

























Plavist

Legend



Privacyist: No



Payvist: Noode*



Playvist: Song Entry



size_



head

tsini

ORW.



size

stack memory

Heap memory

playivist • obdient



std::string























































































































































































































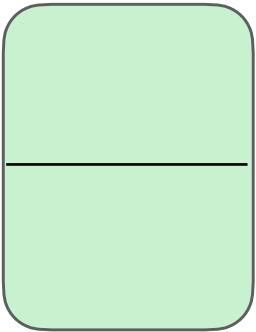












`_next`

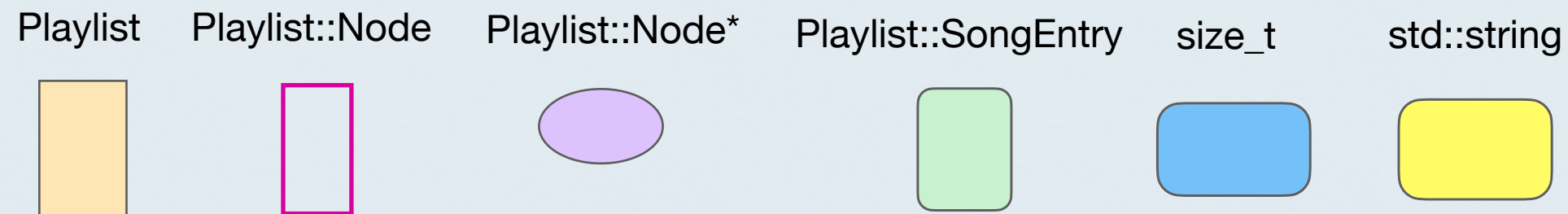
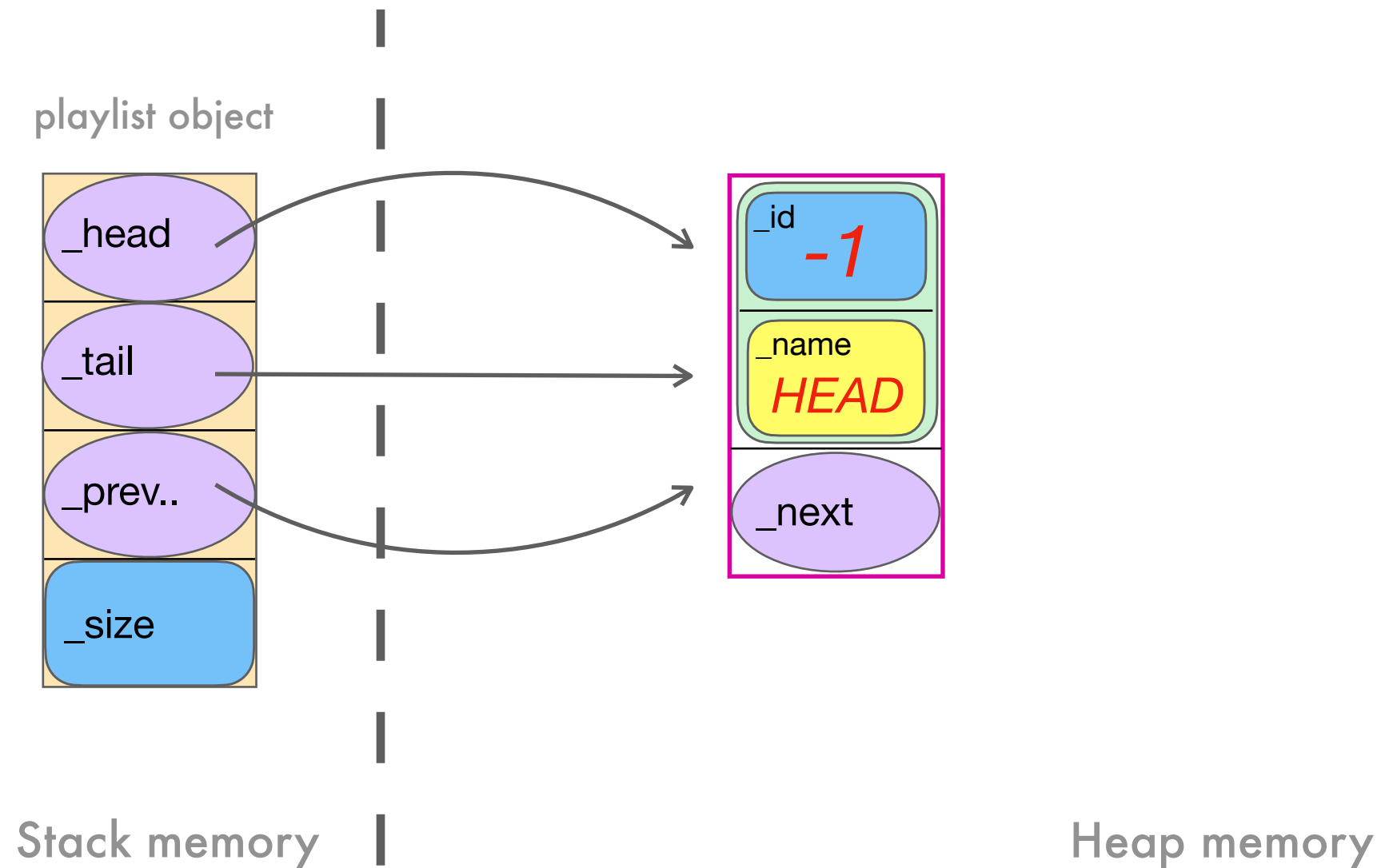
_id

_name

-1

HEAD

These Node*'s should be initialized to point to the one and same head sentinel node with sentinel SongEntry member values of -1 and "HEAD".



Legend

