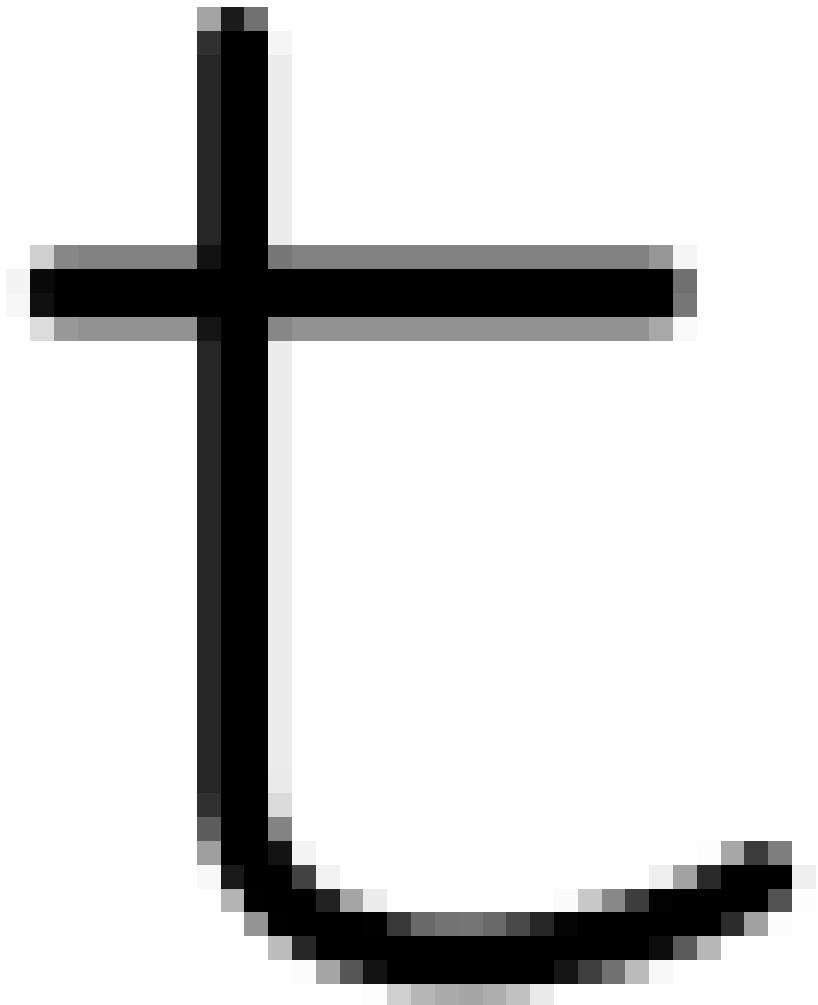


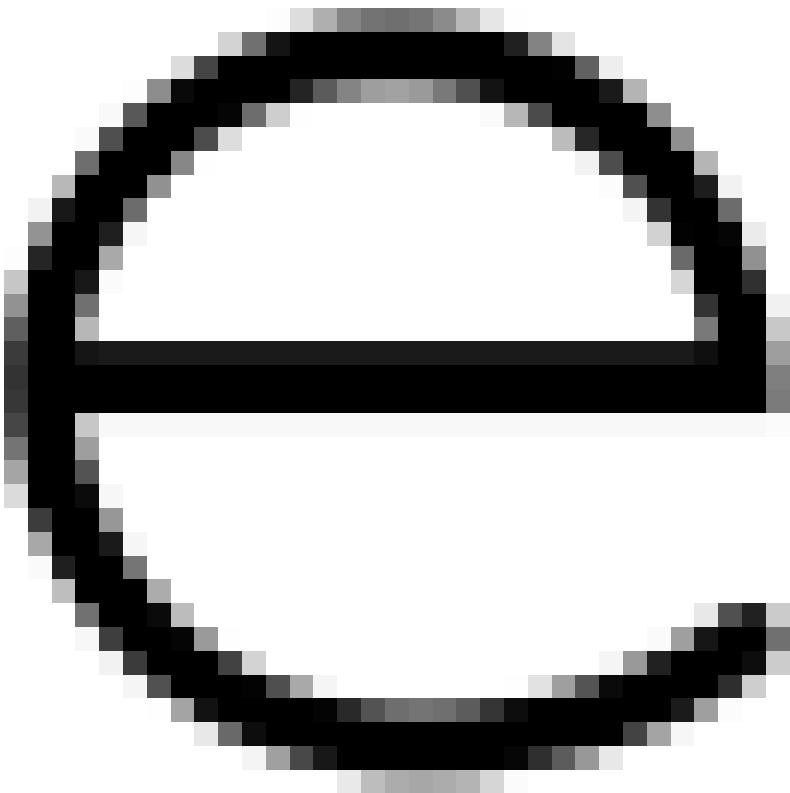


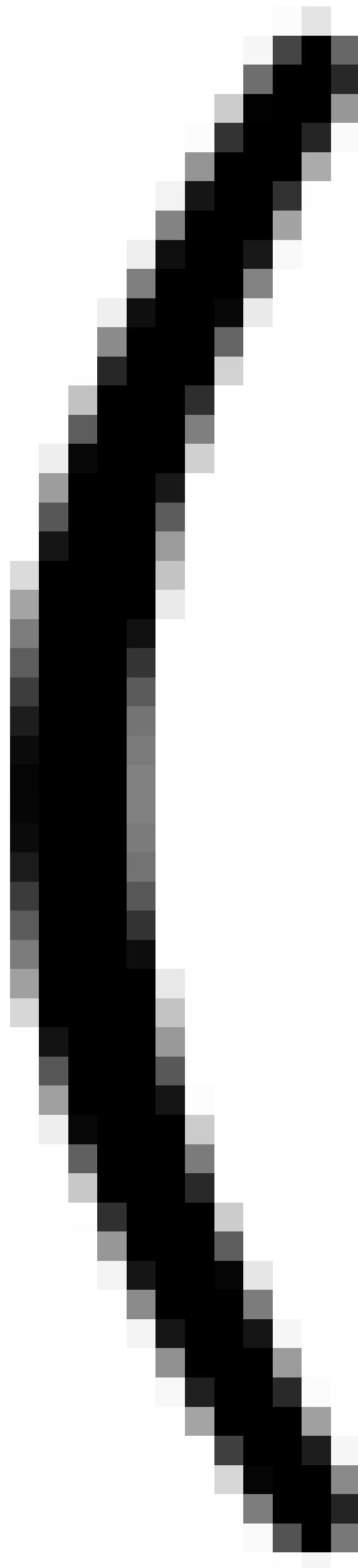


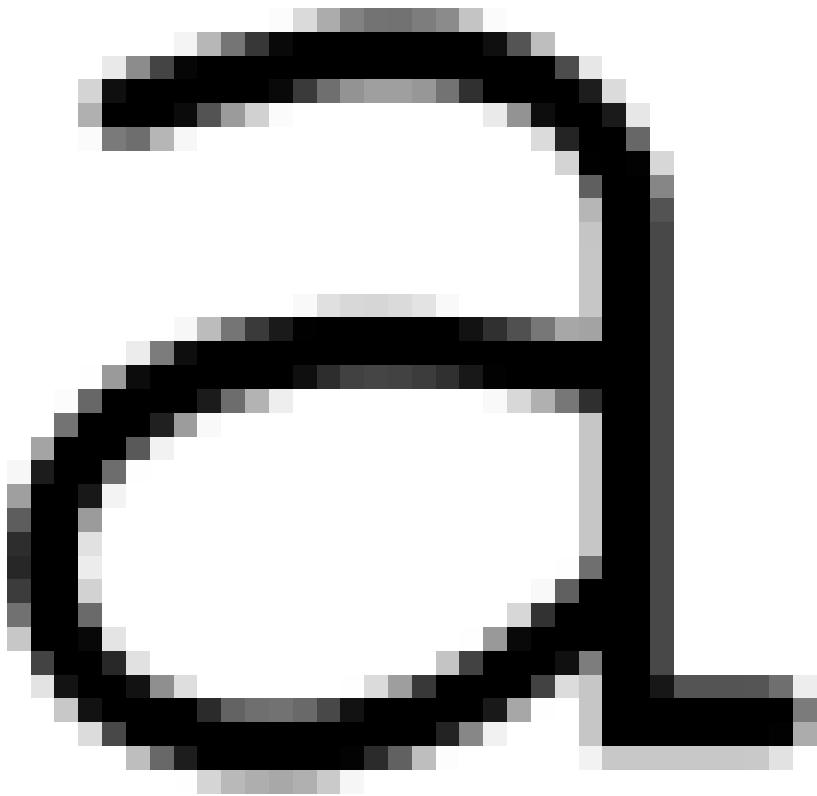


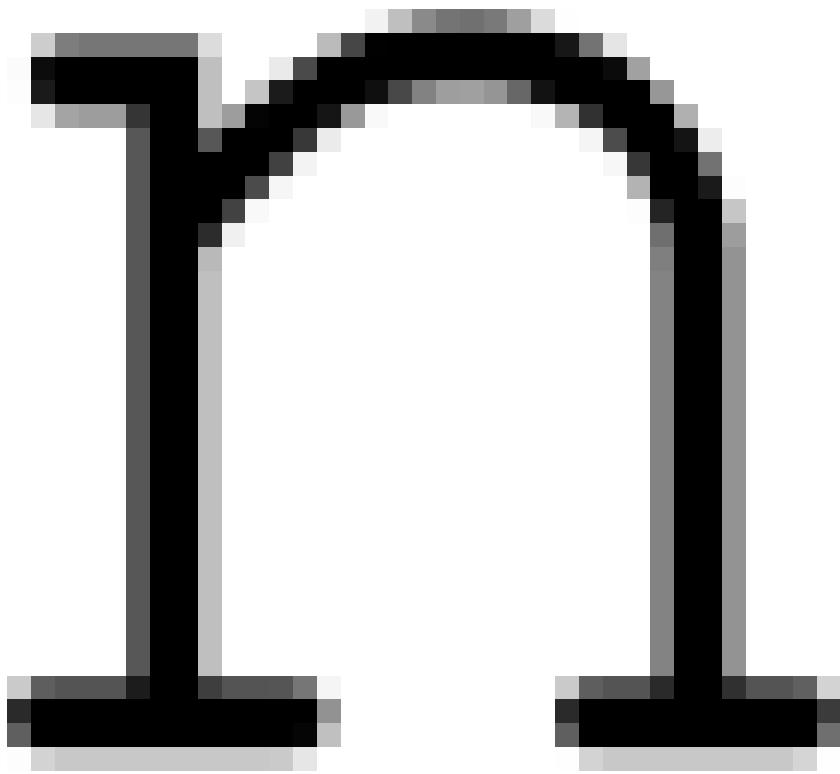


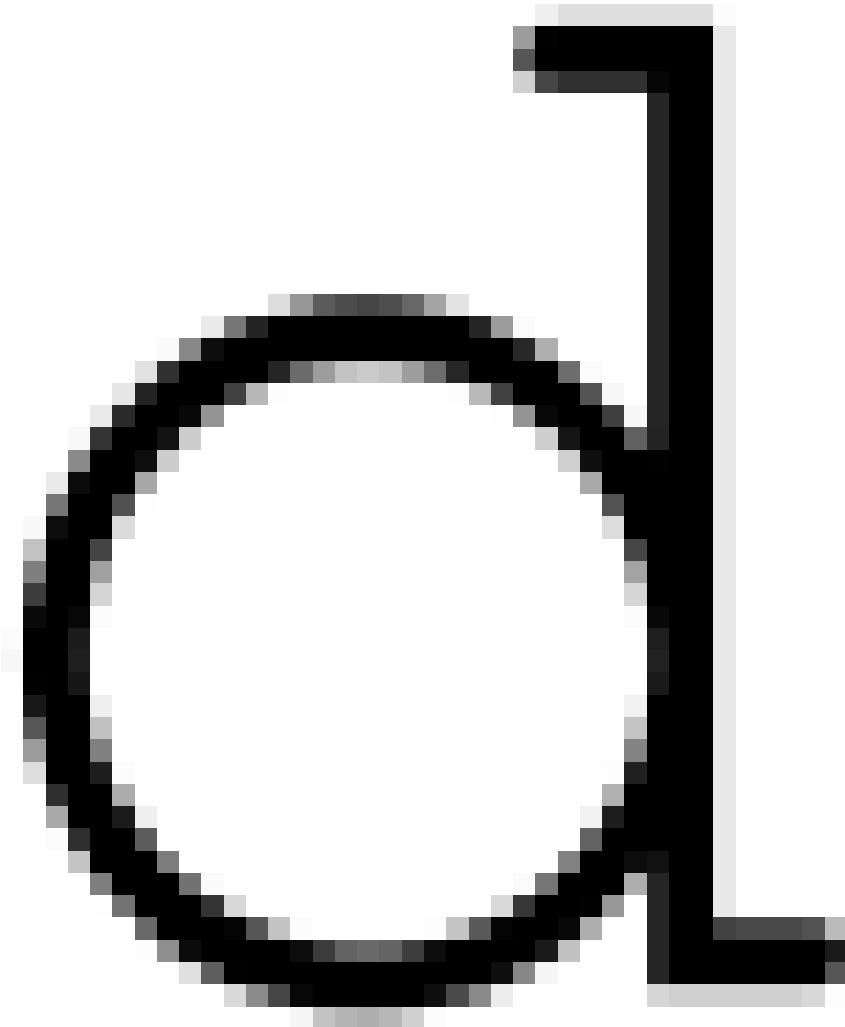


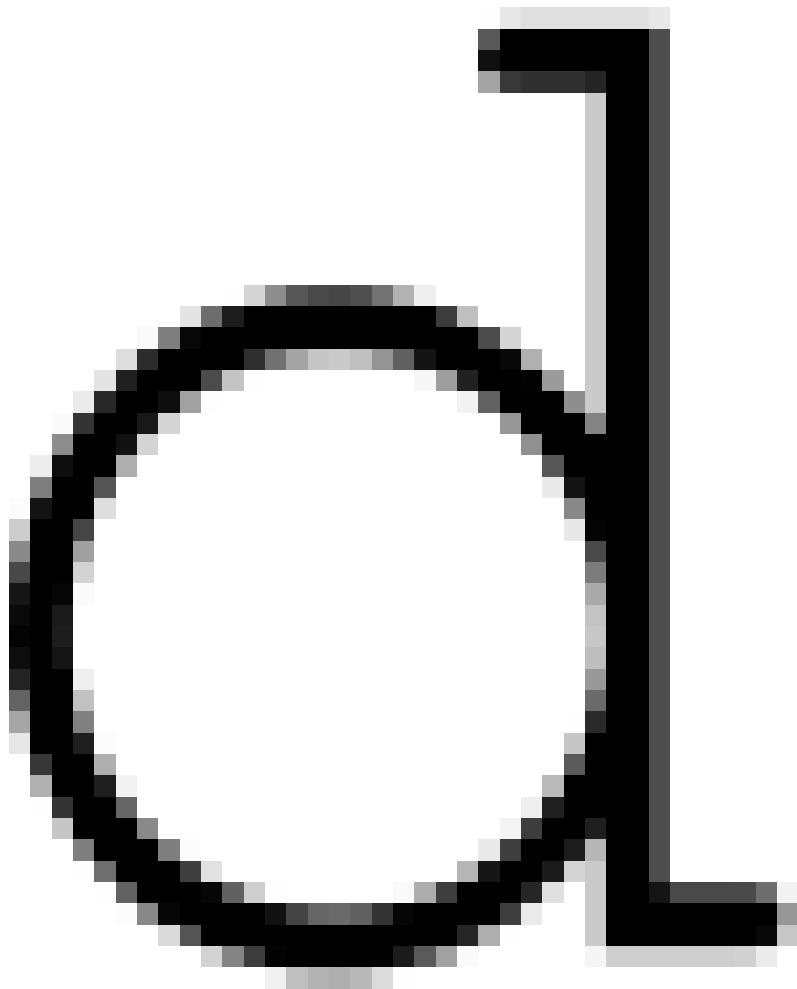


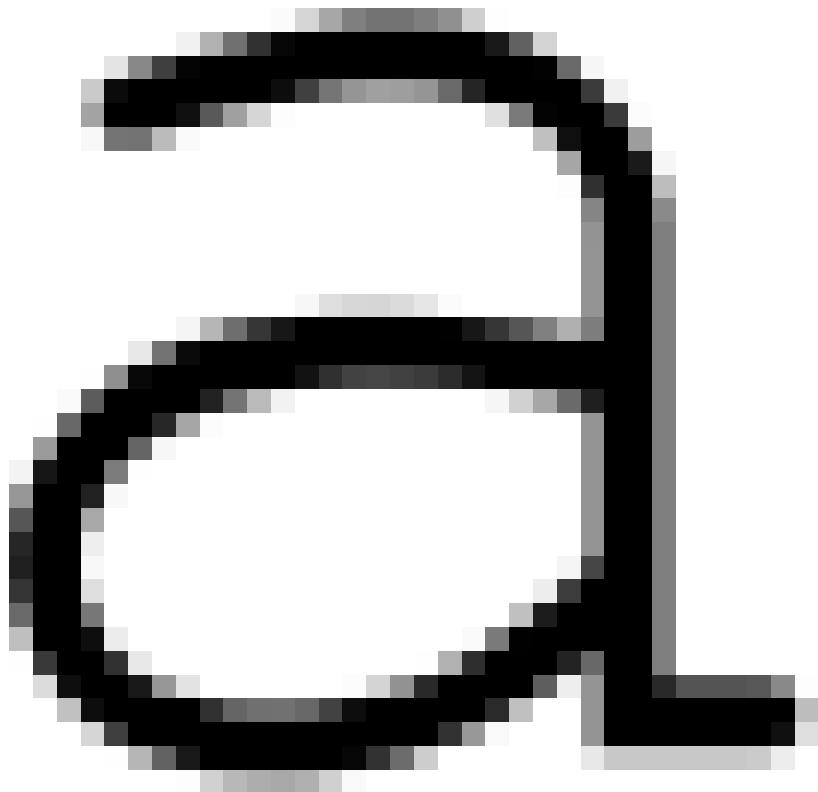


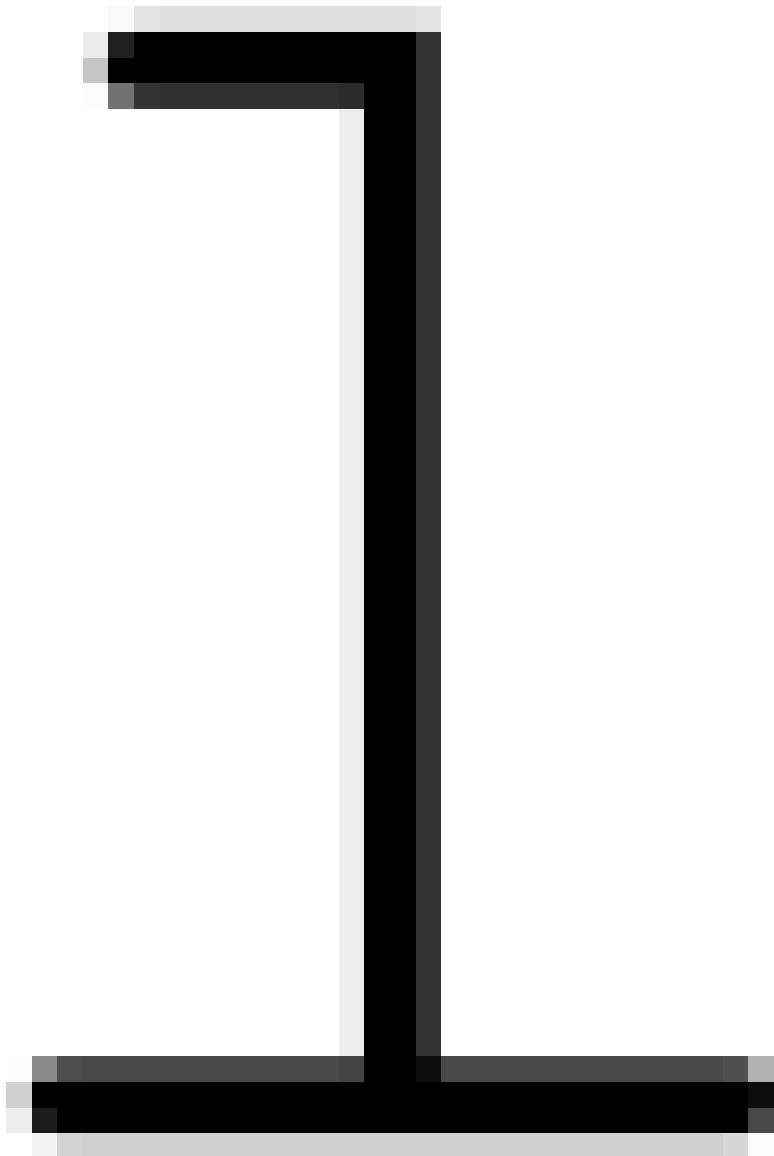


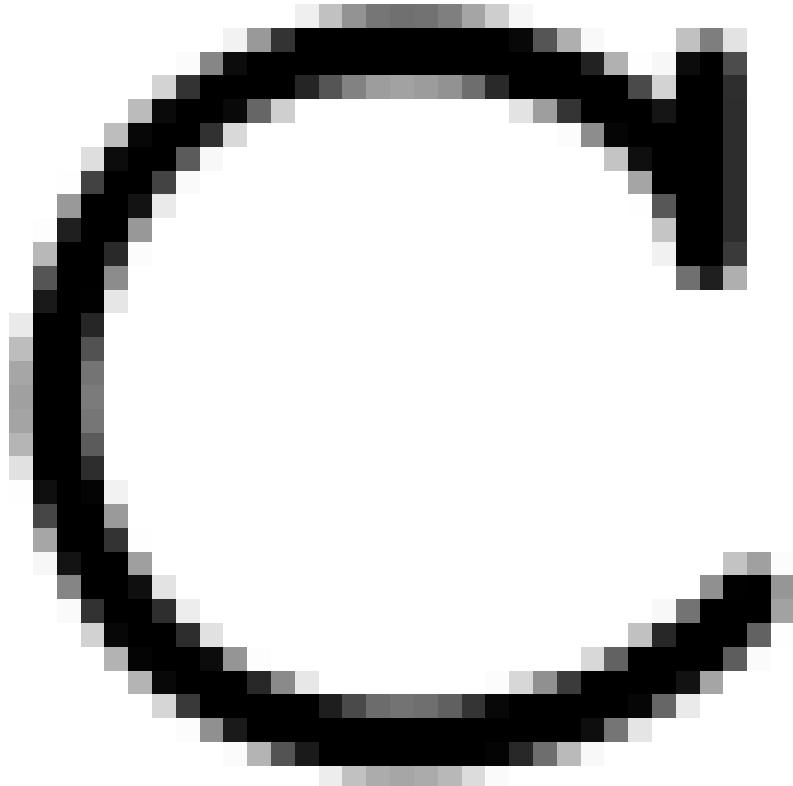


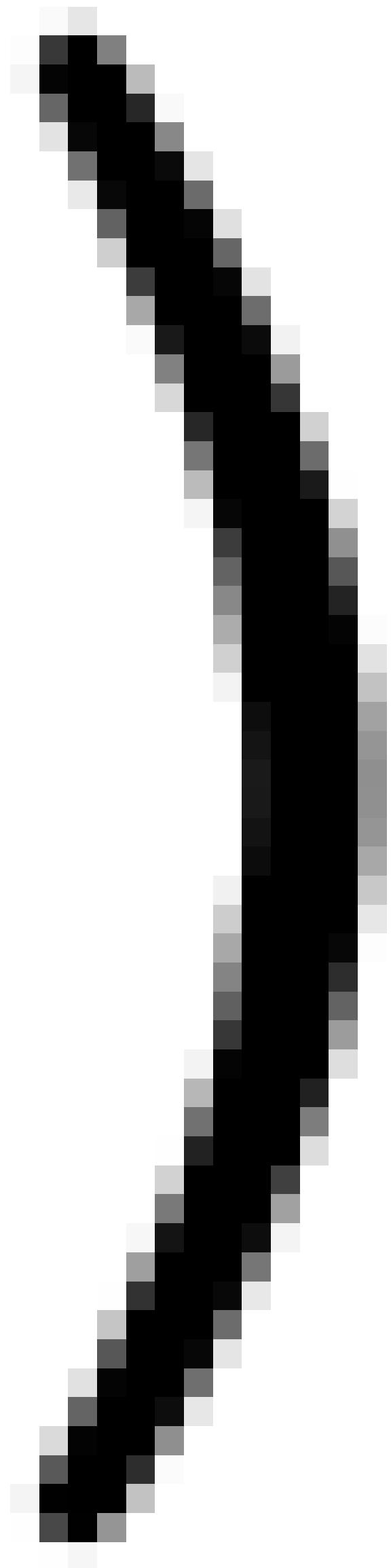


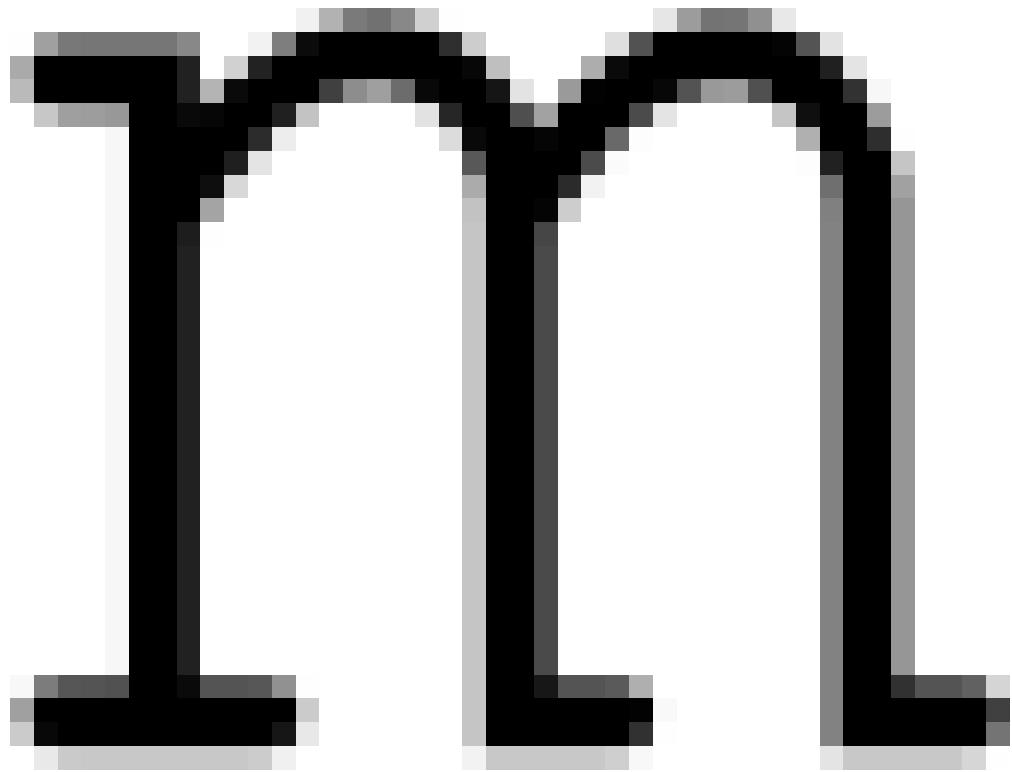


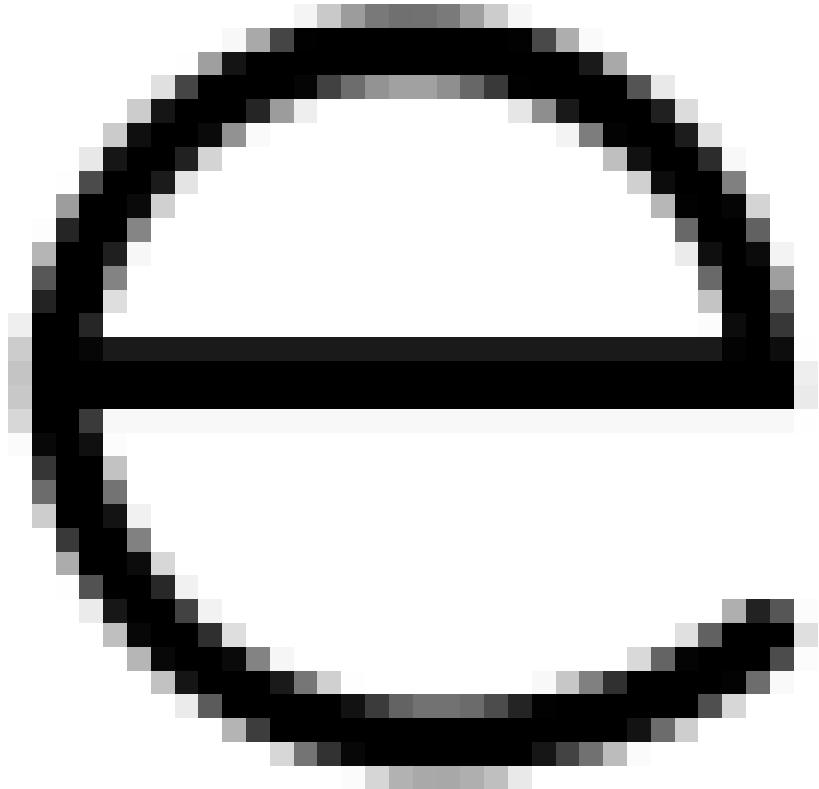


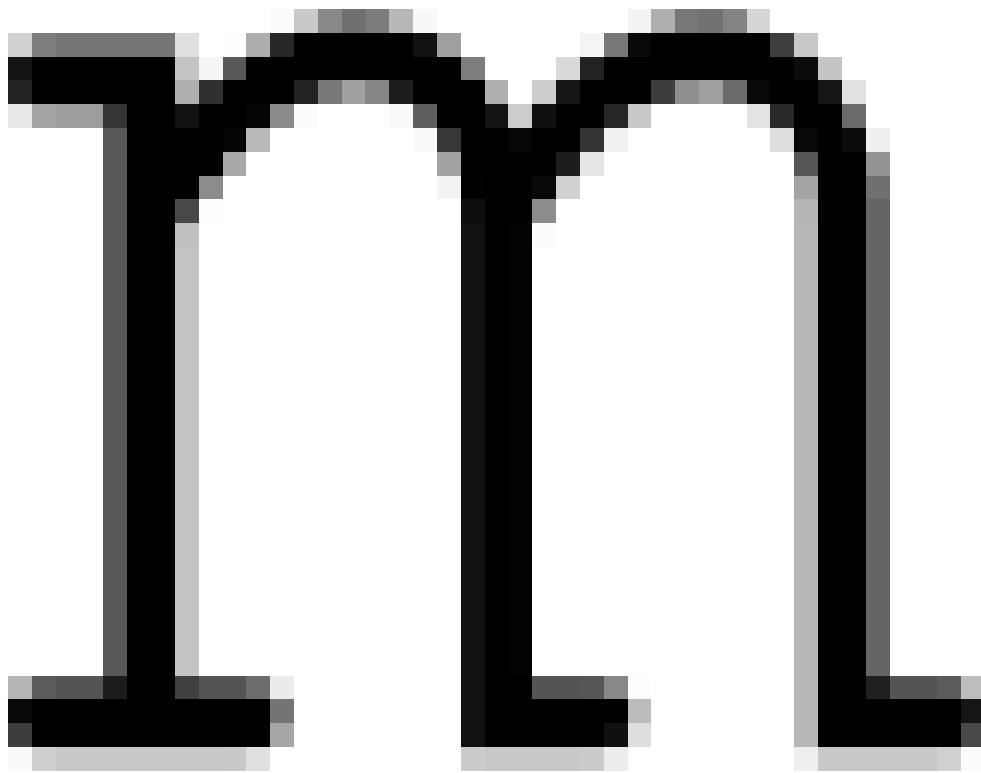


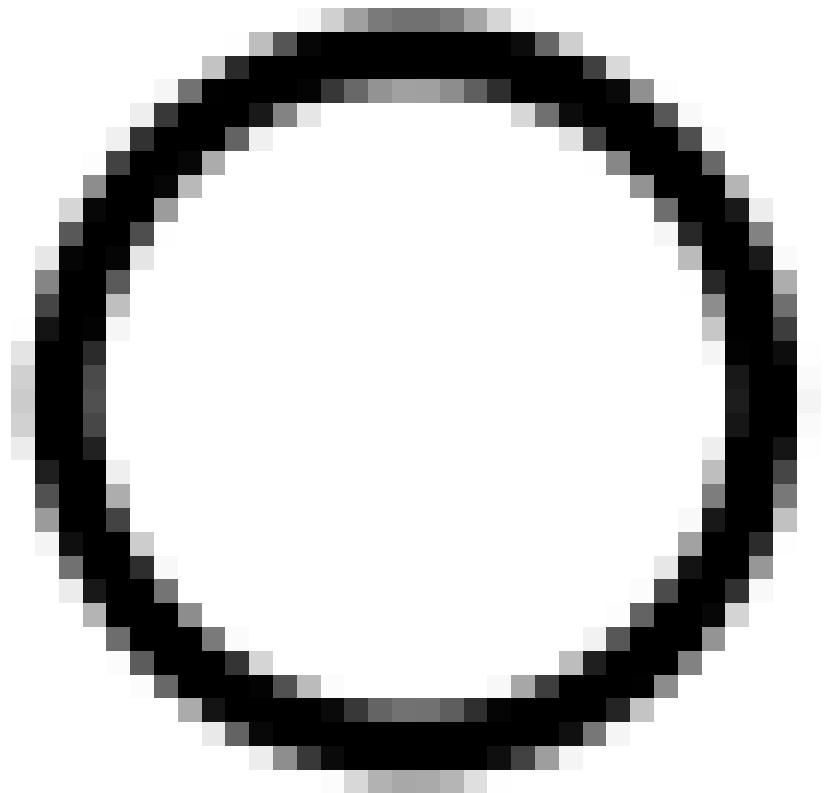


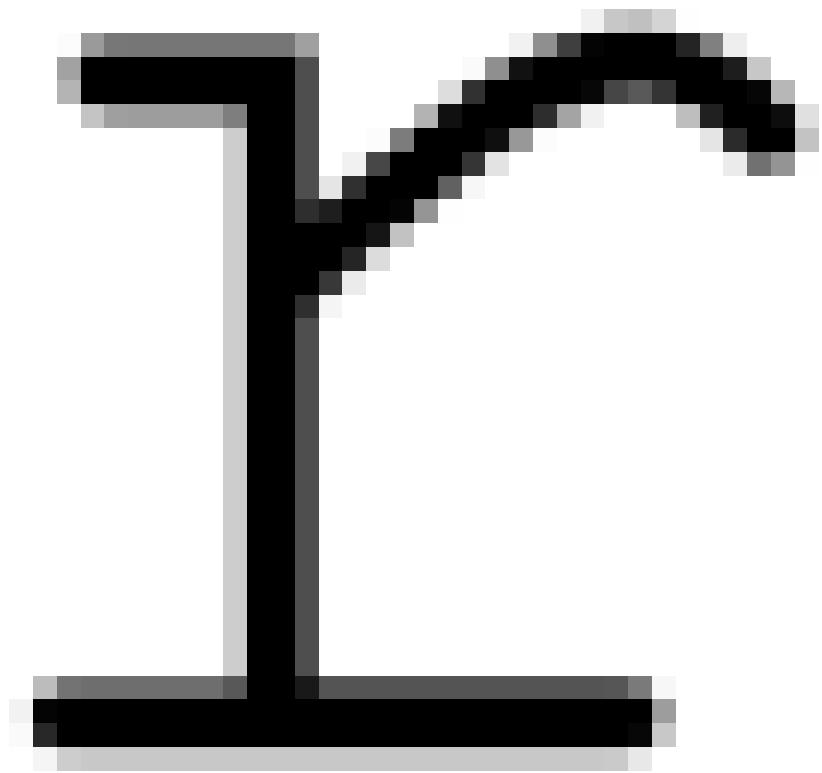


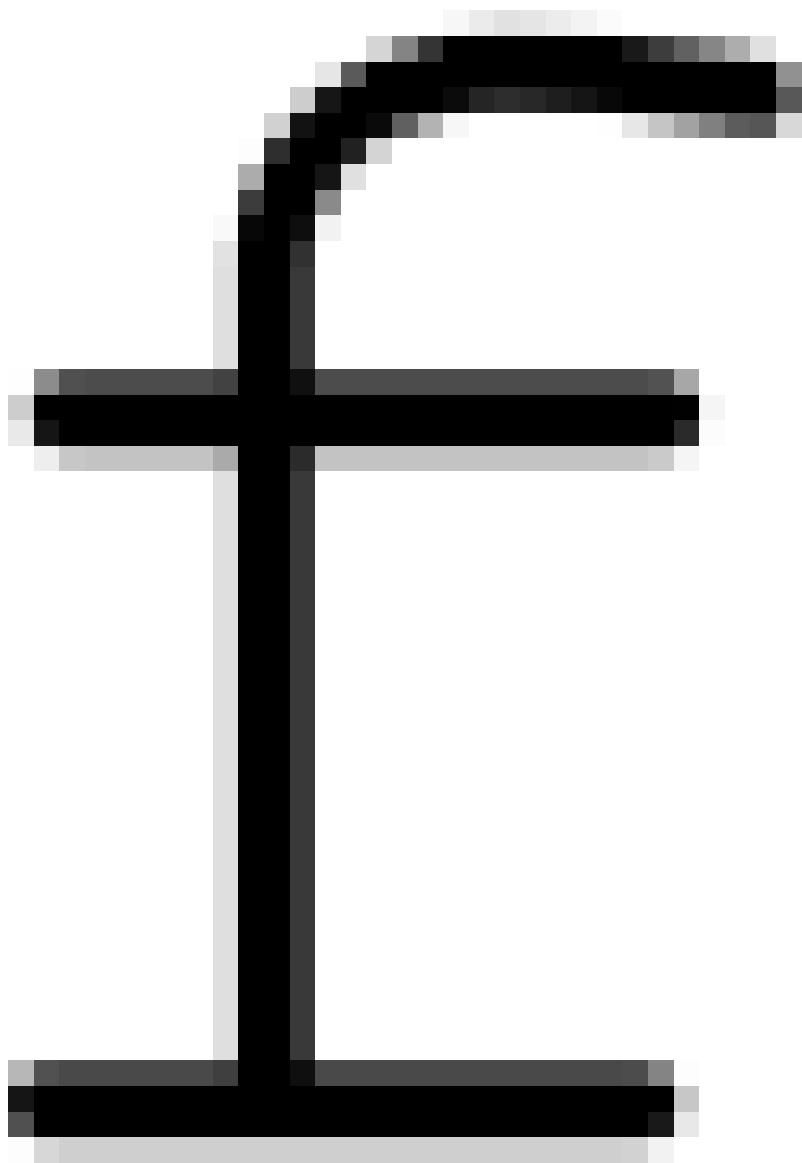


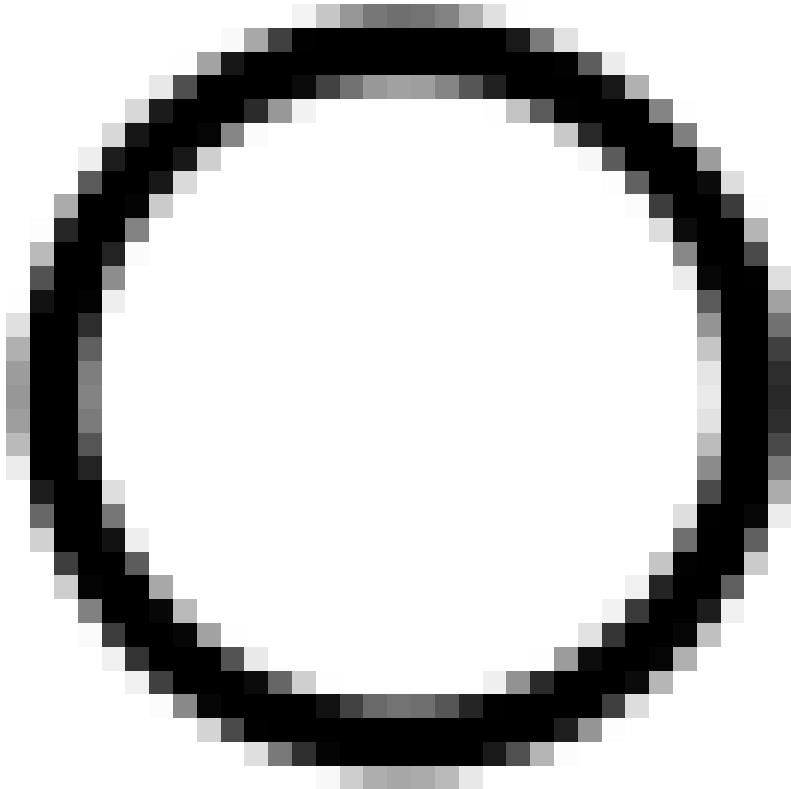


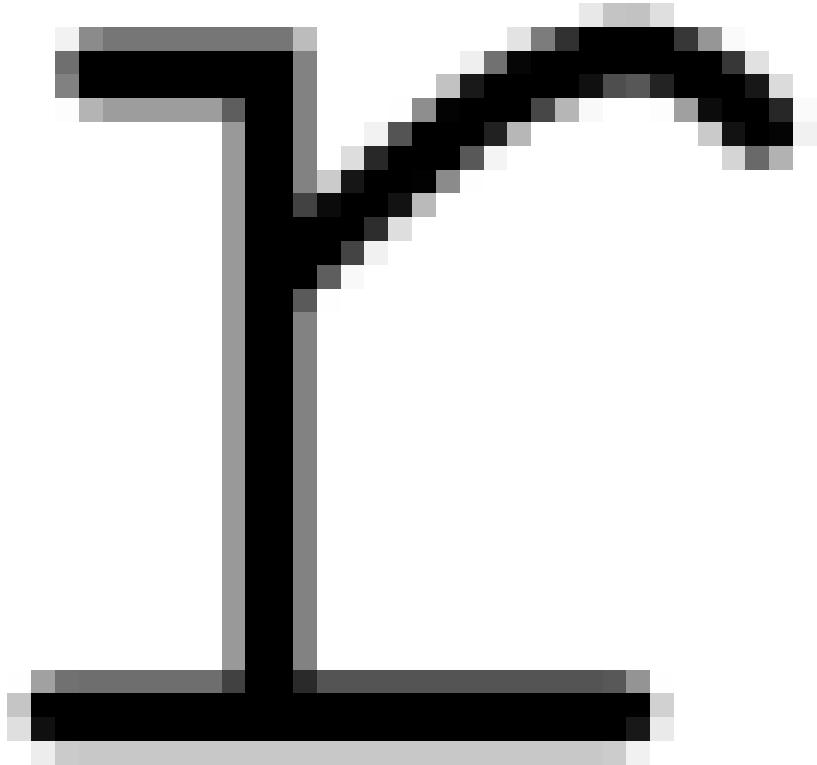


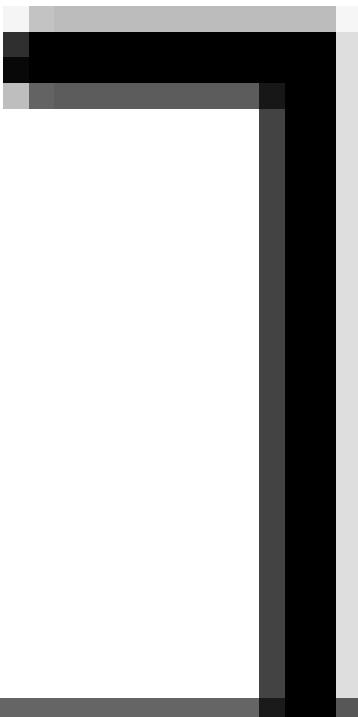
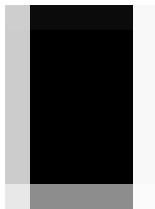


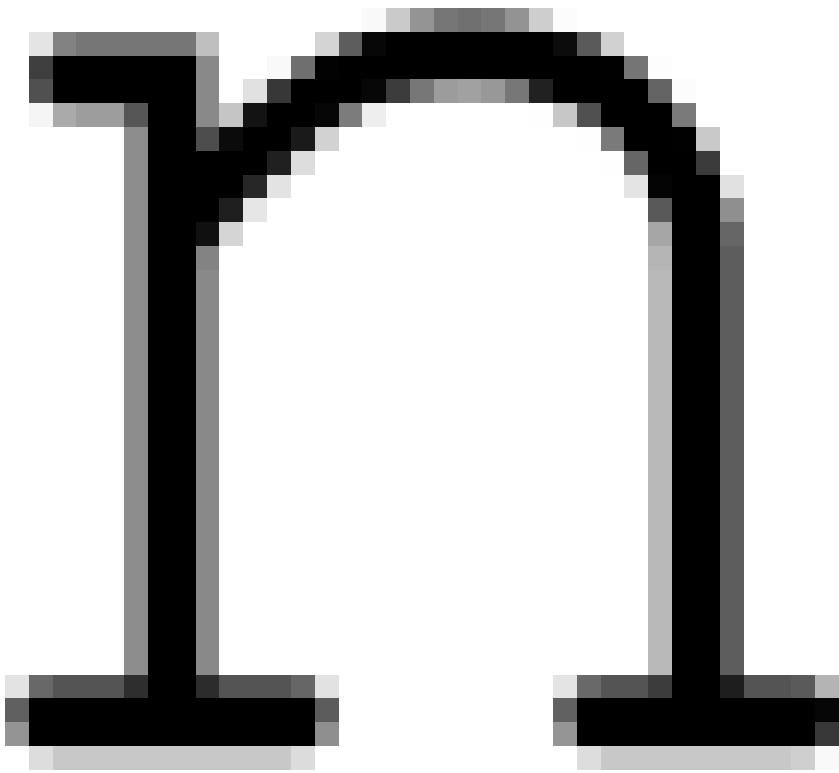


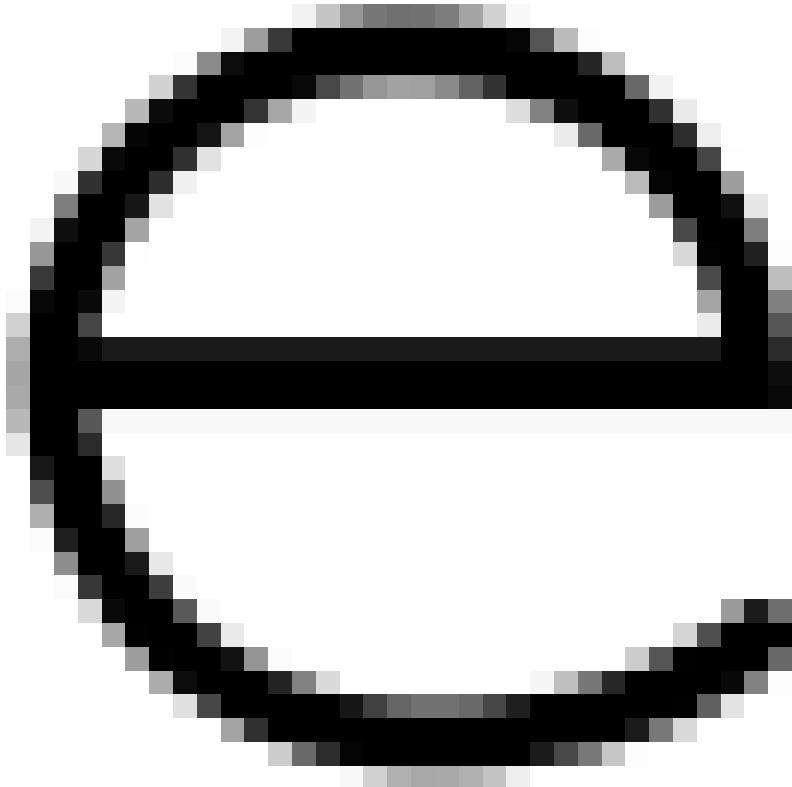


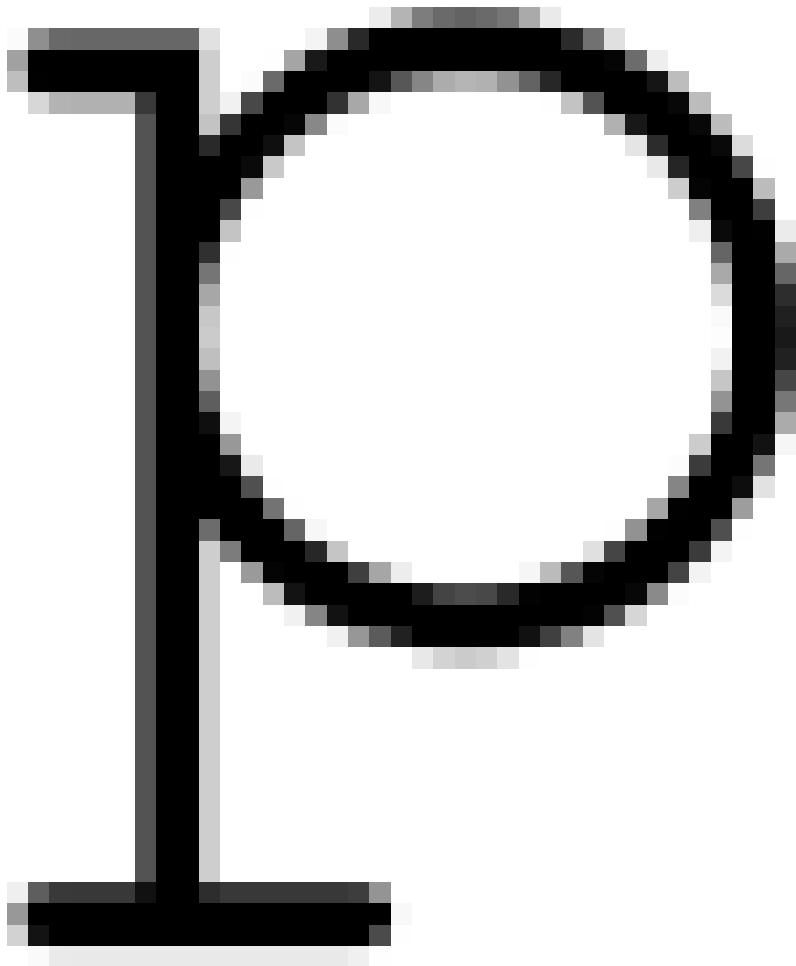


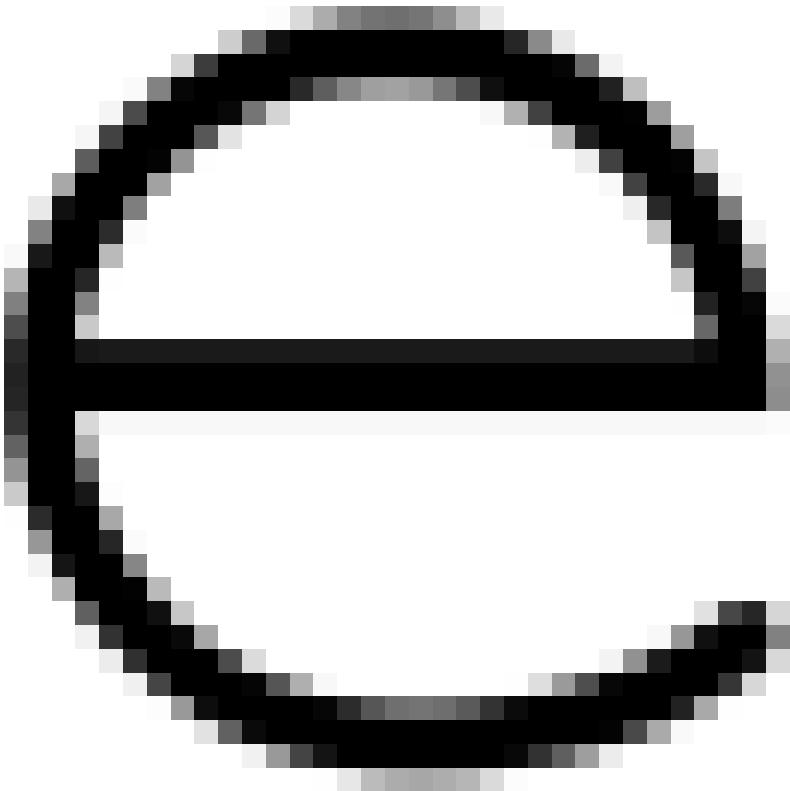


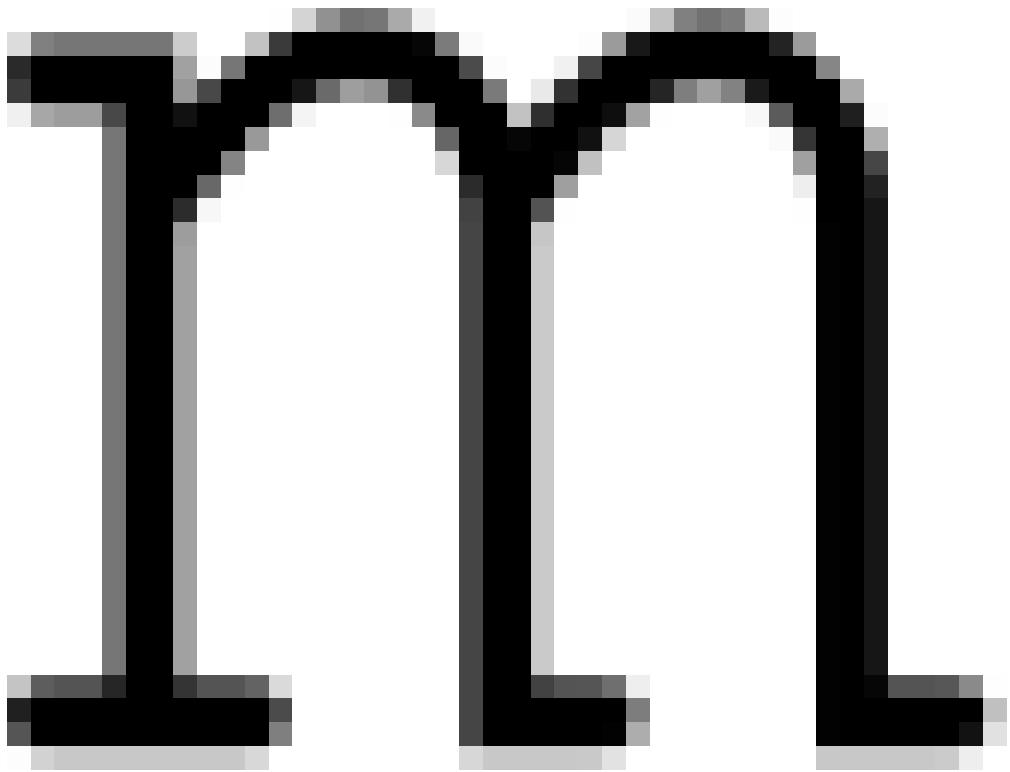


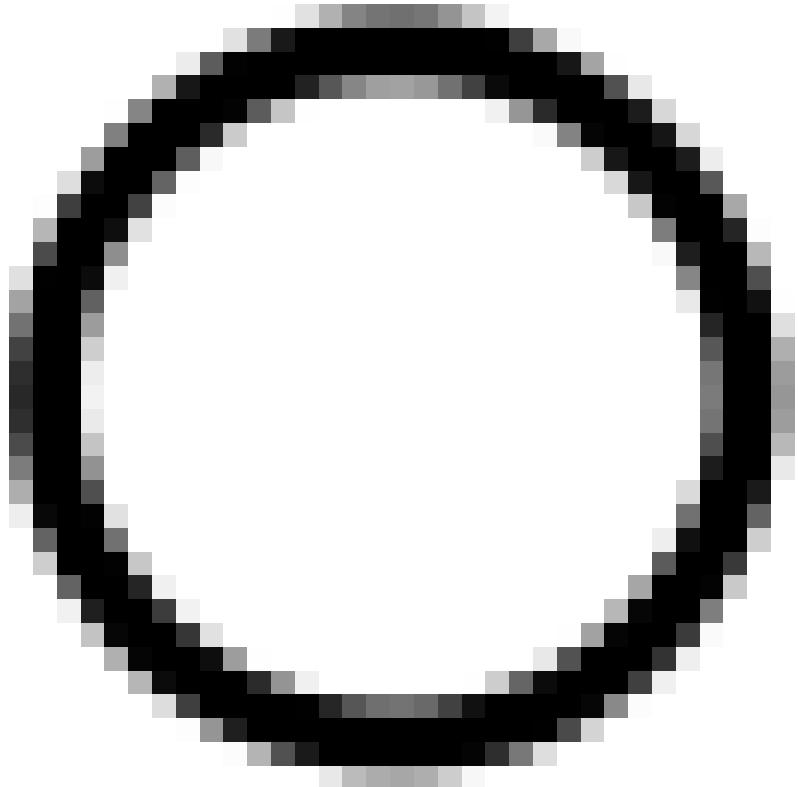


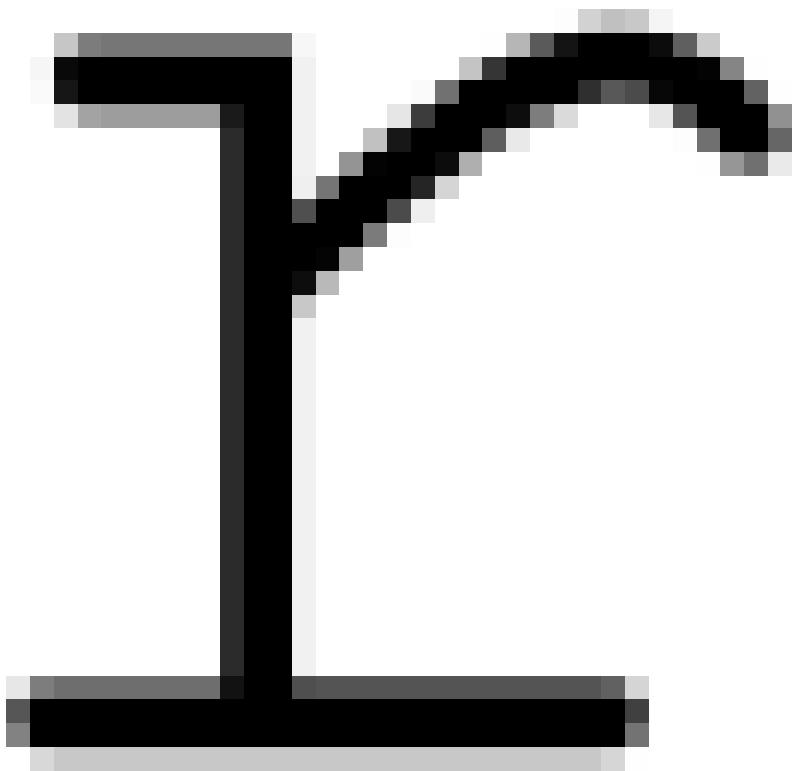


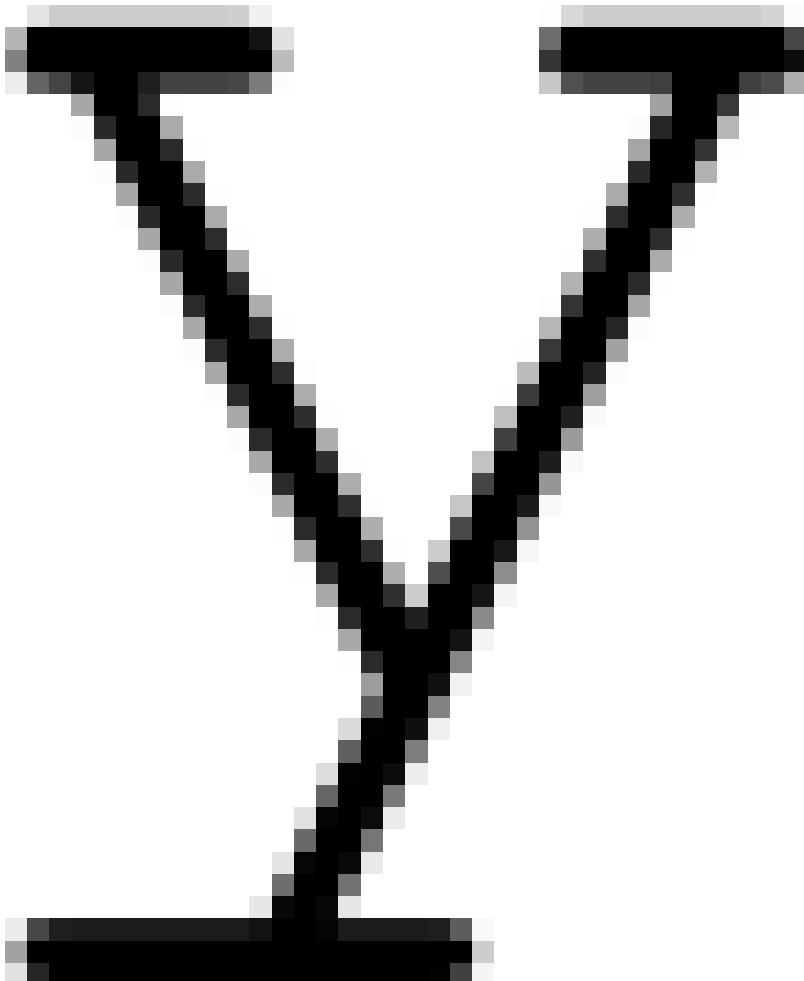


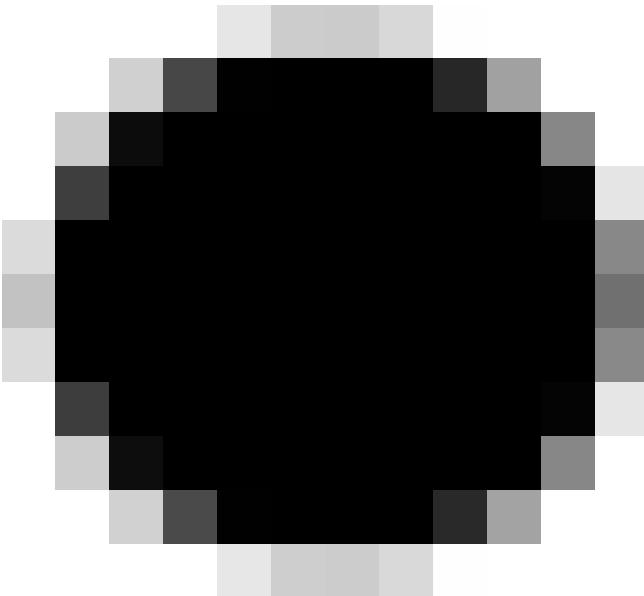






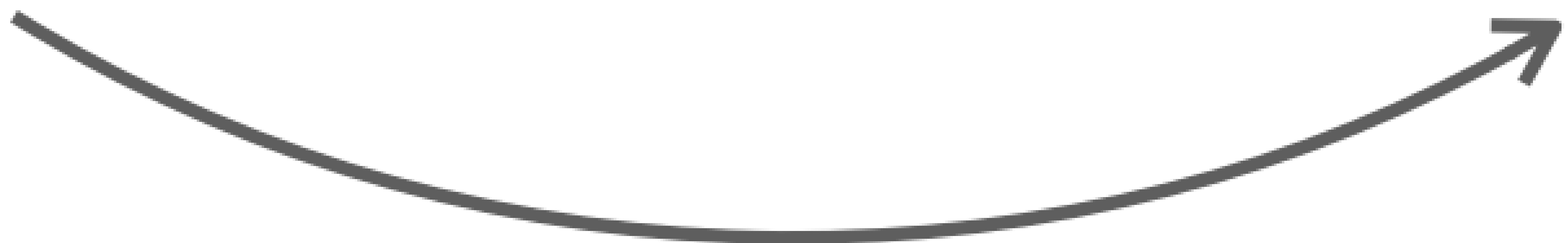




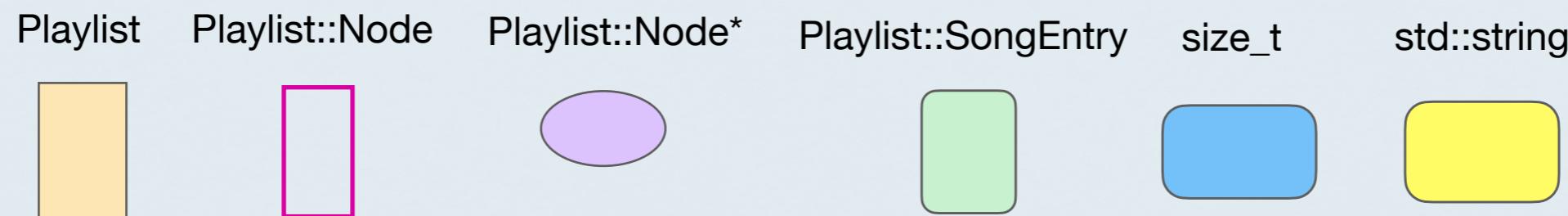
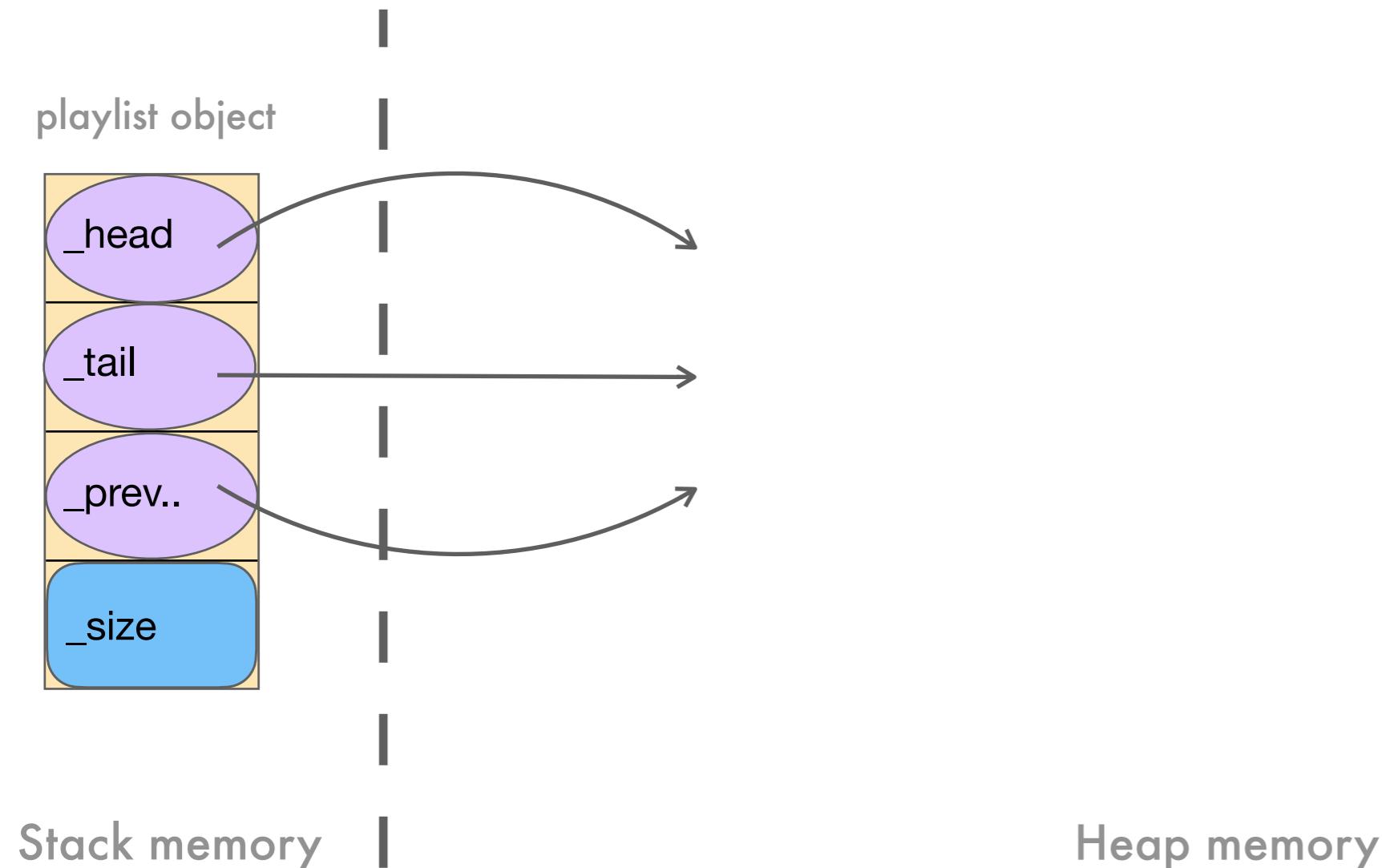


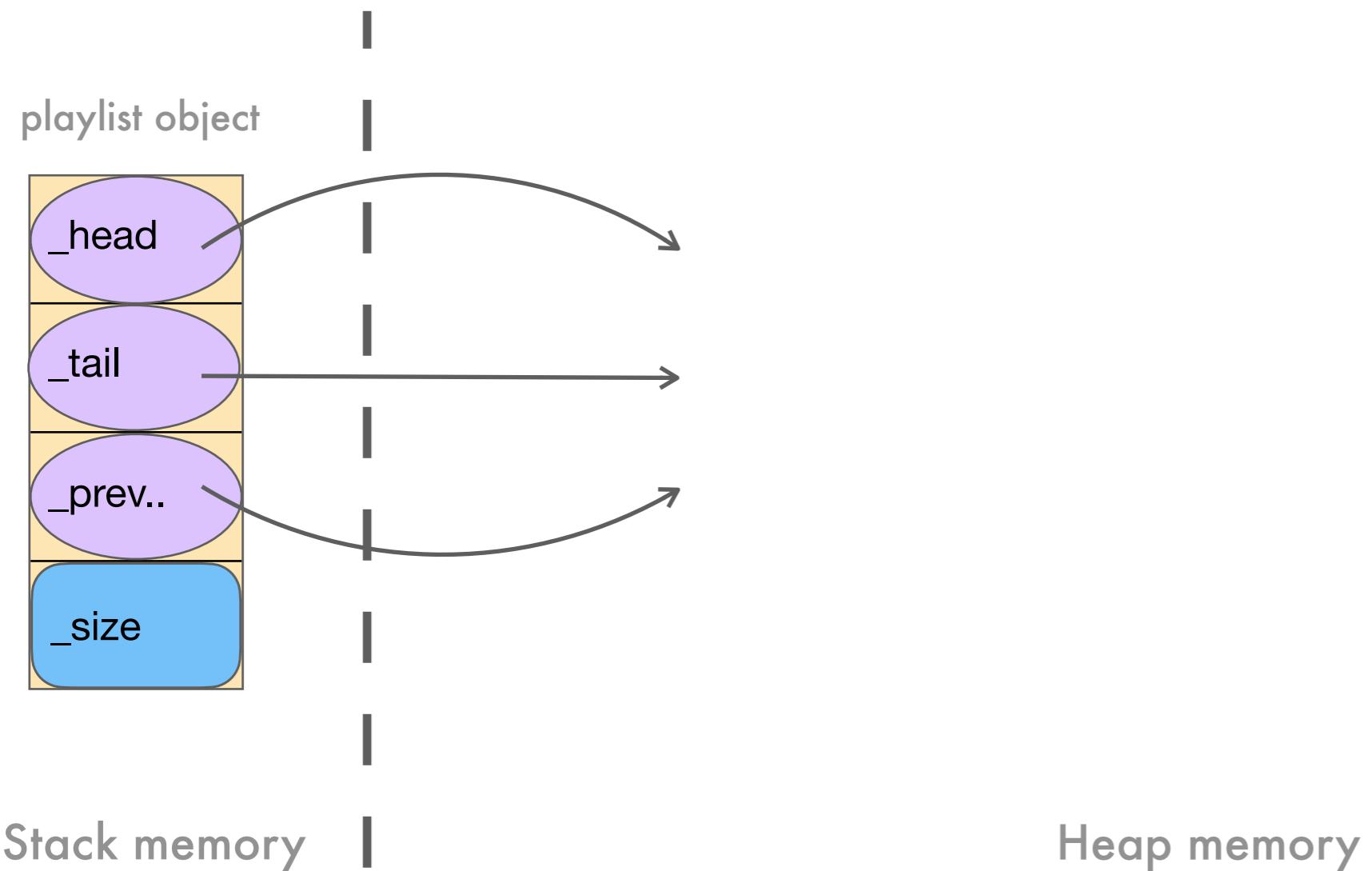






It will have node pointer (`Playlist::Node*`) data members that point into heap memory. The `Playlist` class will dynamically allocate (and deallocate) memory for Nodes in heap memory.





Playlist

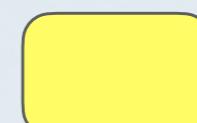
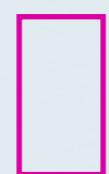
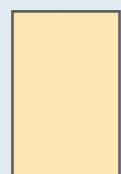
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend