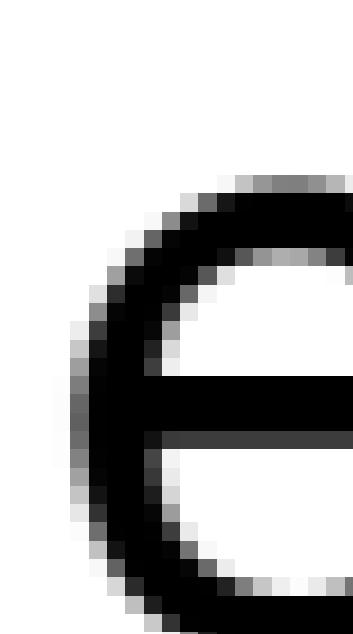
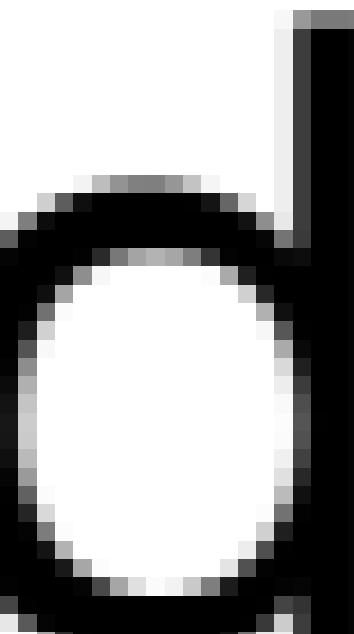
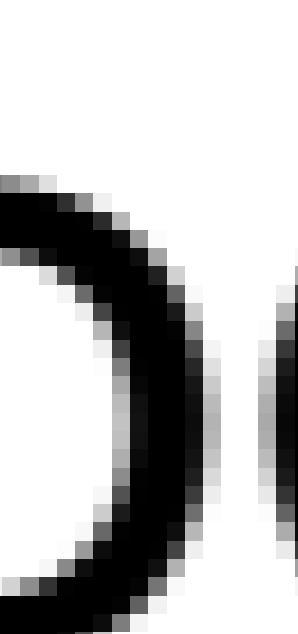
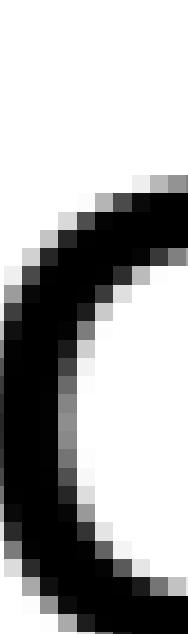
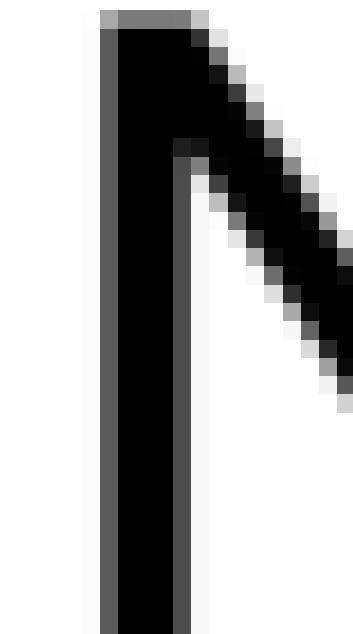
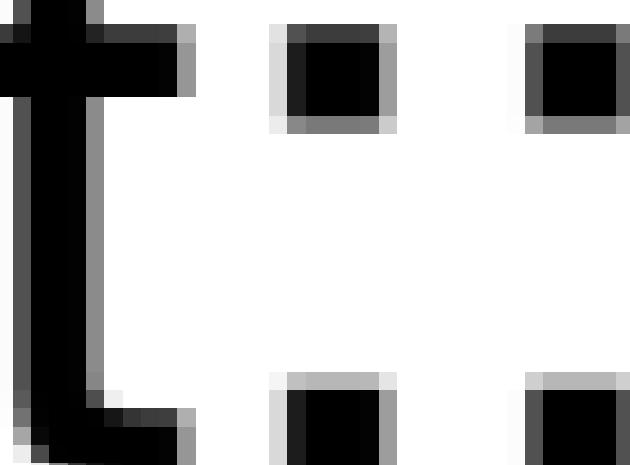
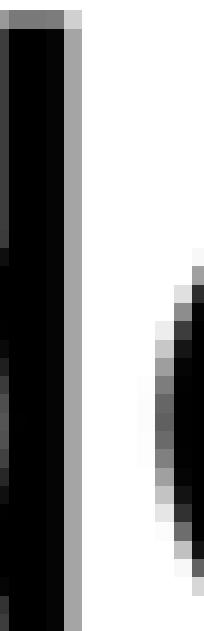
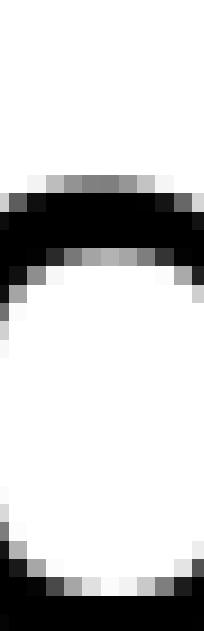
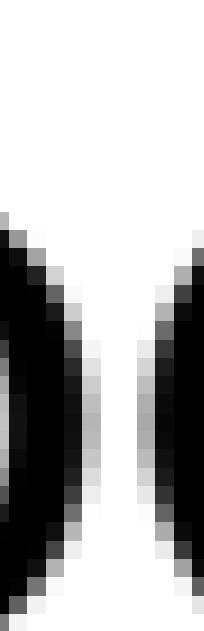
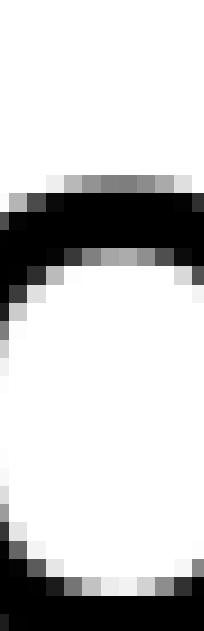
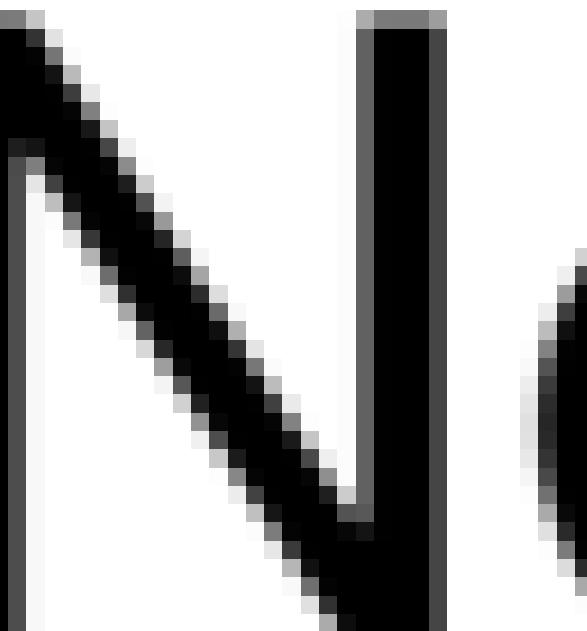
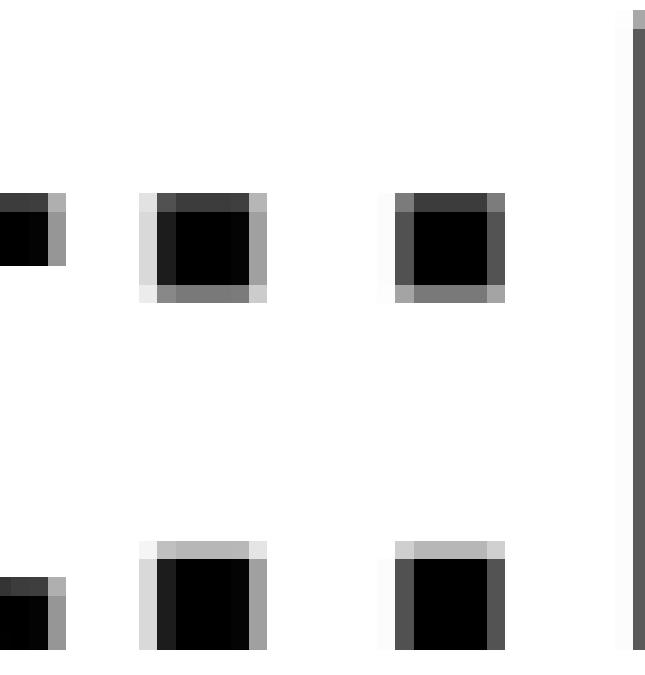
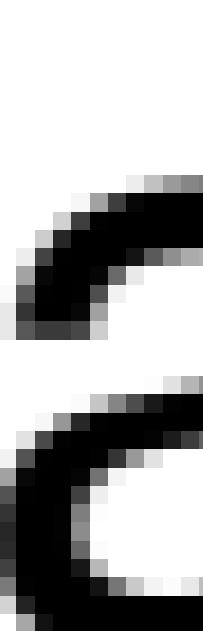


Legend











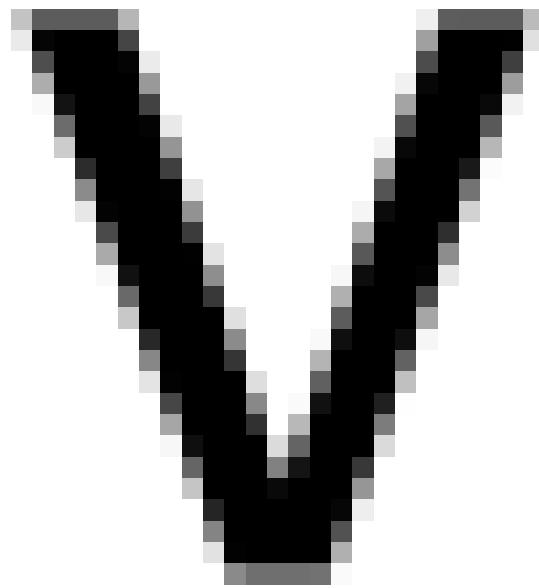
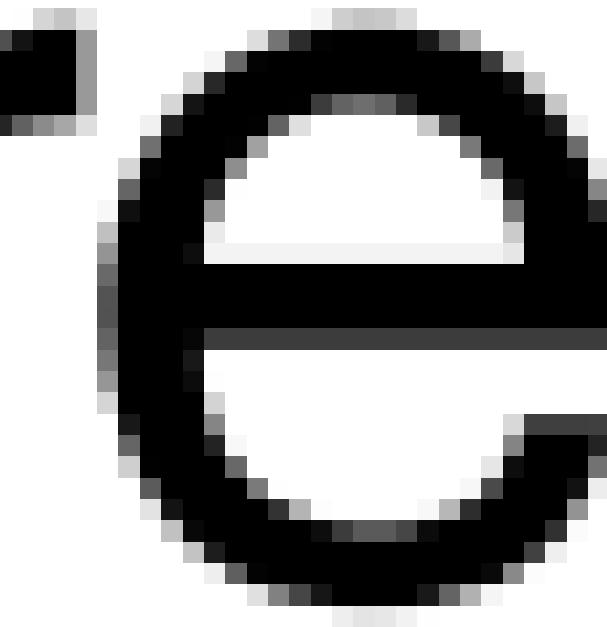
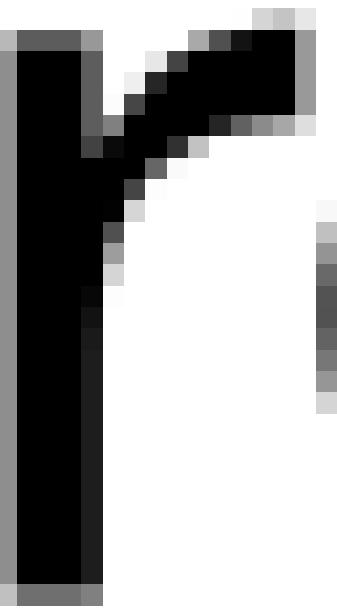
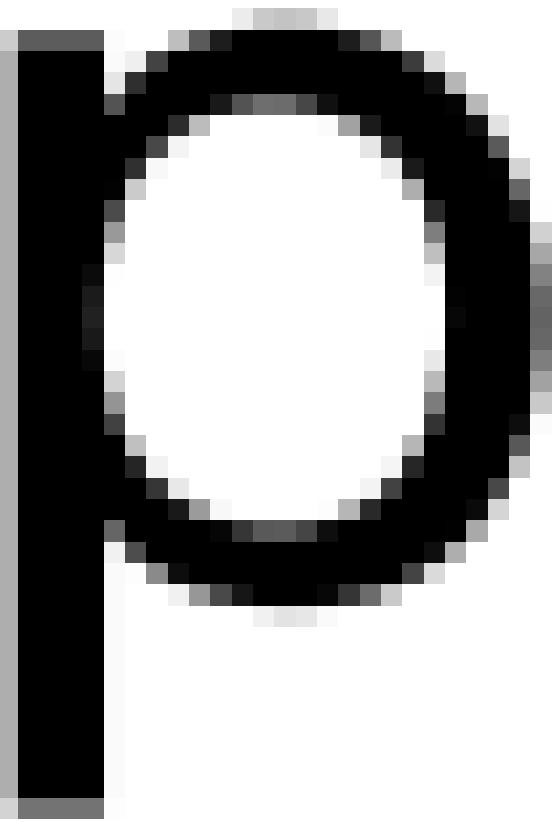
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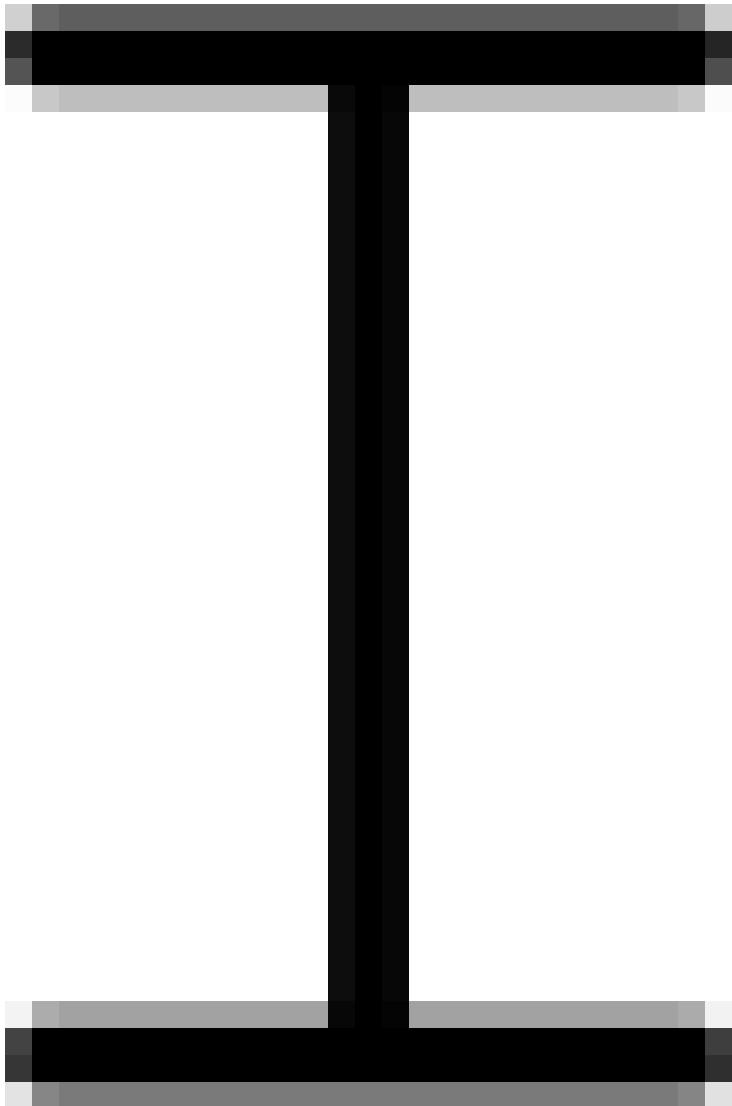
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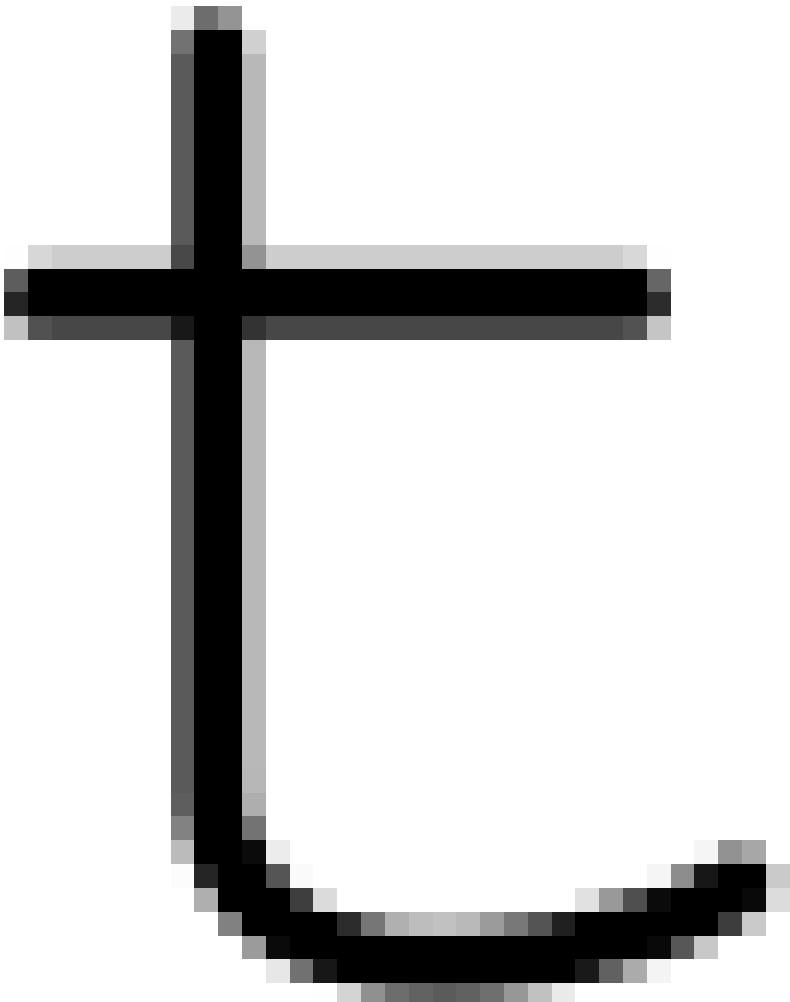
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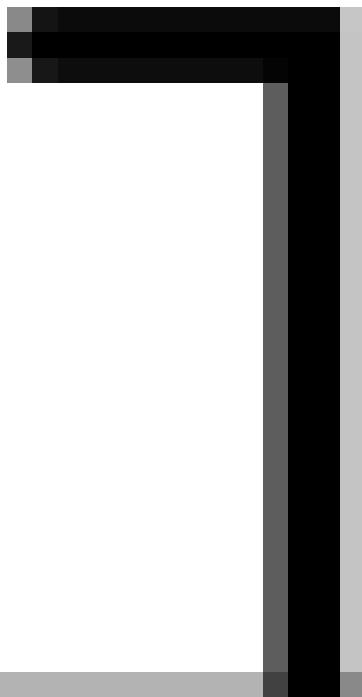
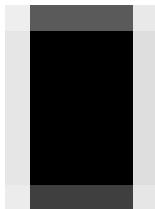


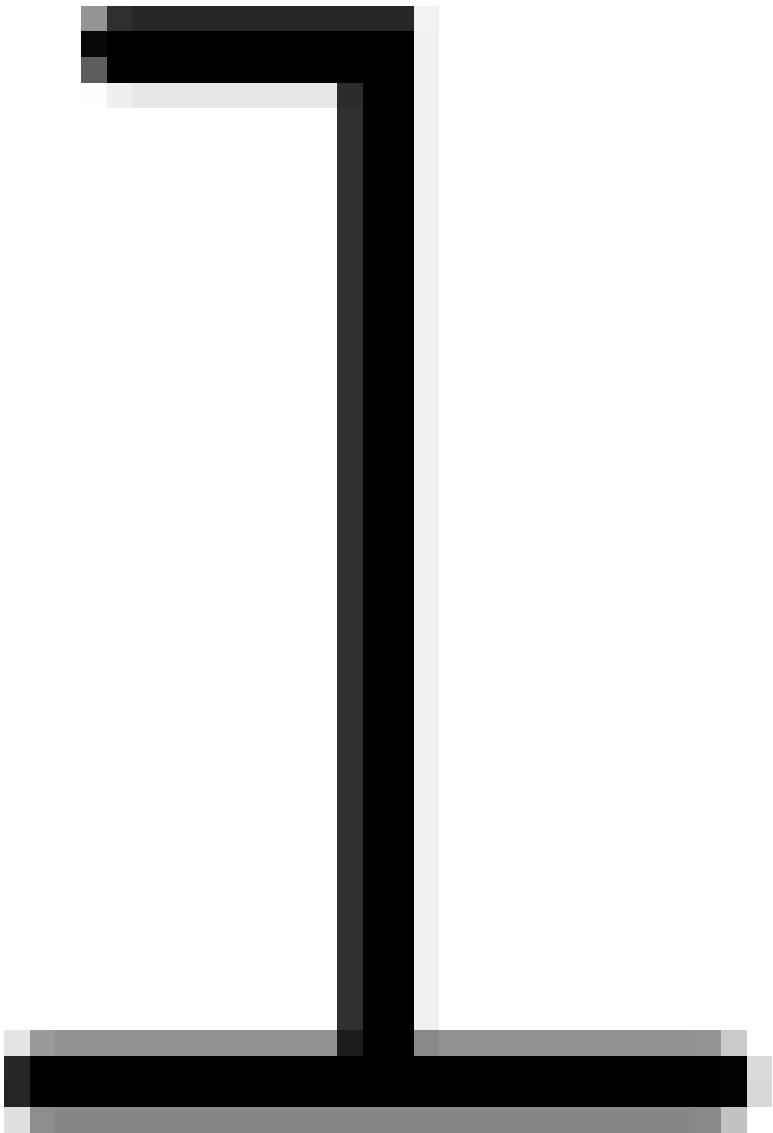


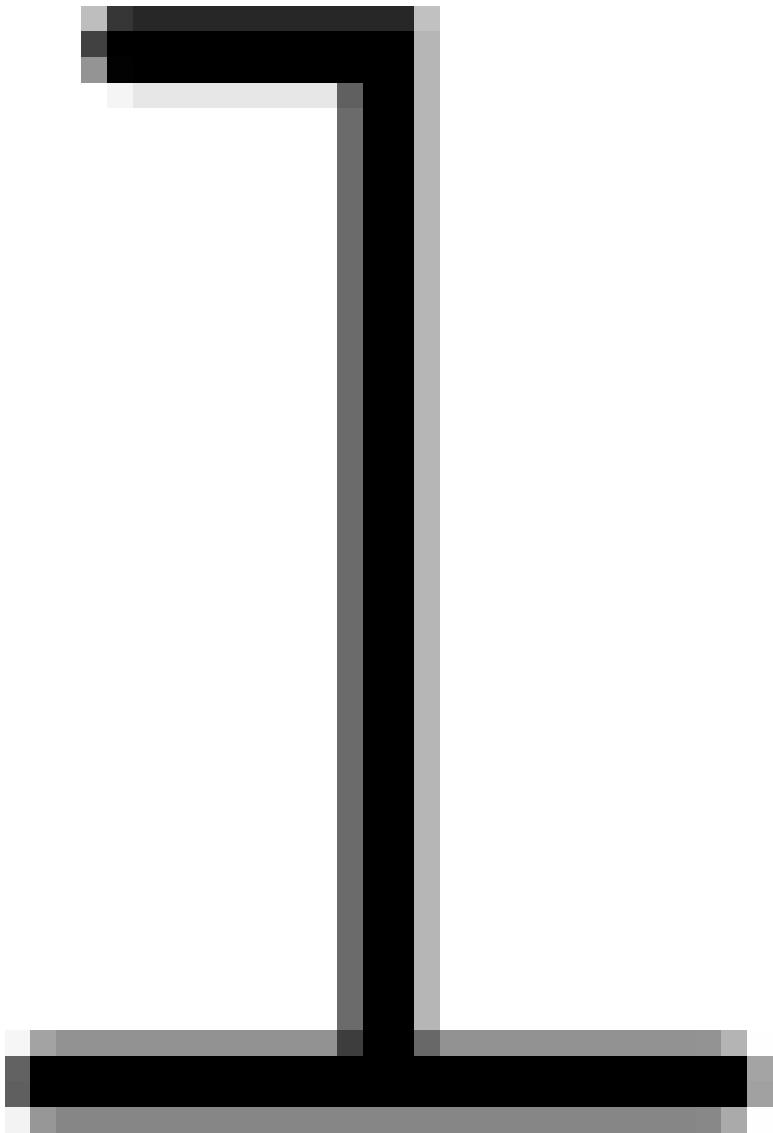


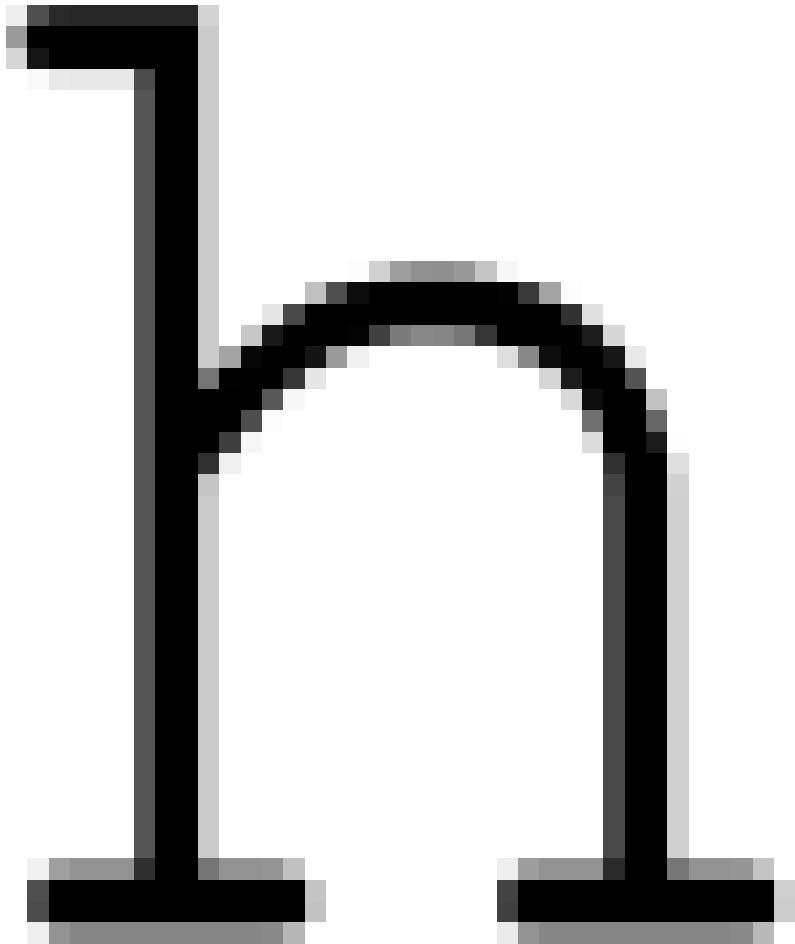


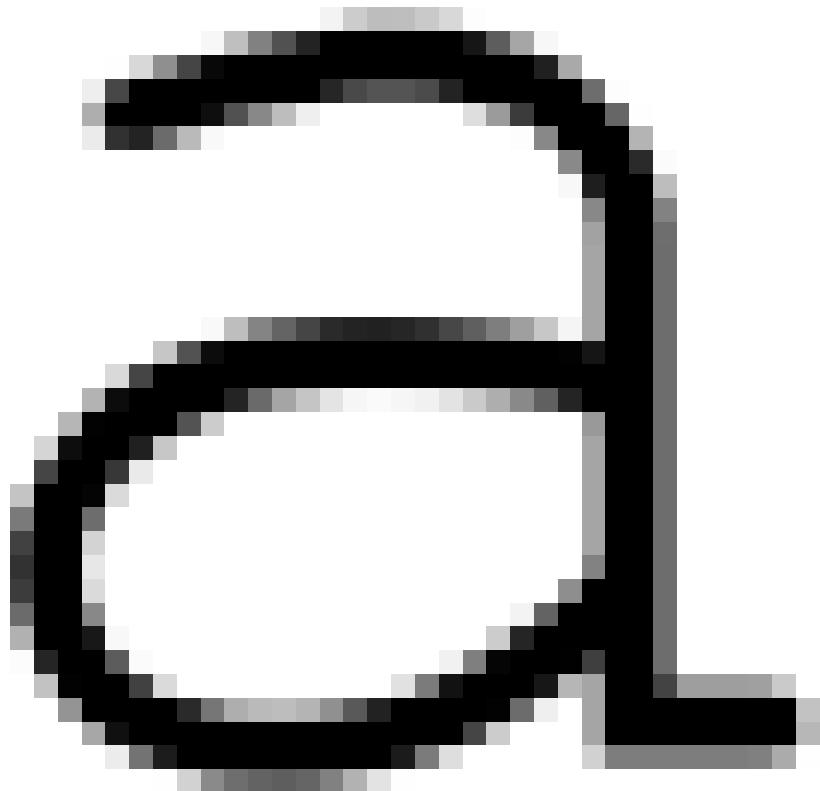




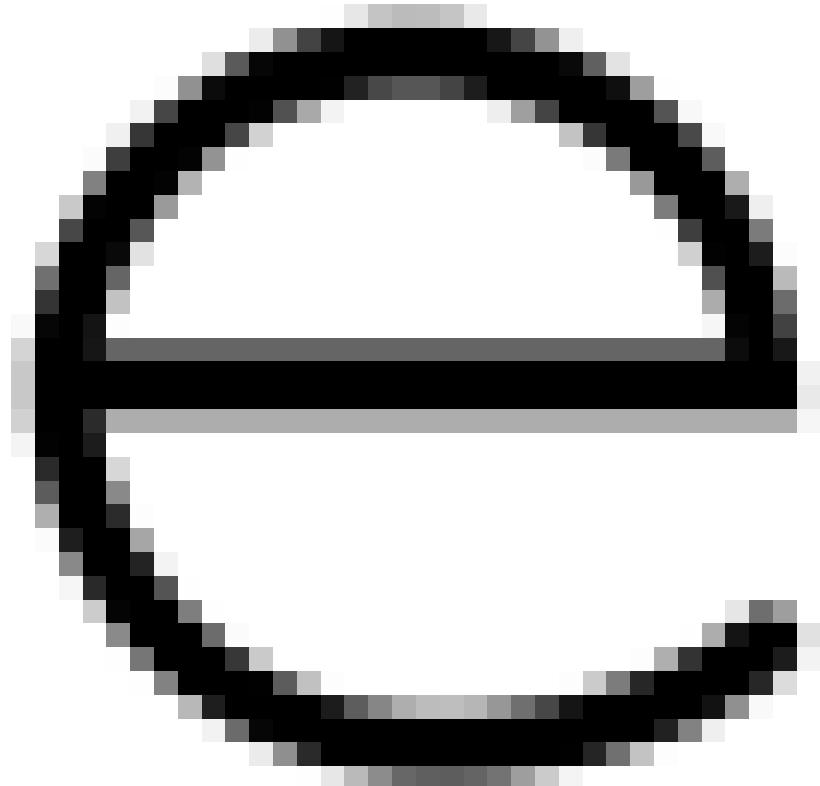


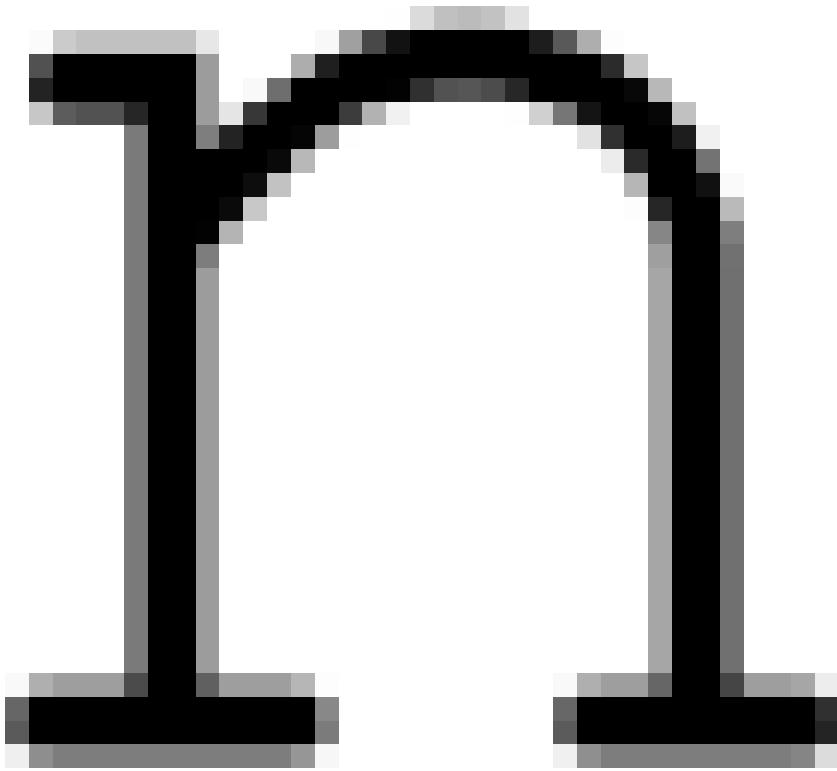


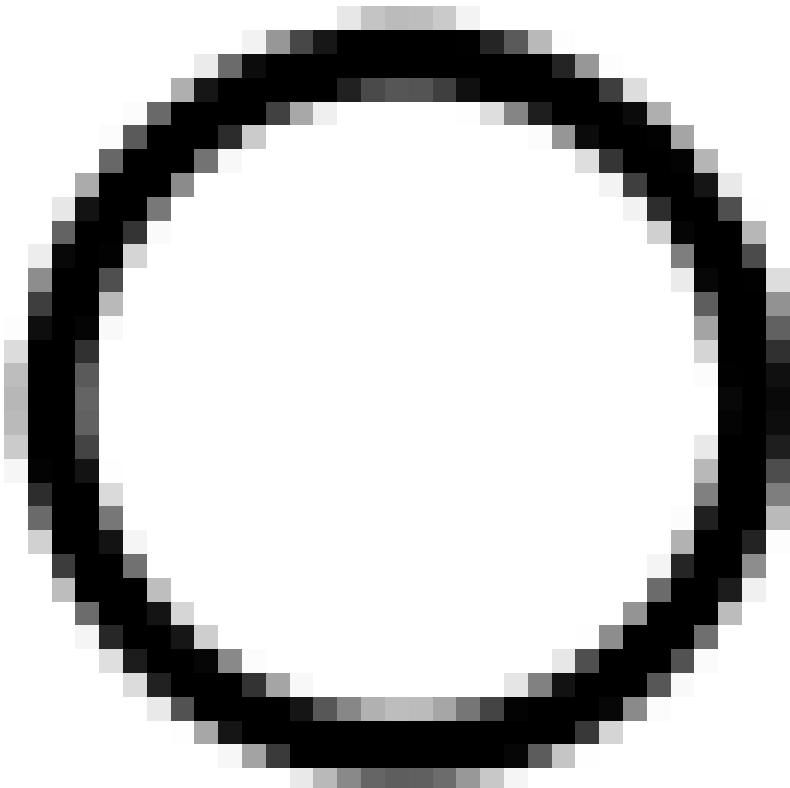




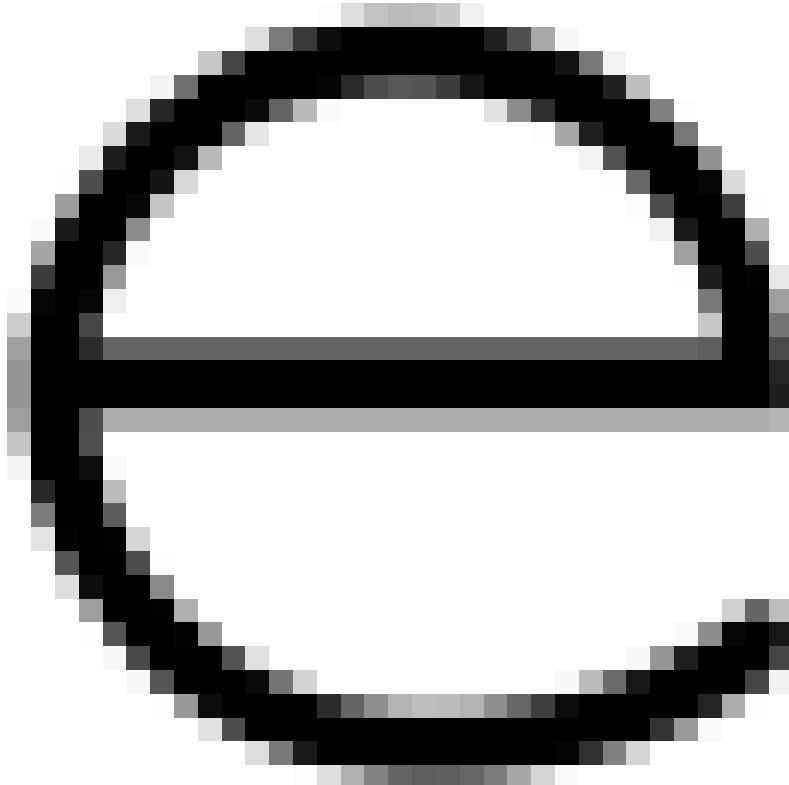




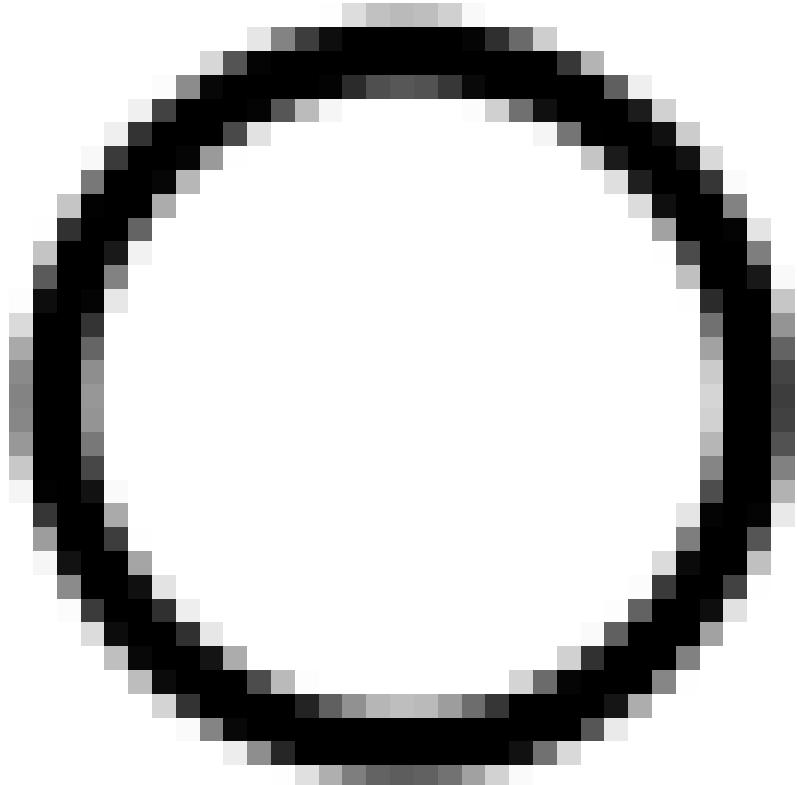


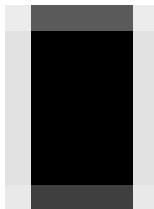


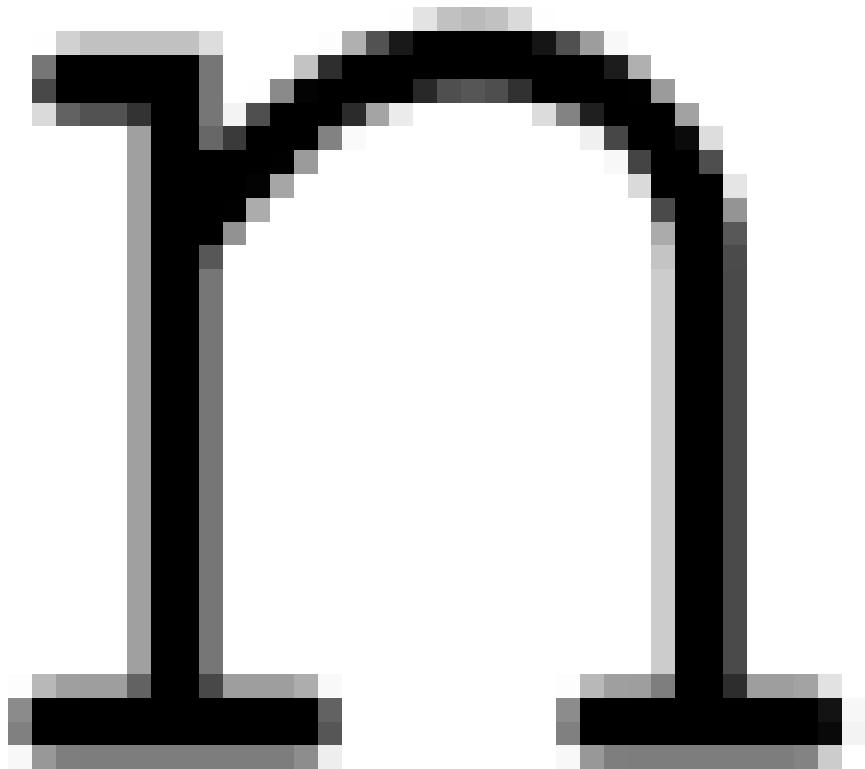


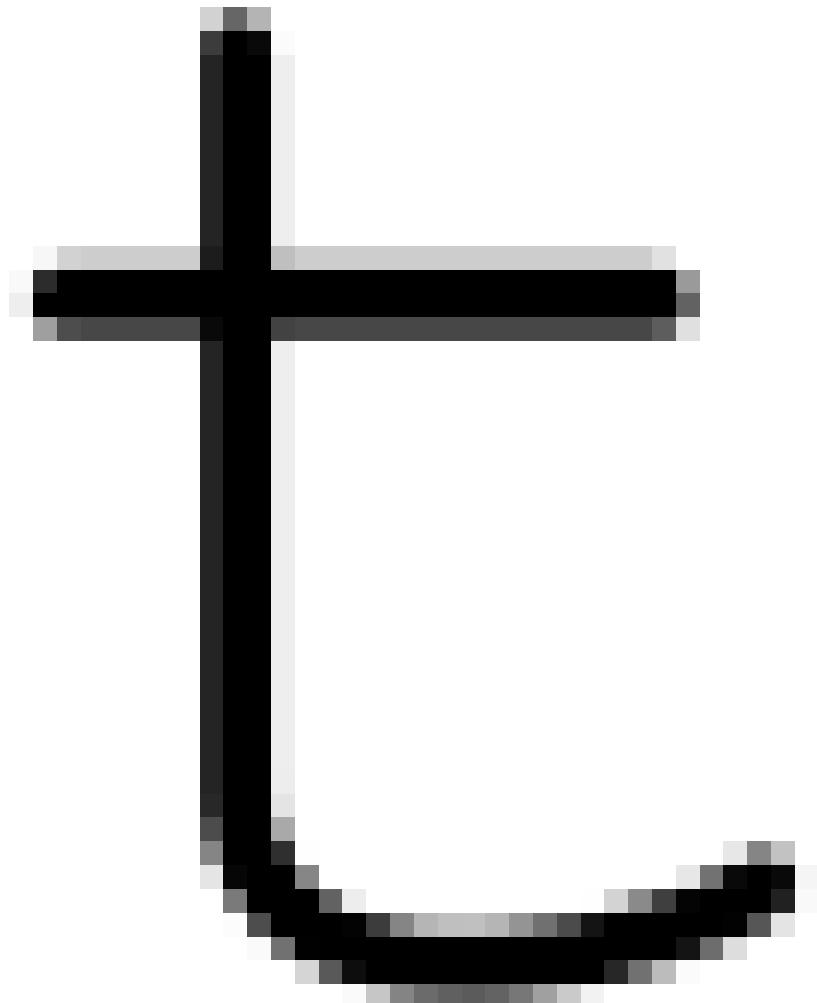


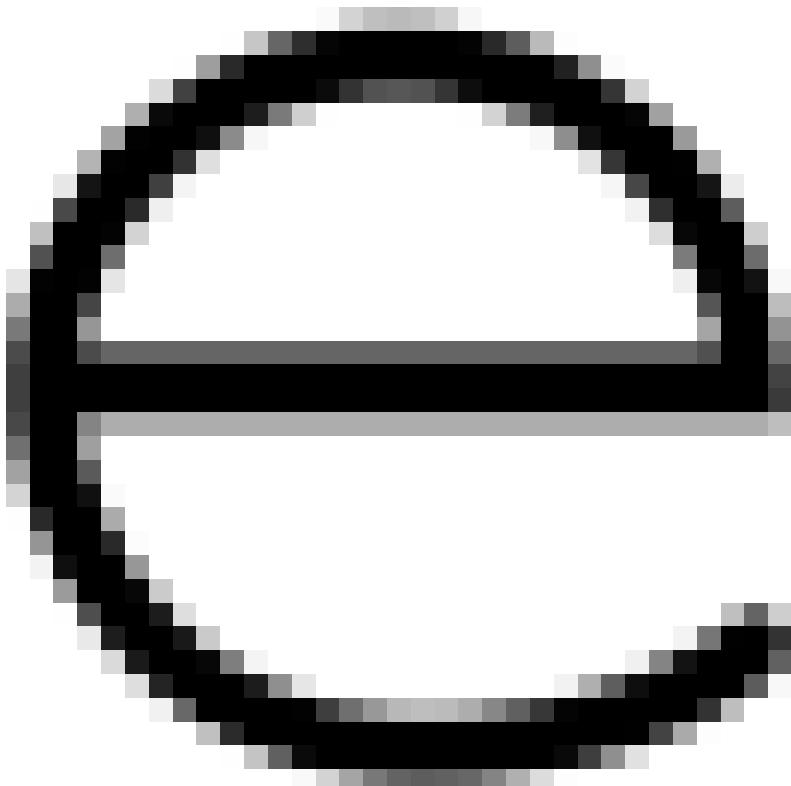


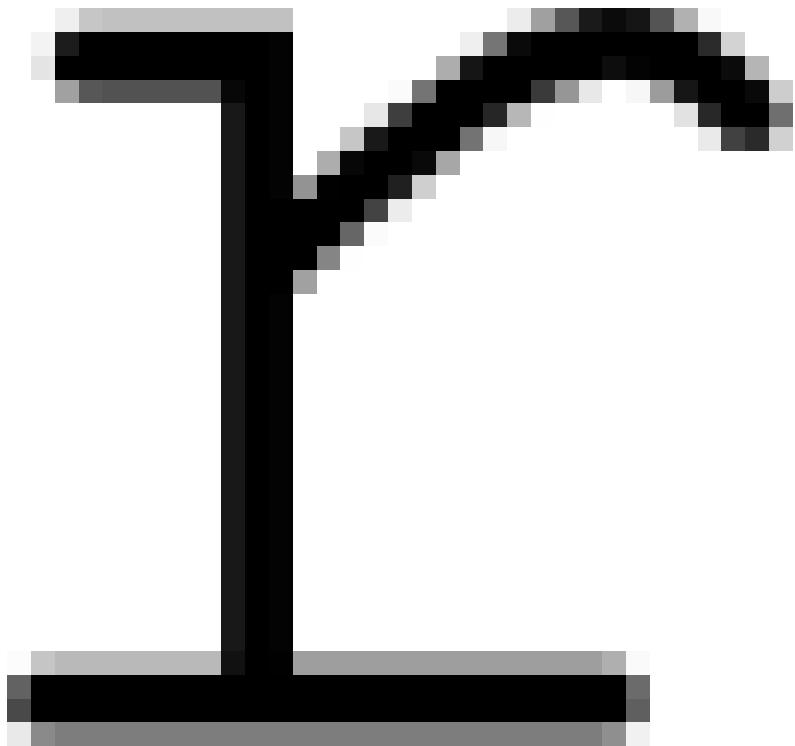


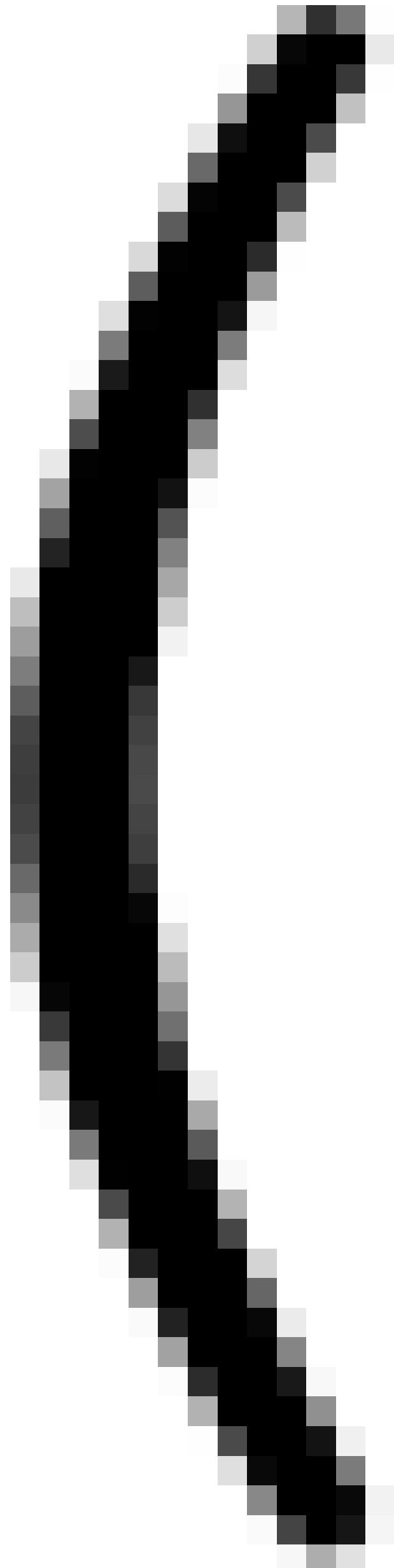




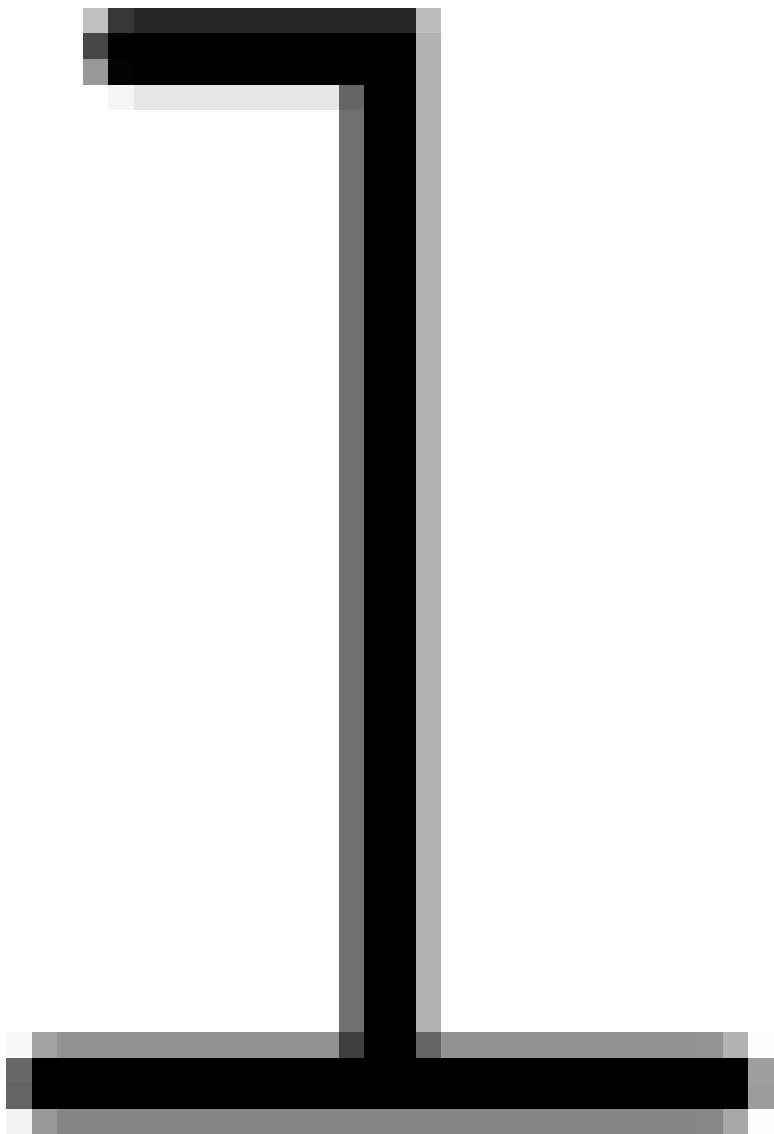


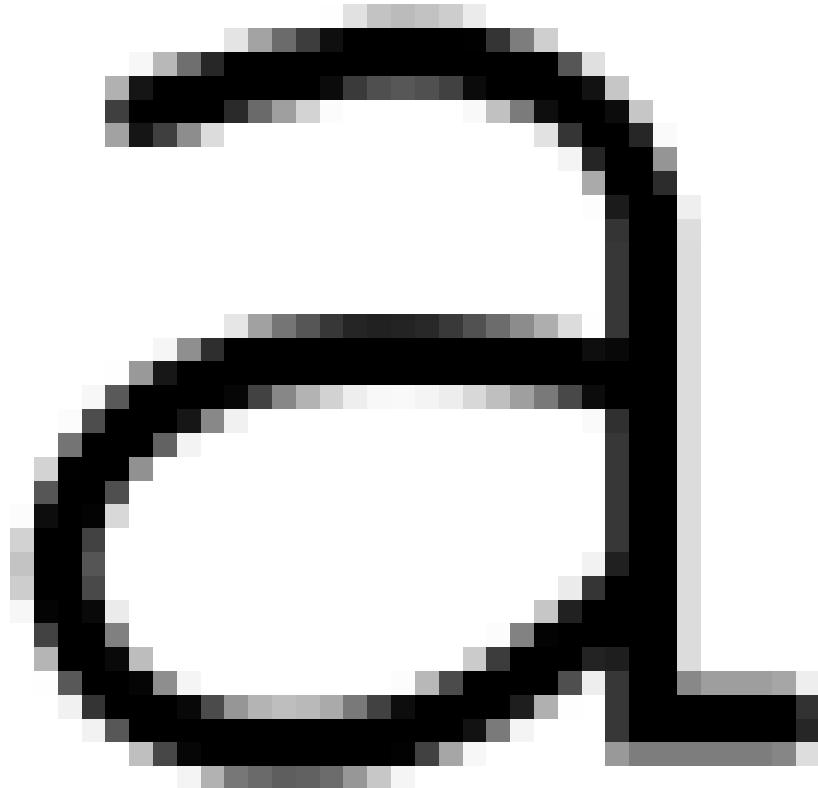


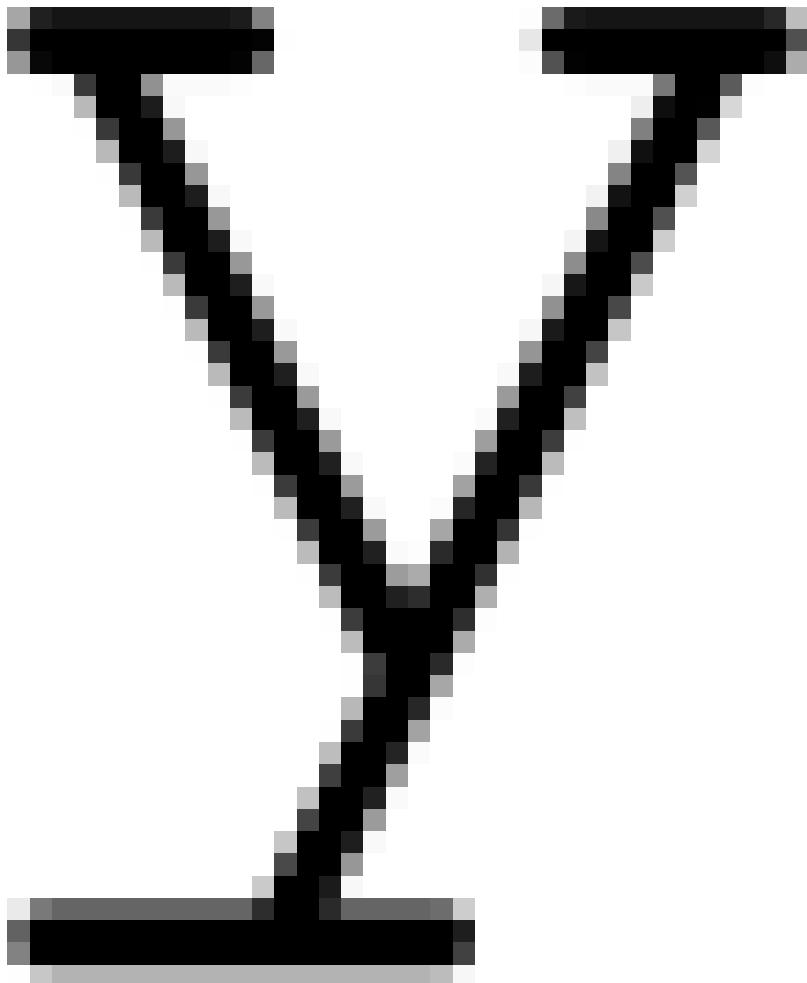


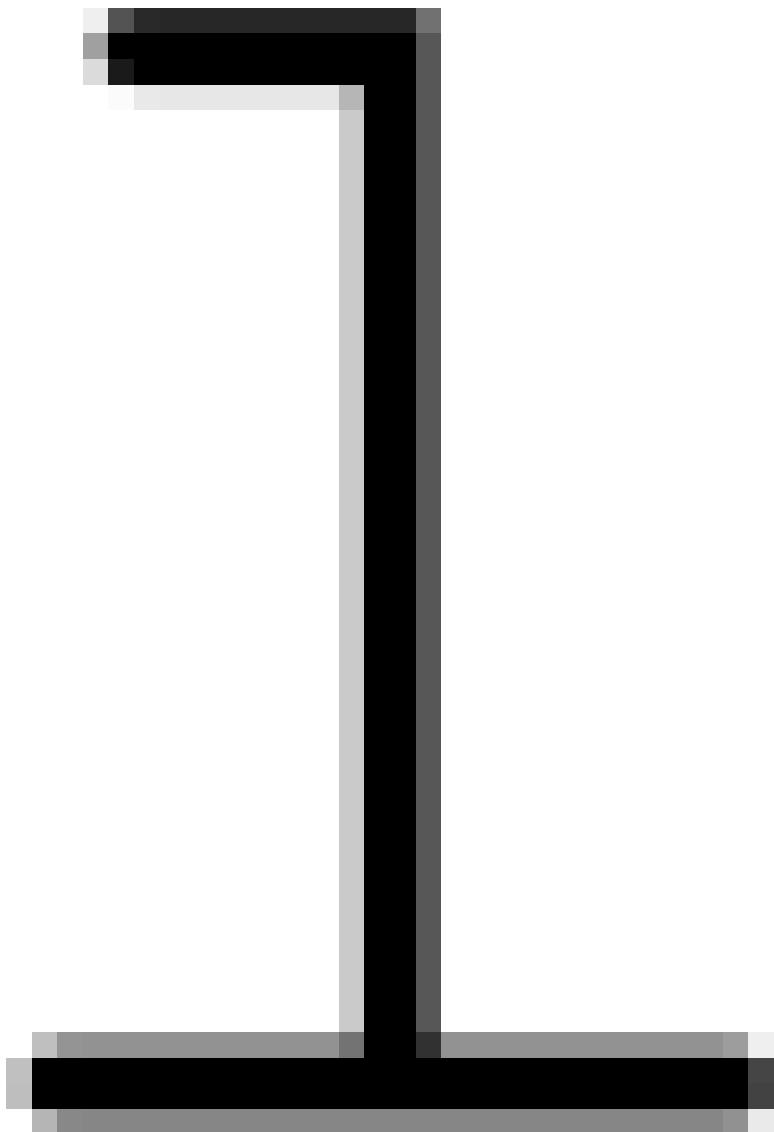


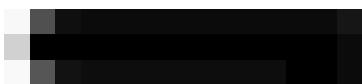
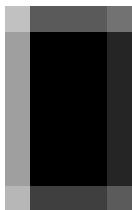


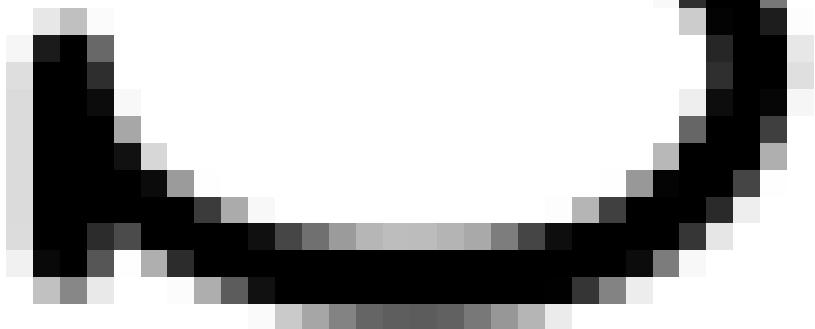
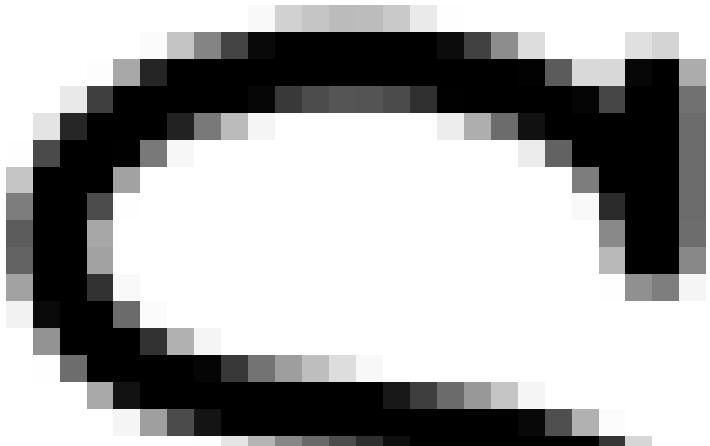


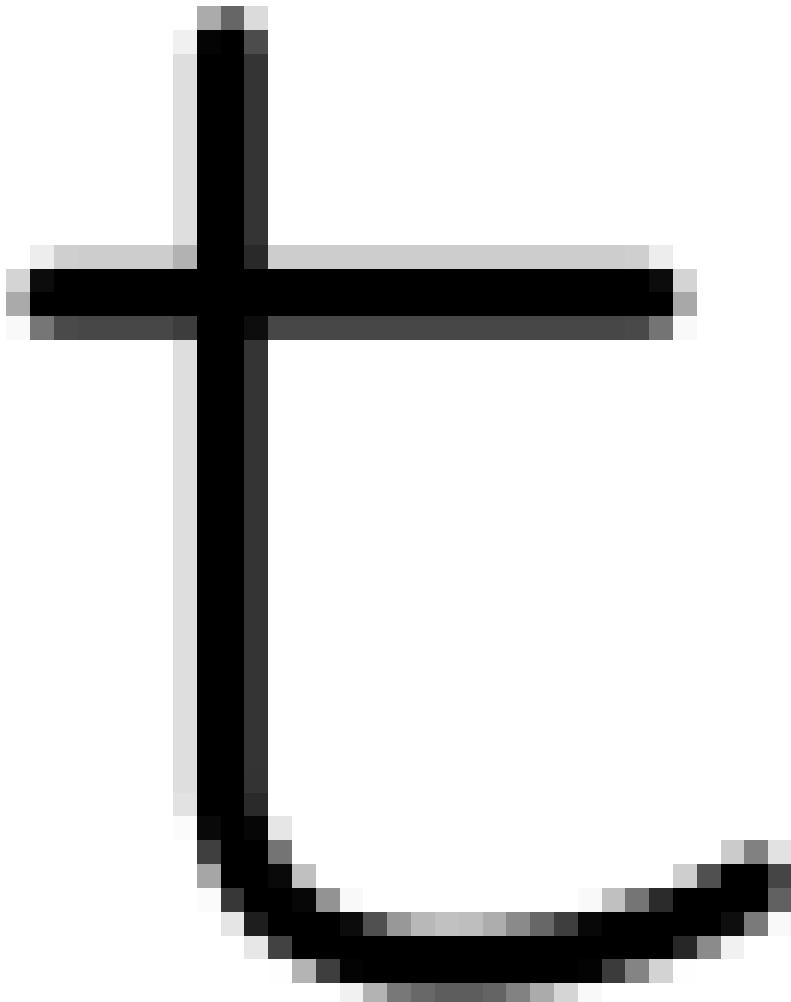


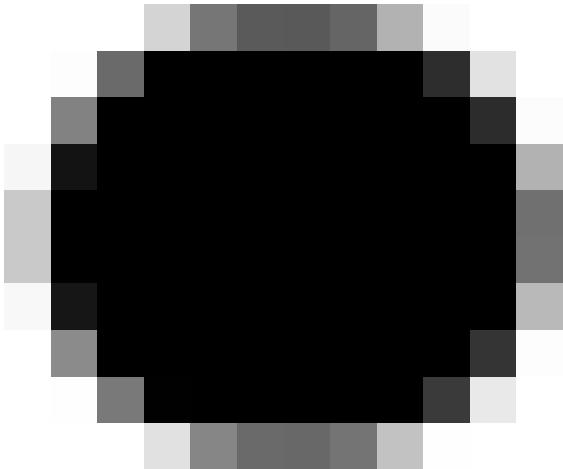
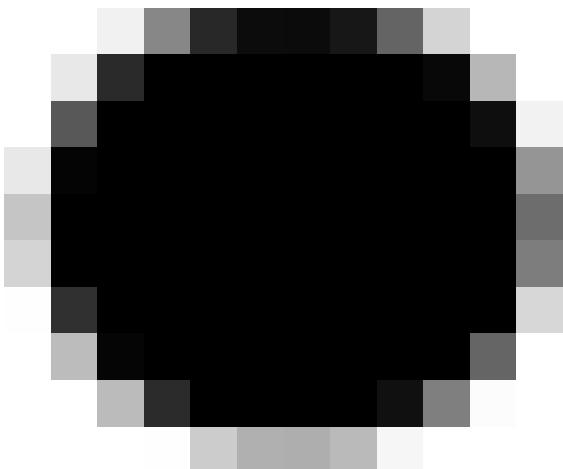


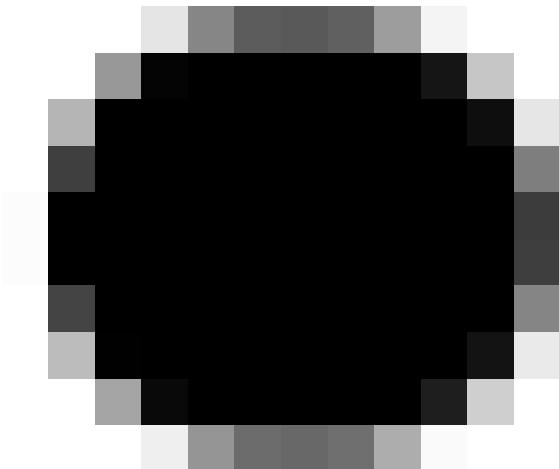
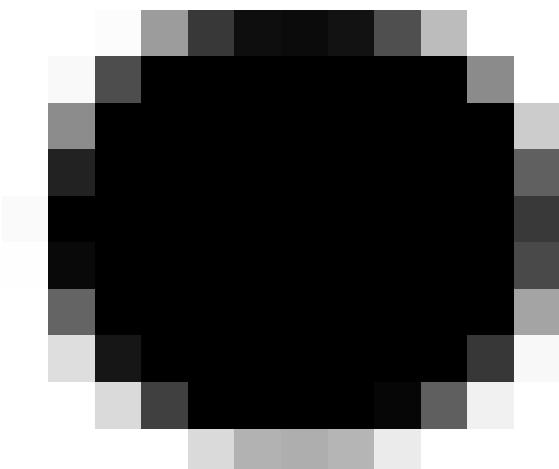




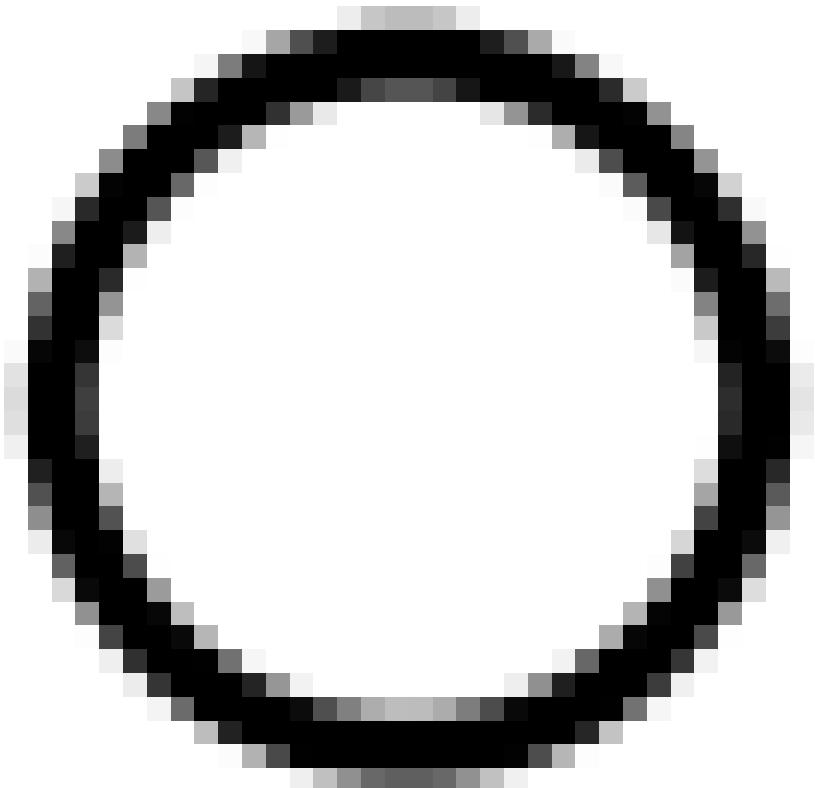




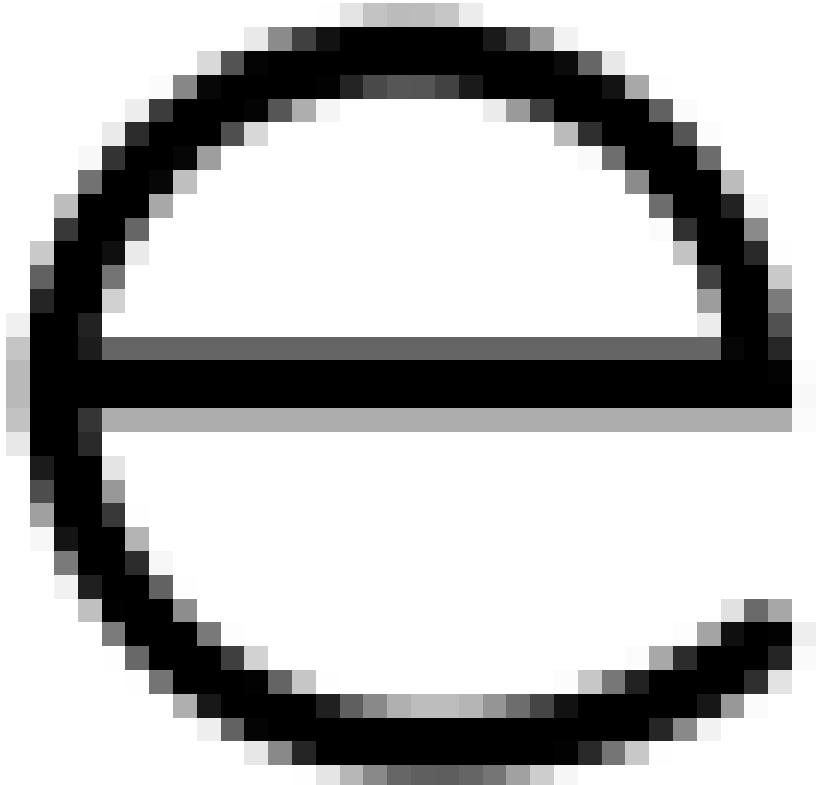


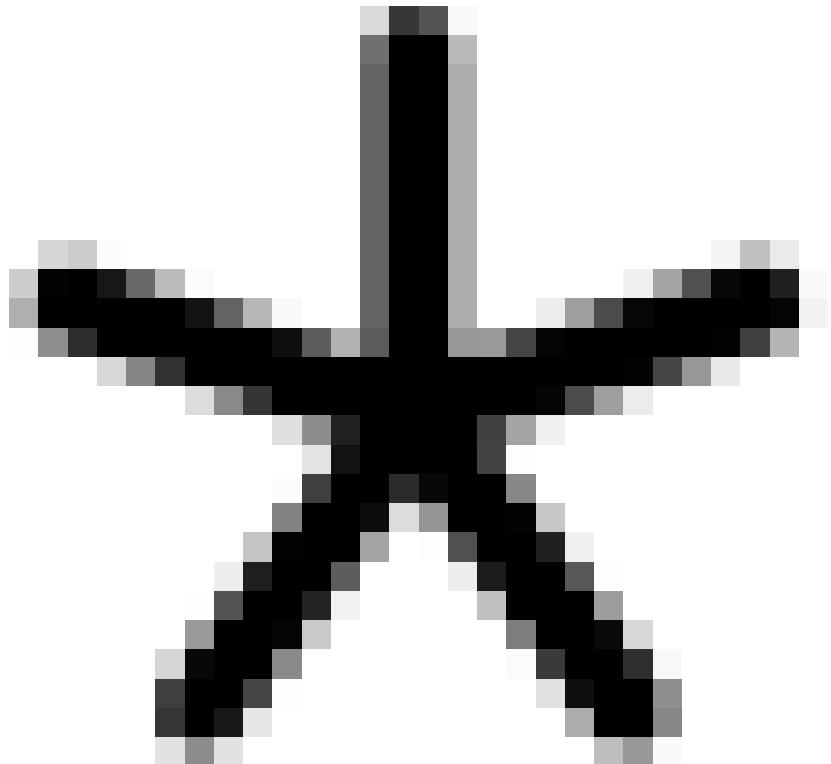


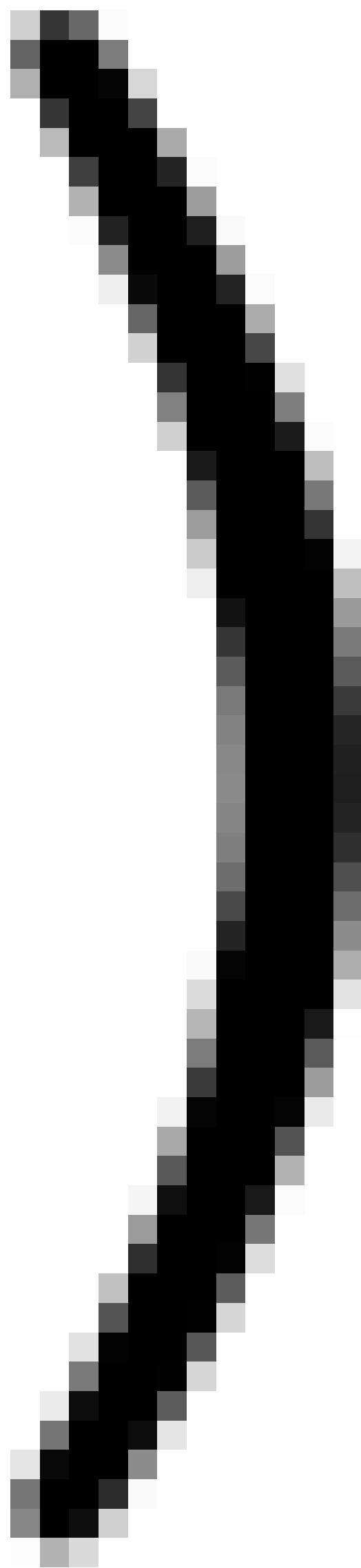




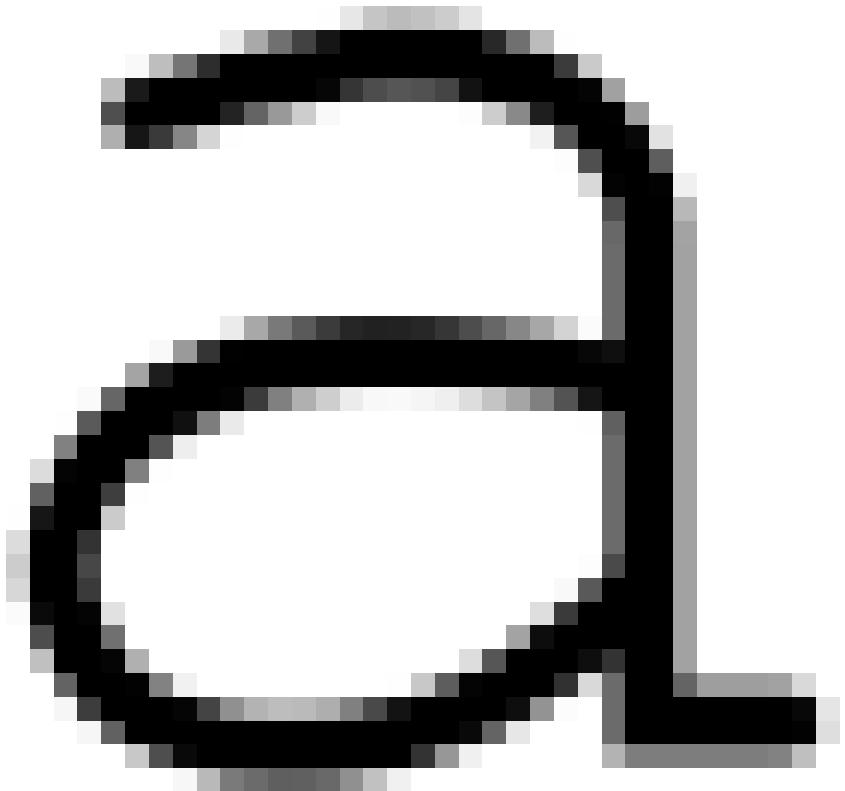


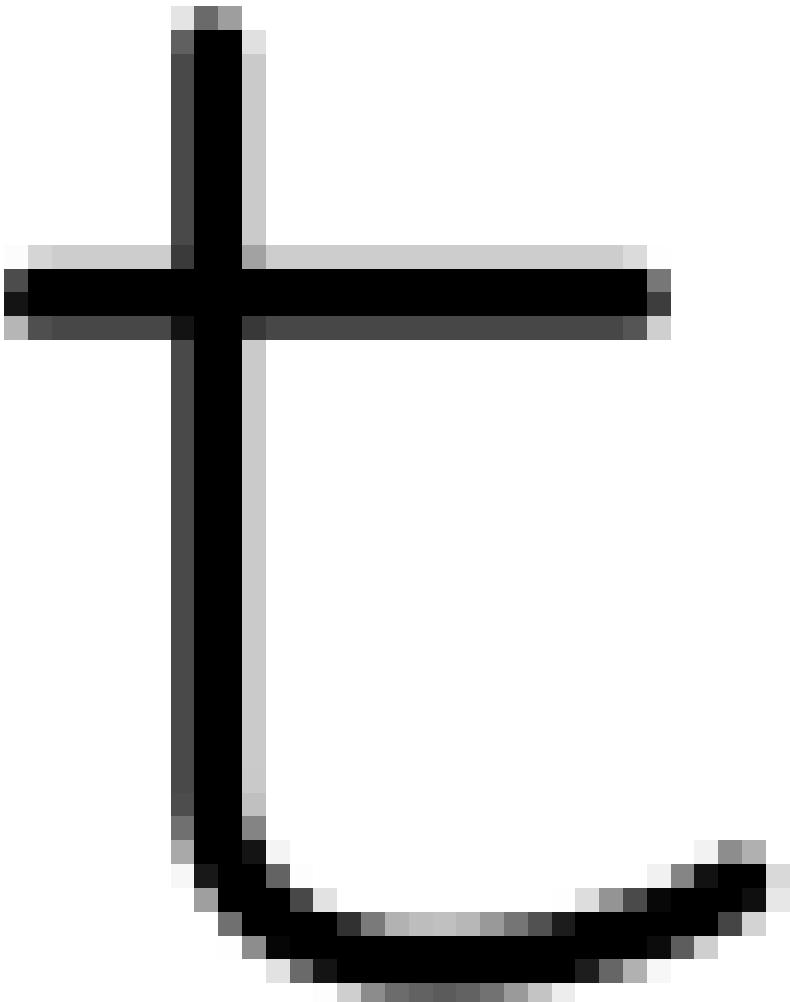


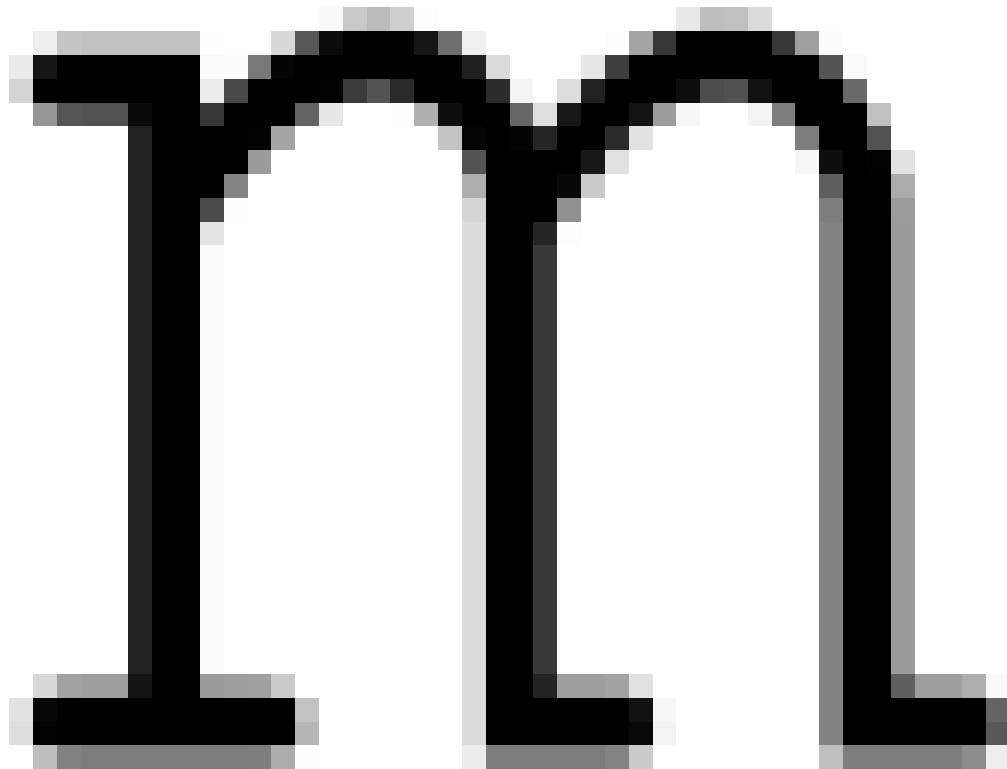


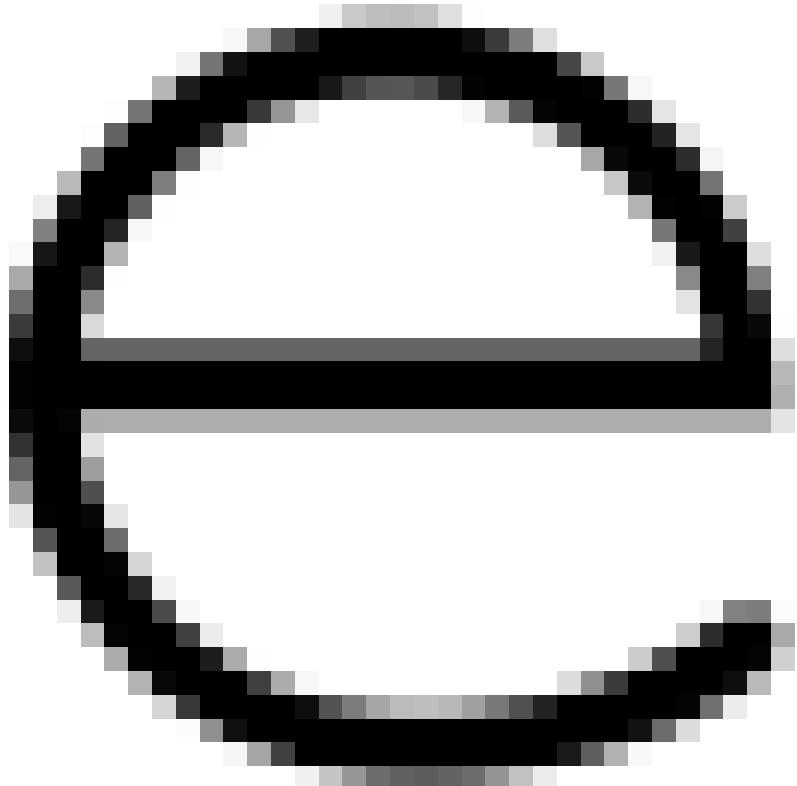


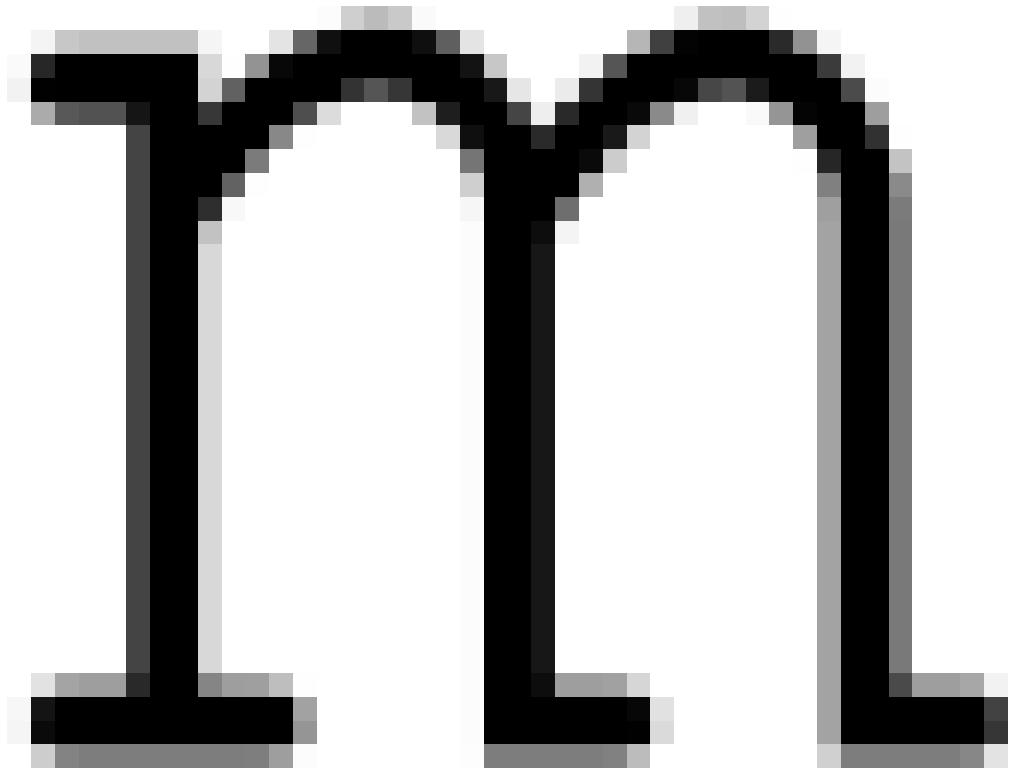




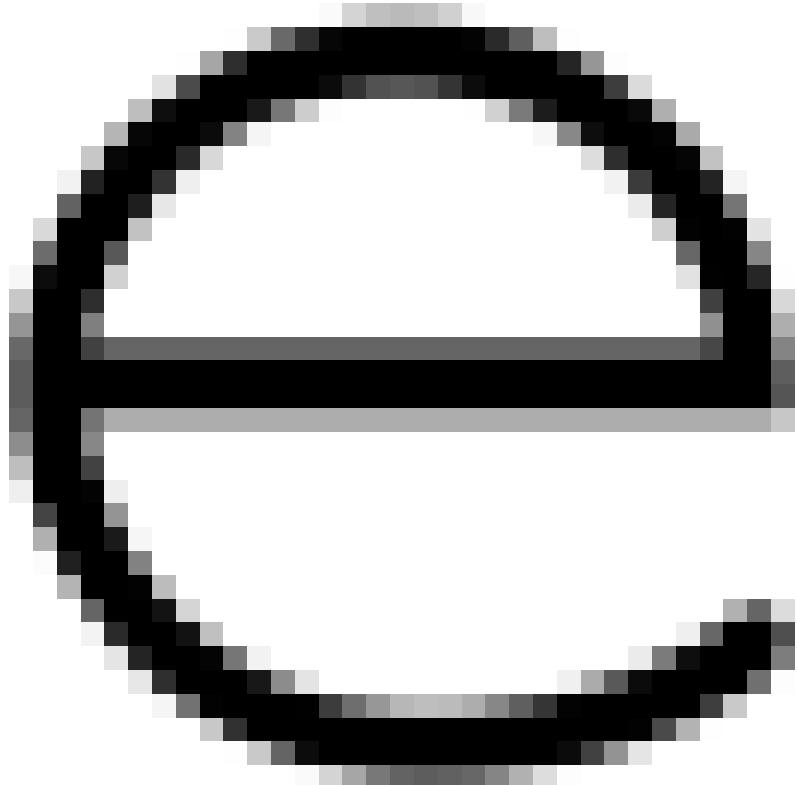


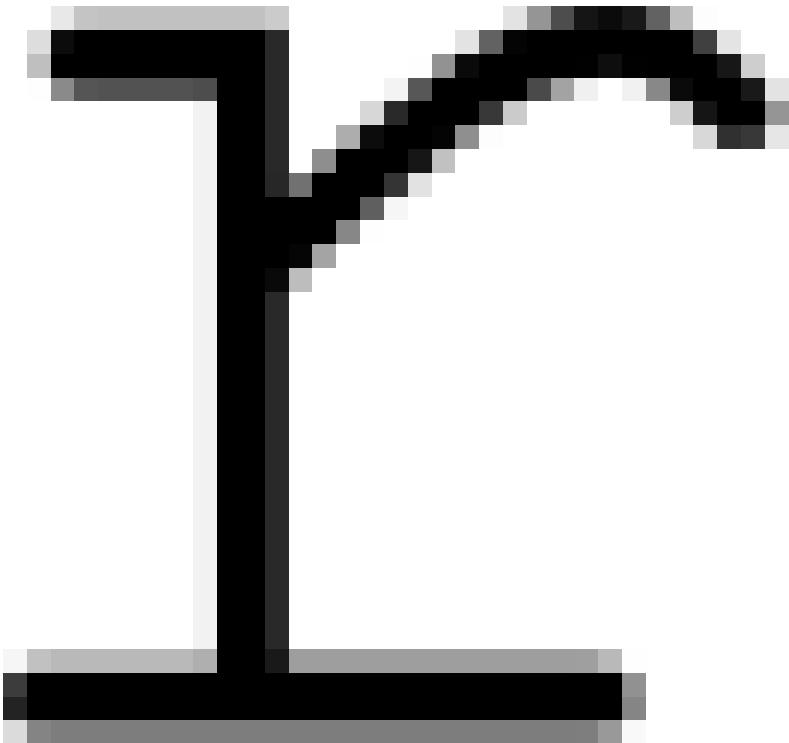




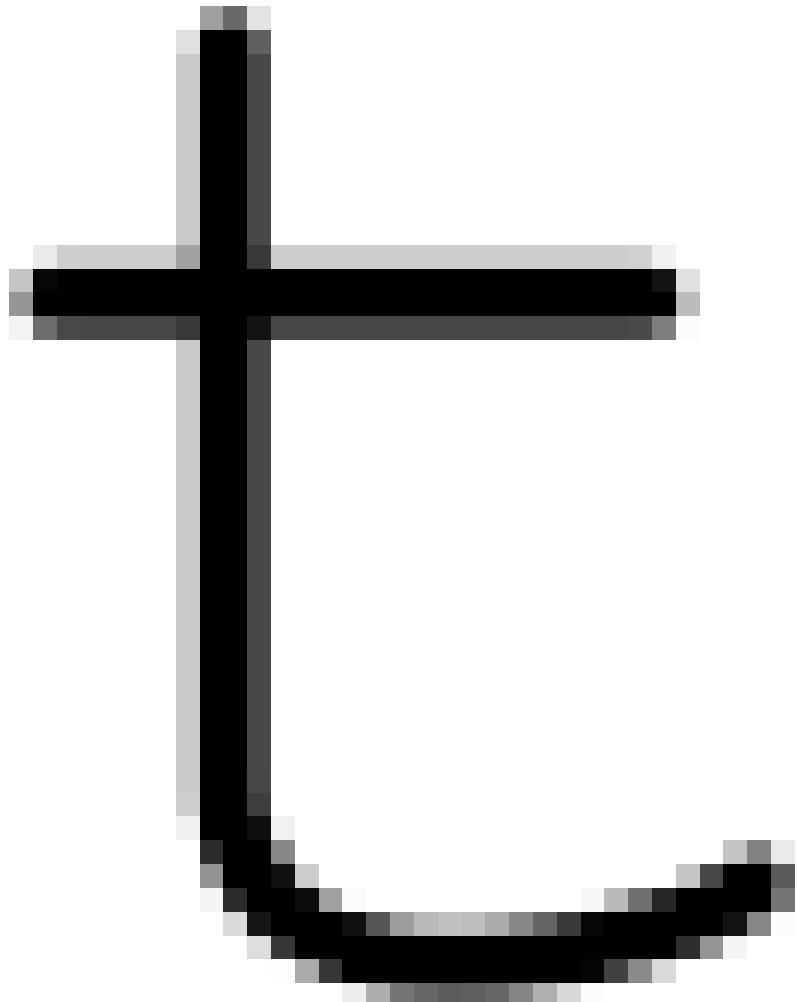


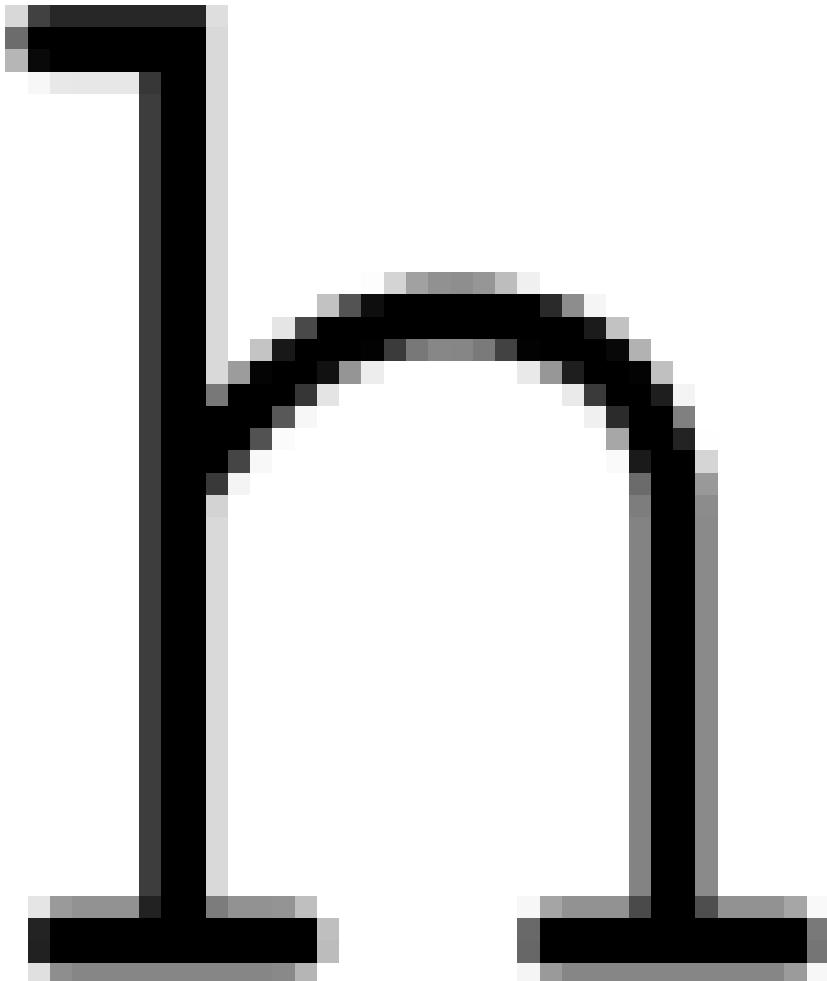


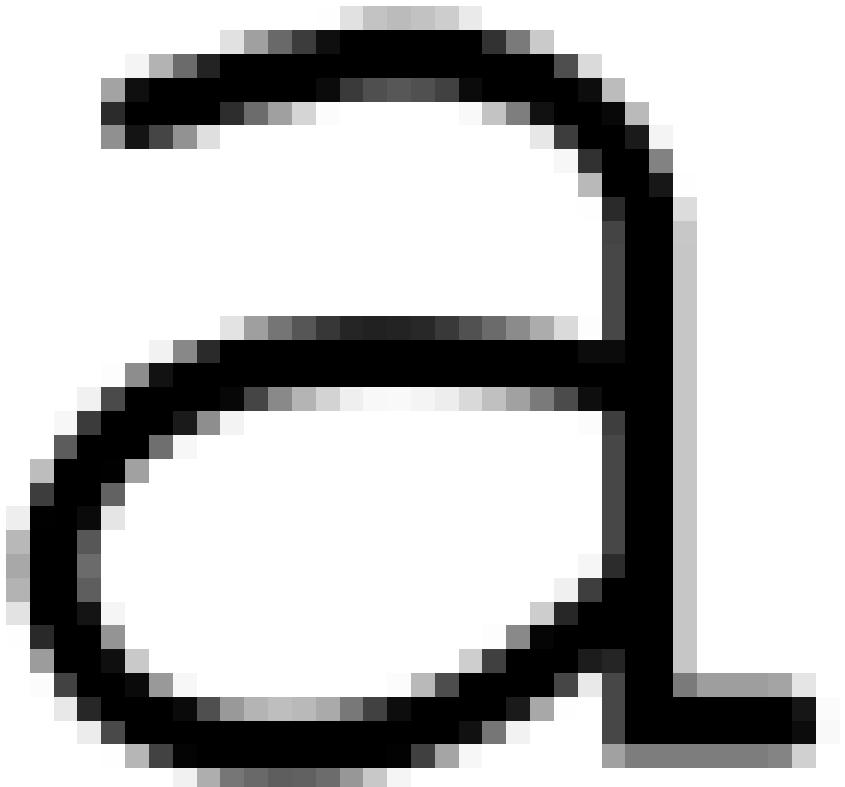




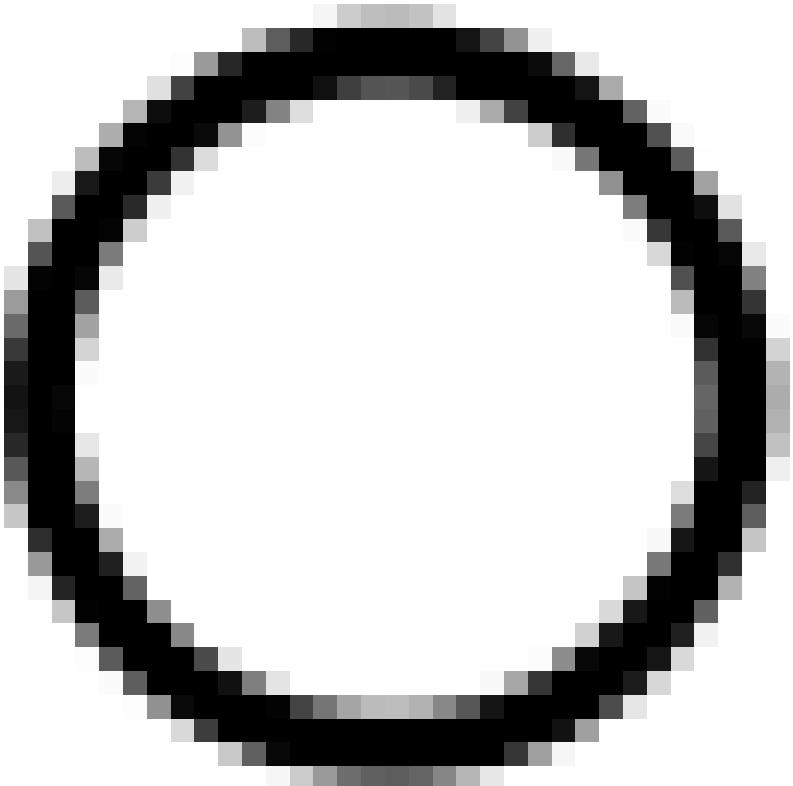


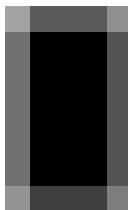


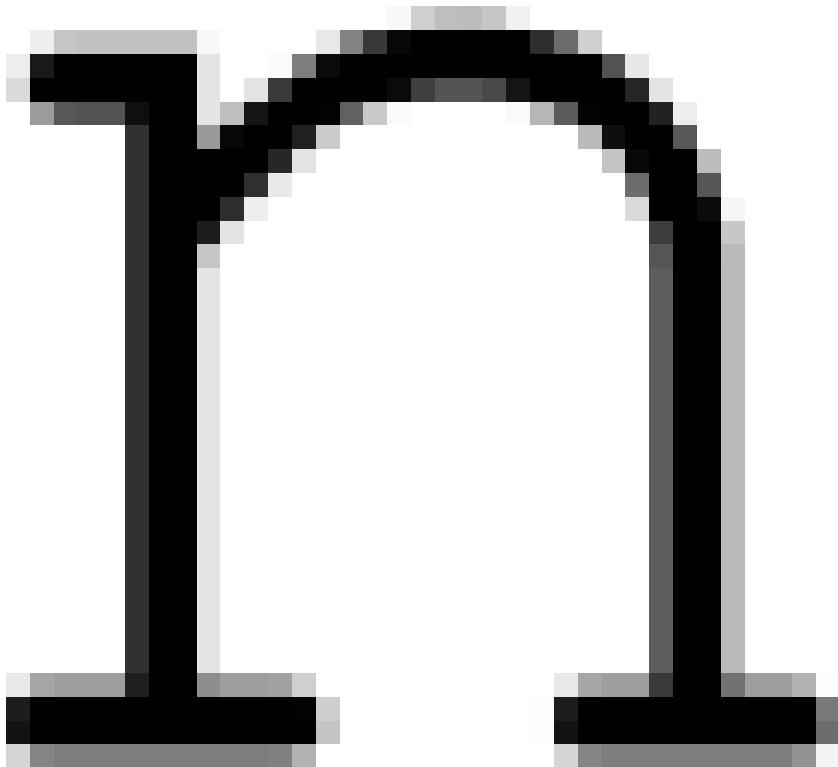


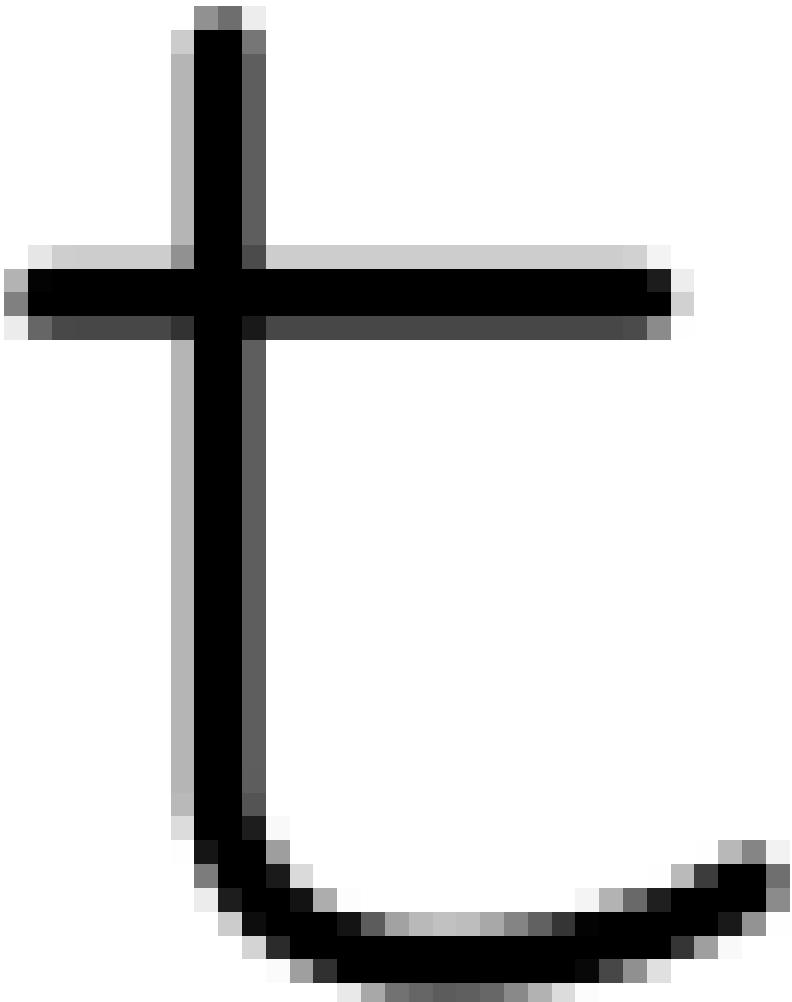


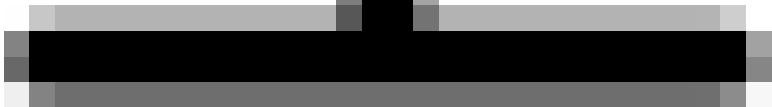
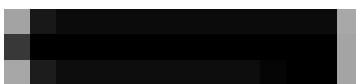
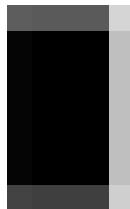


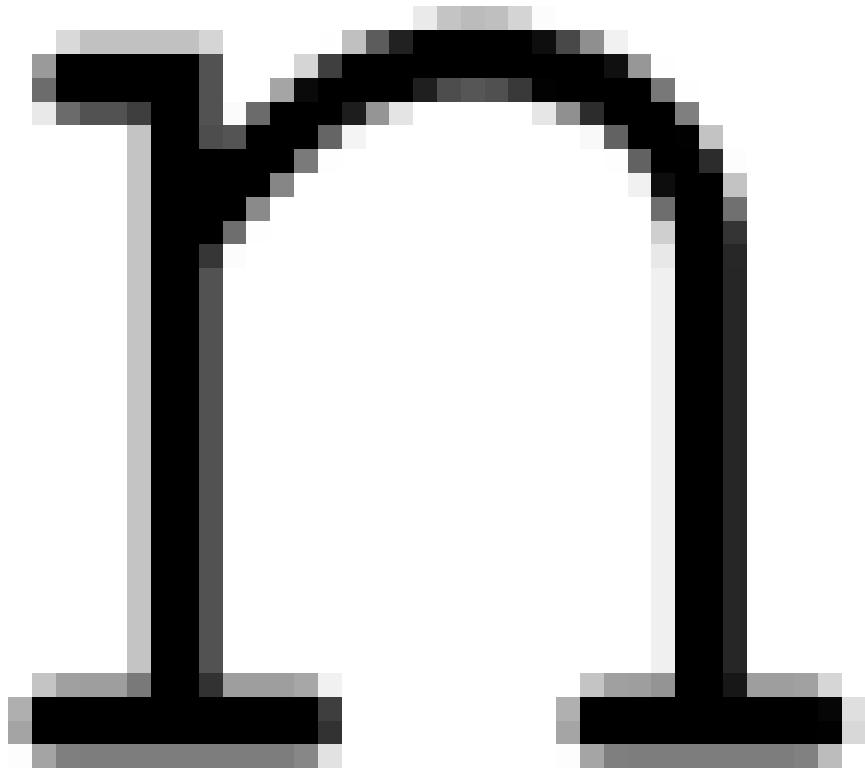


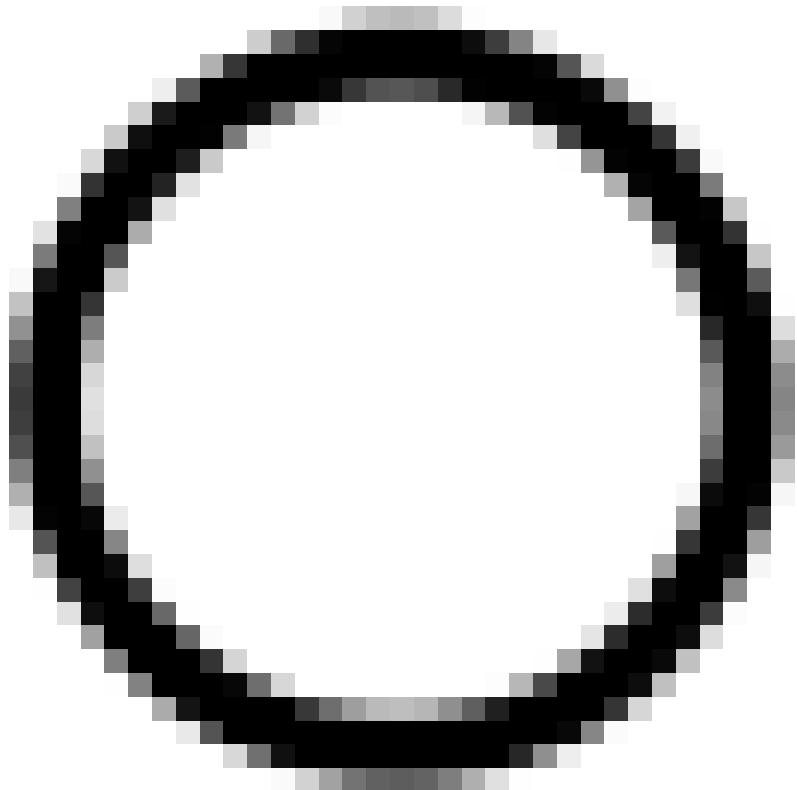


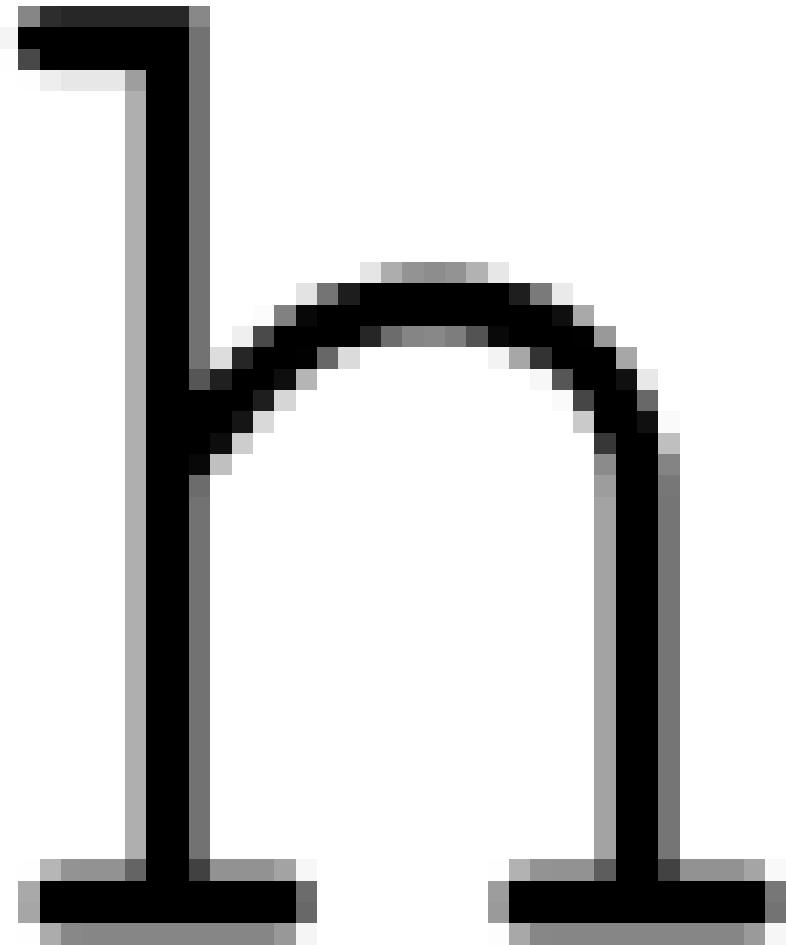


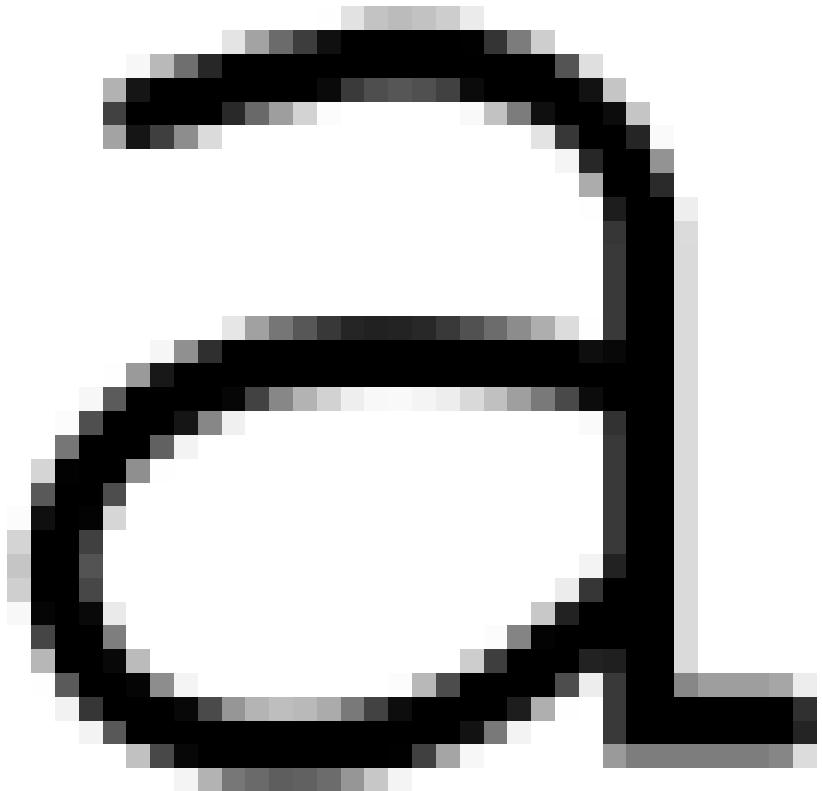




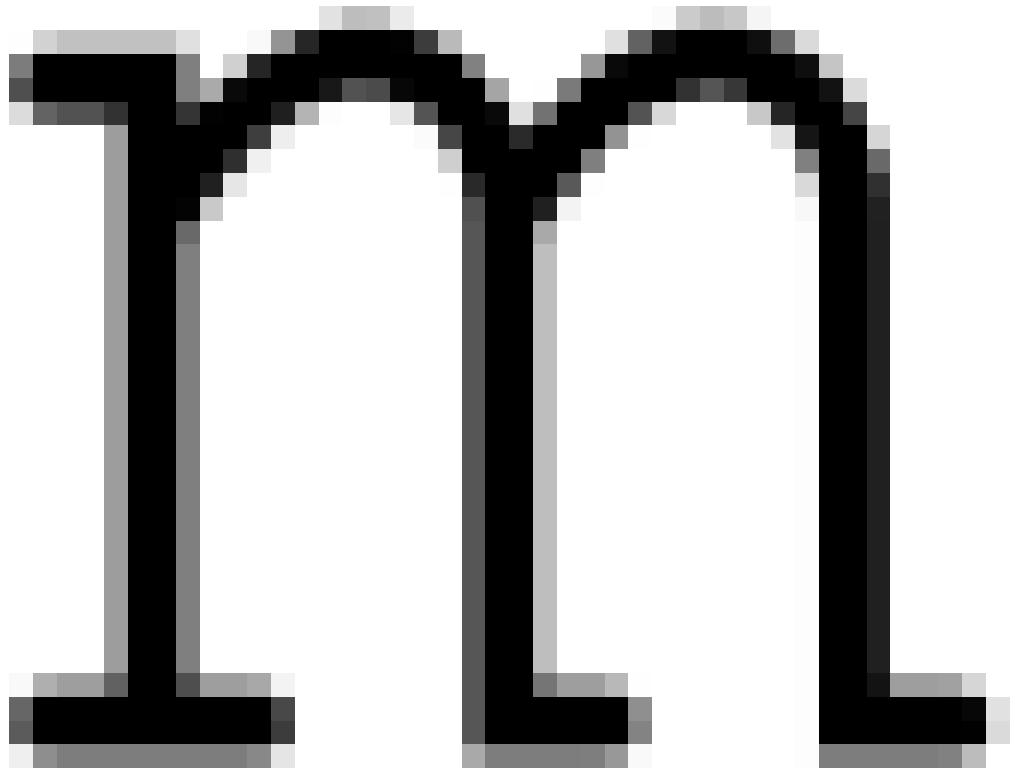


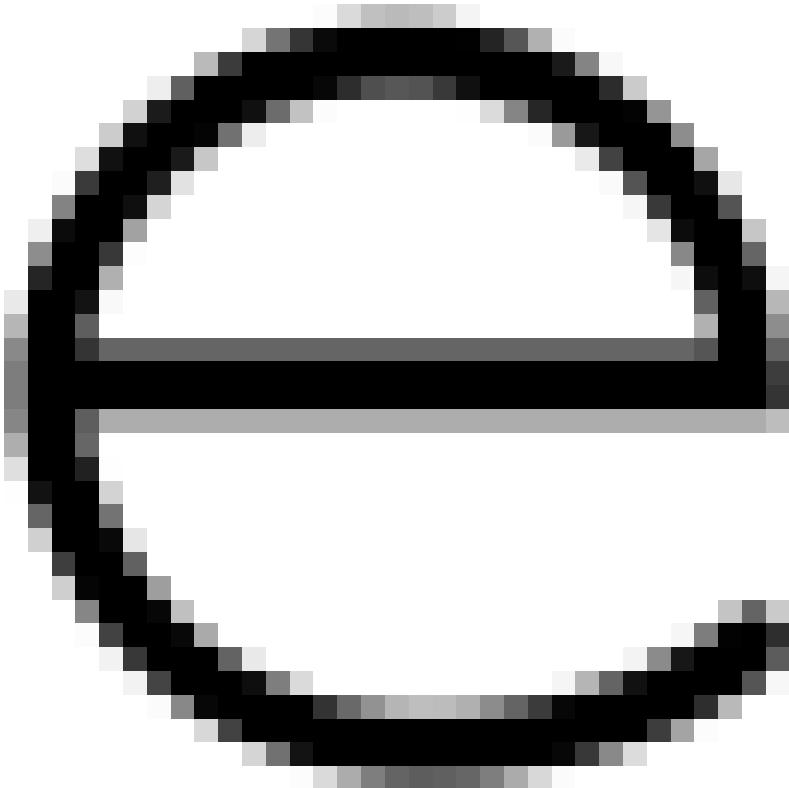


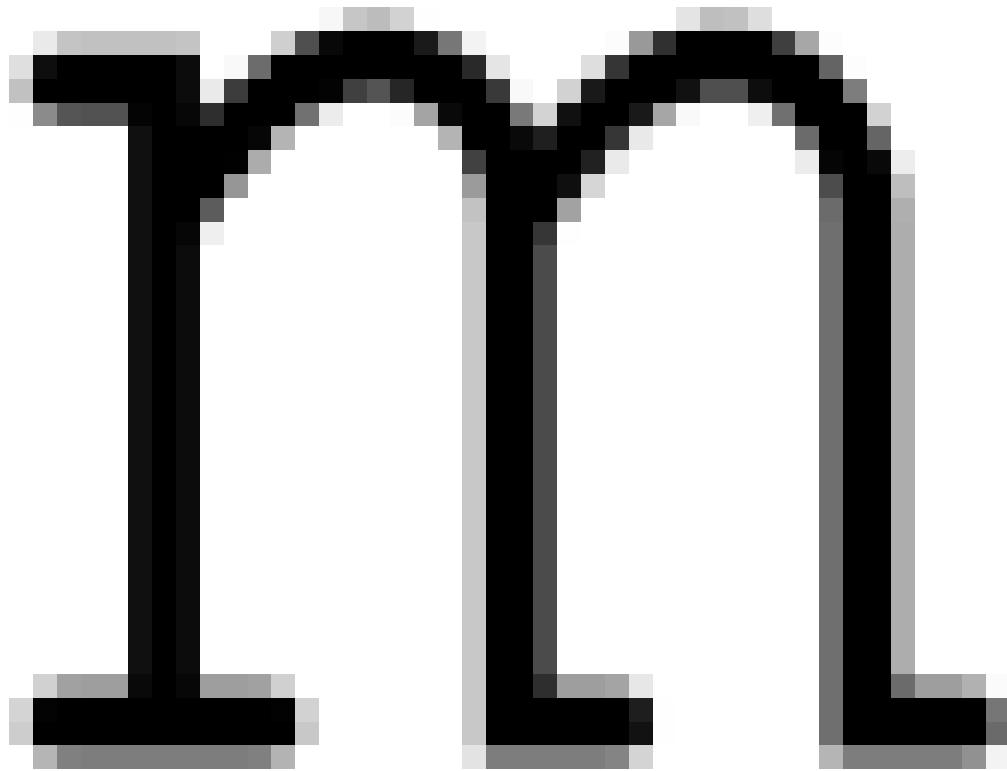


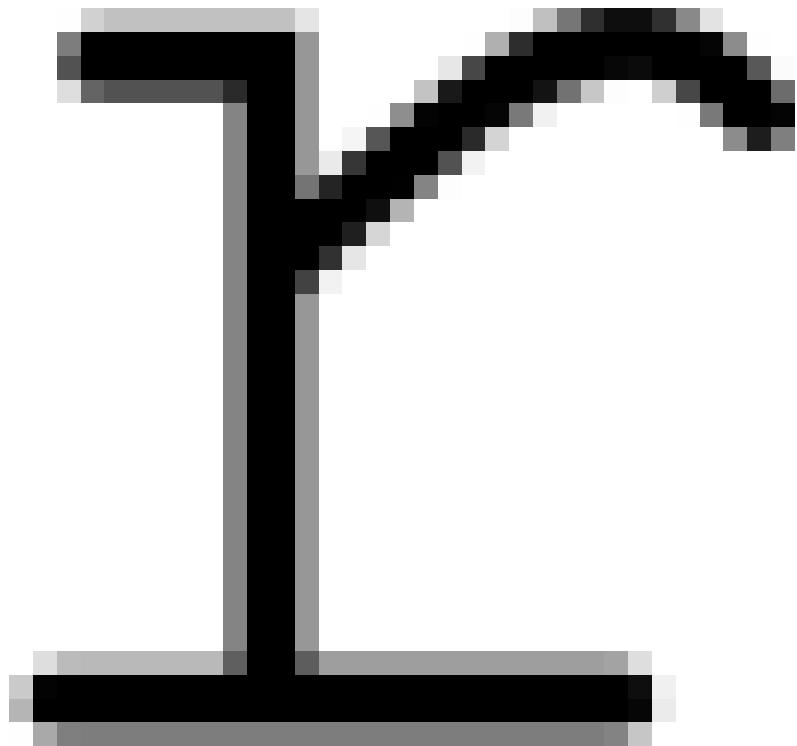


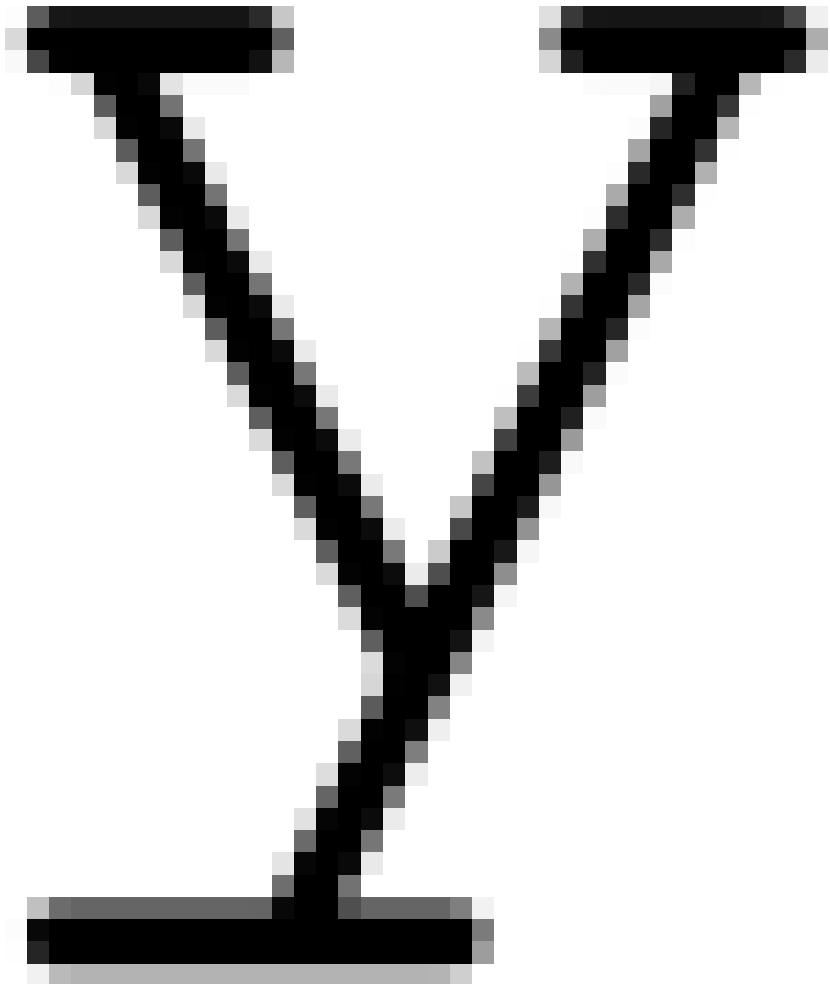


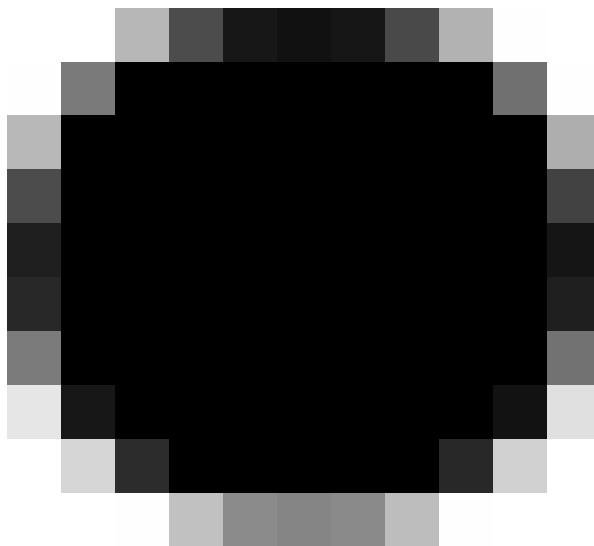


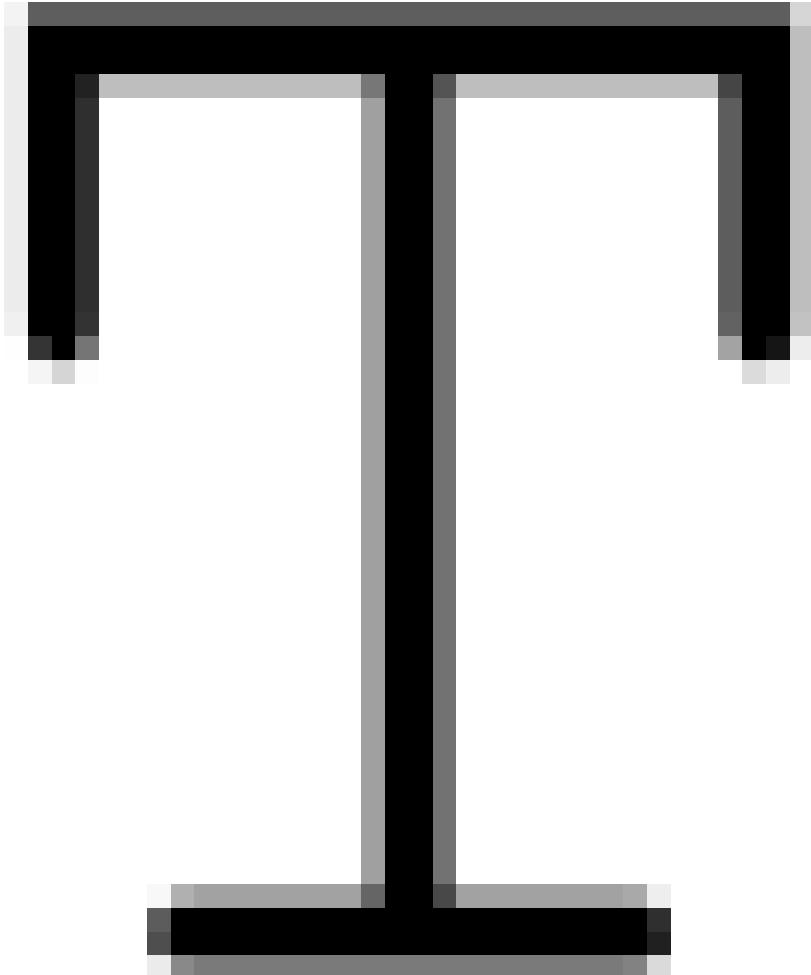


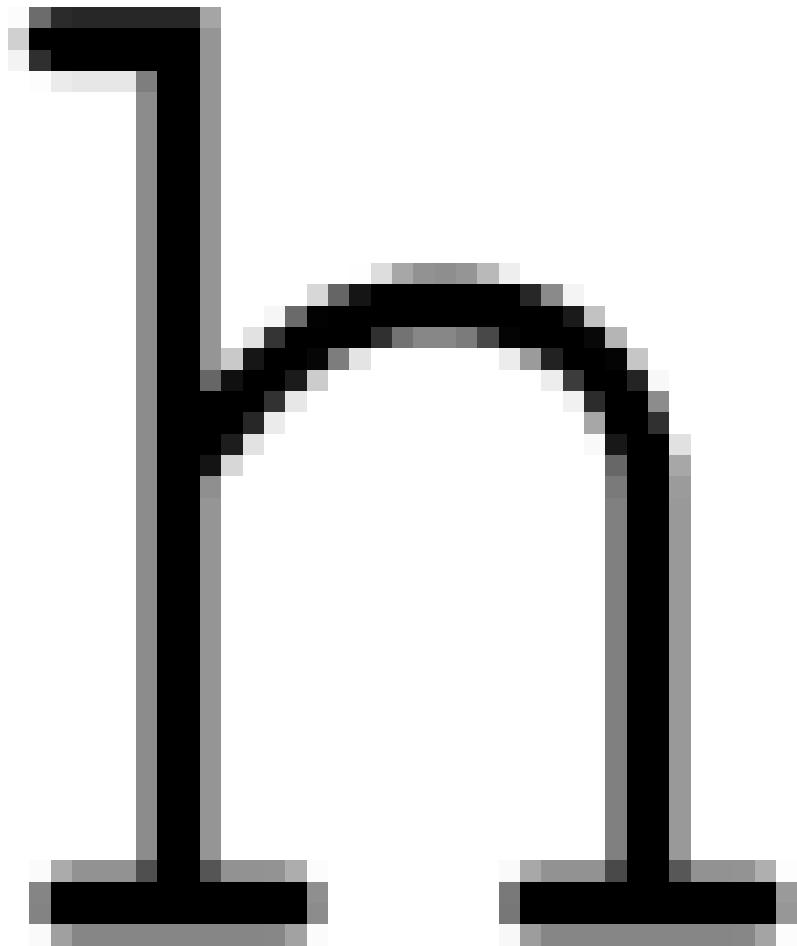


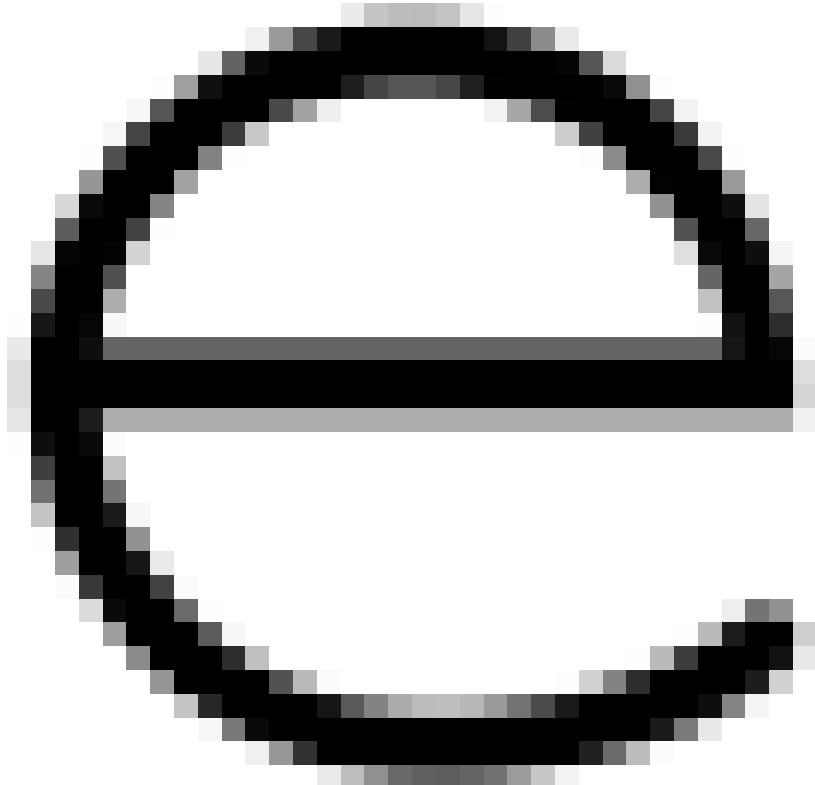


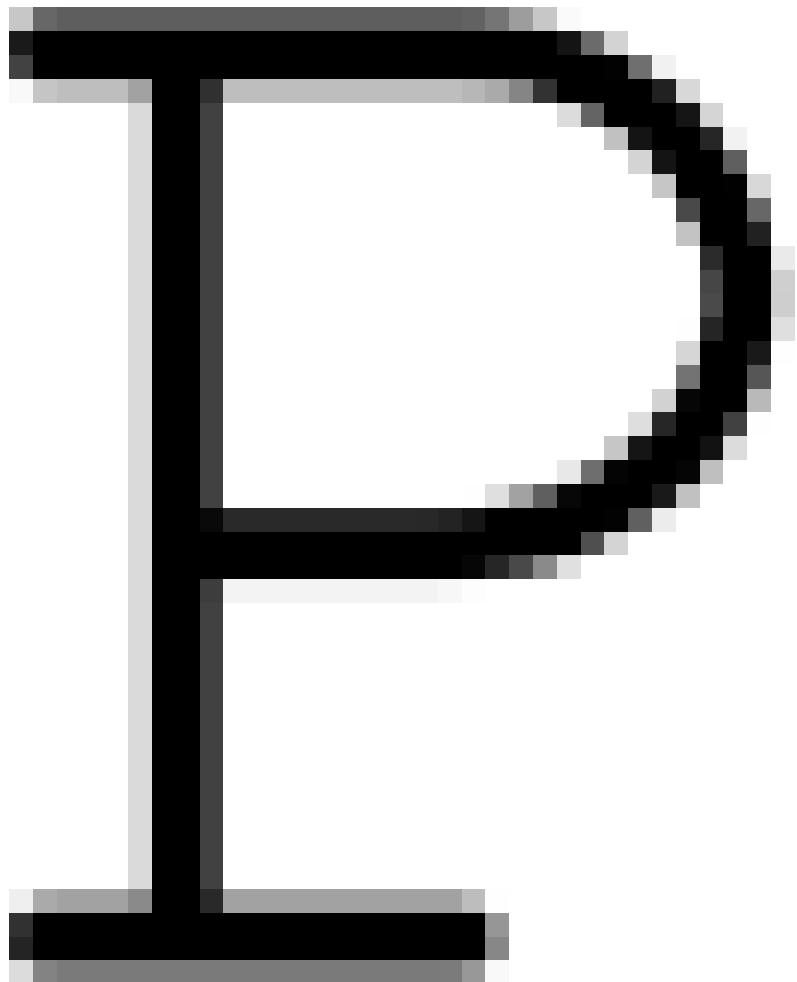


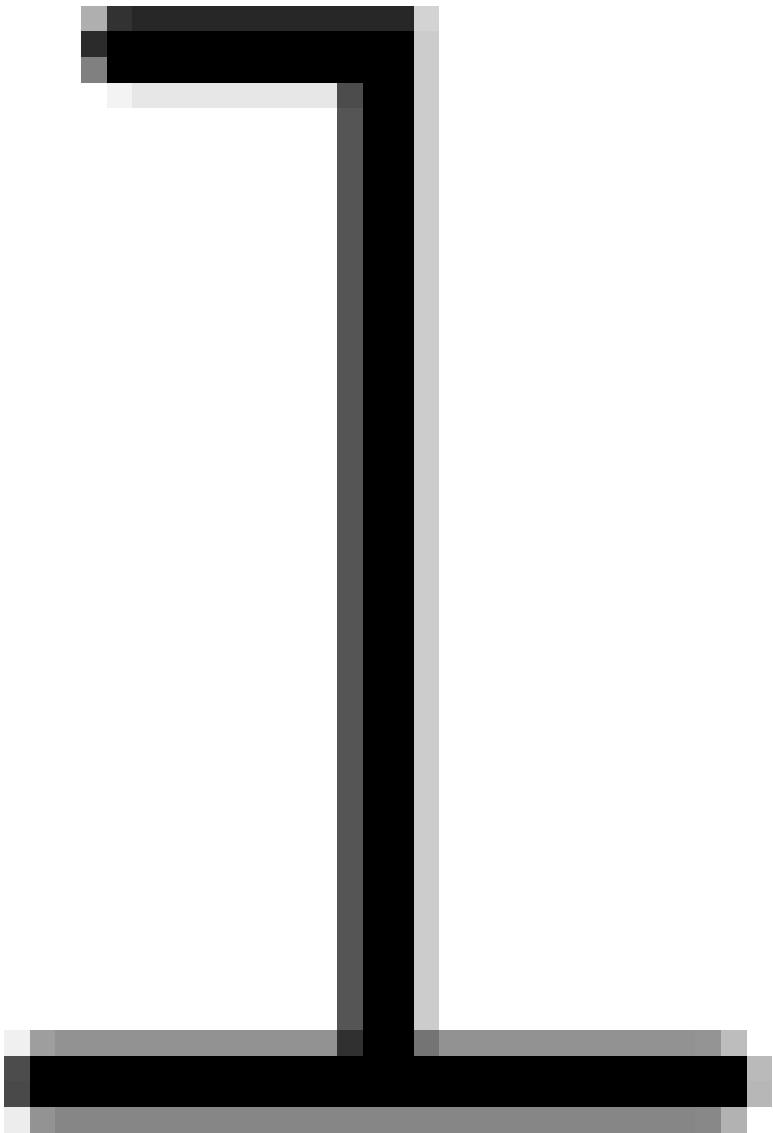


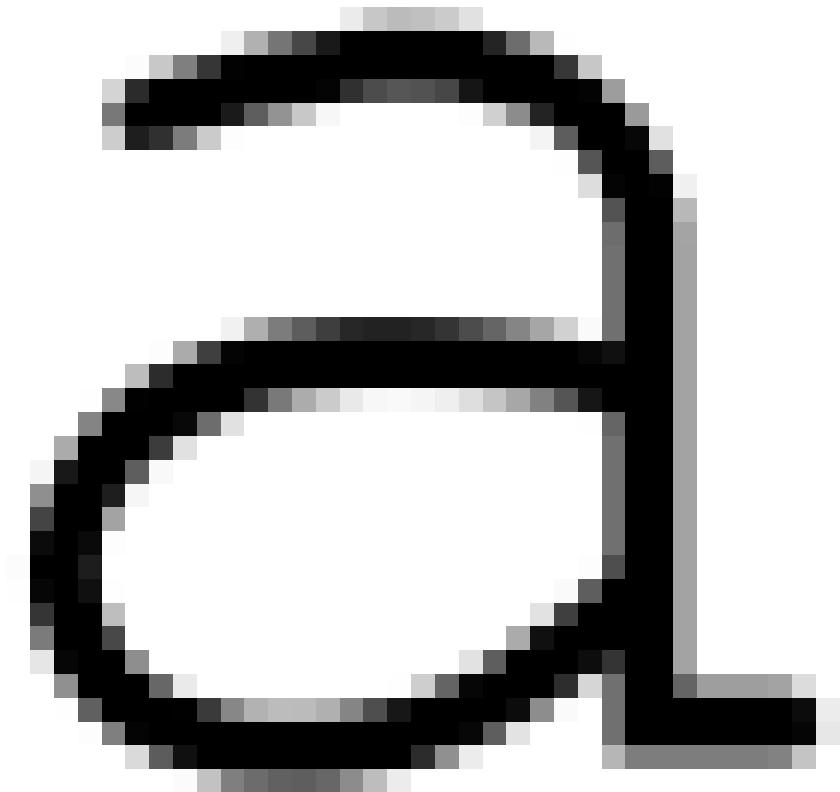


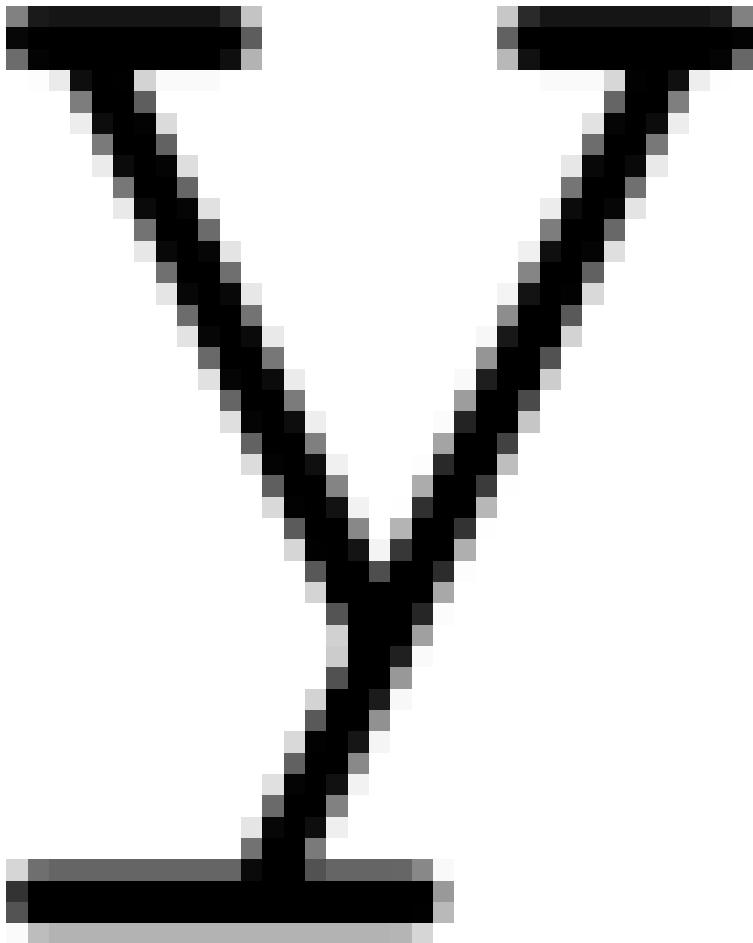


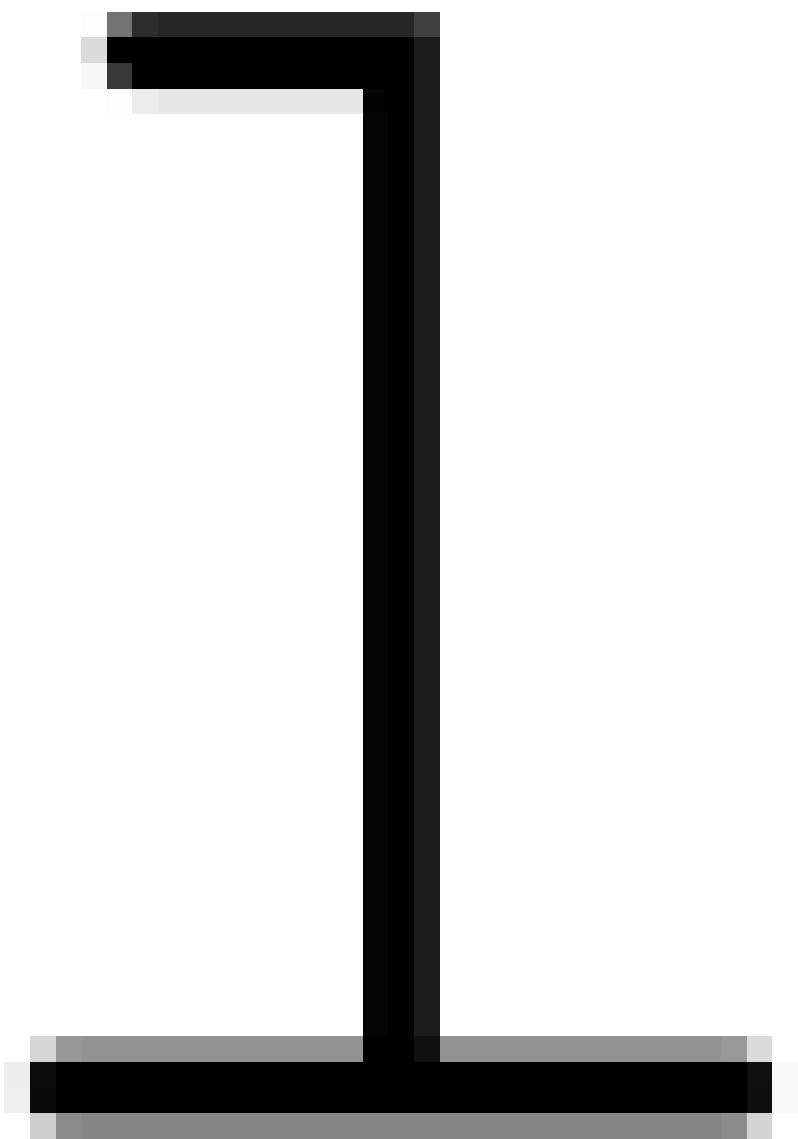


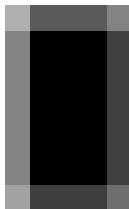


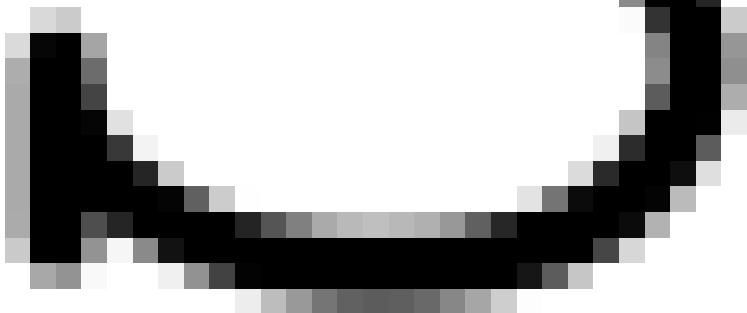
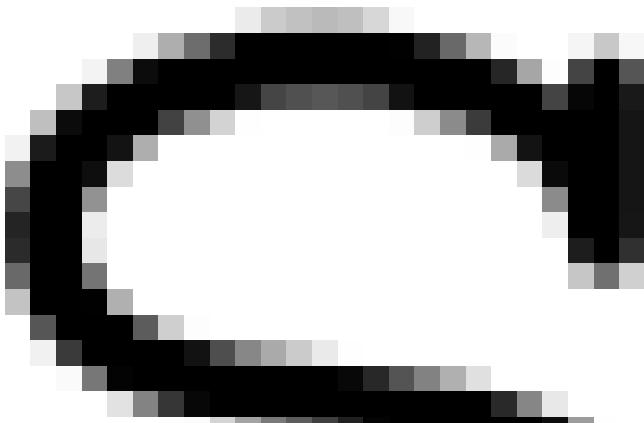


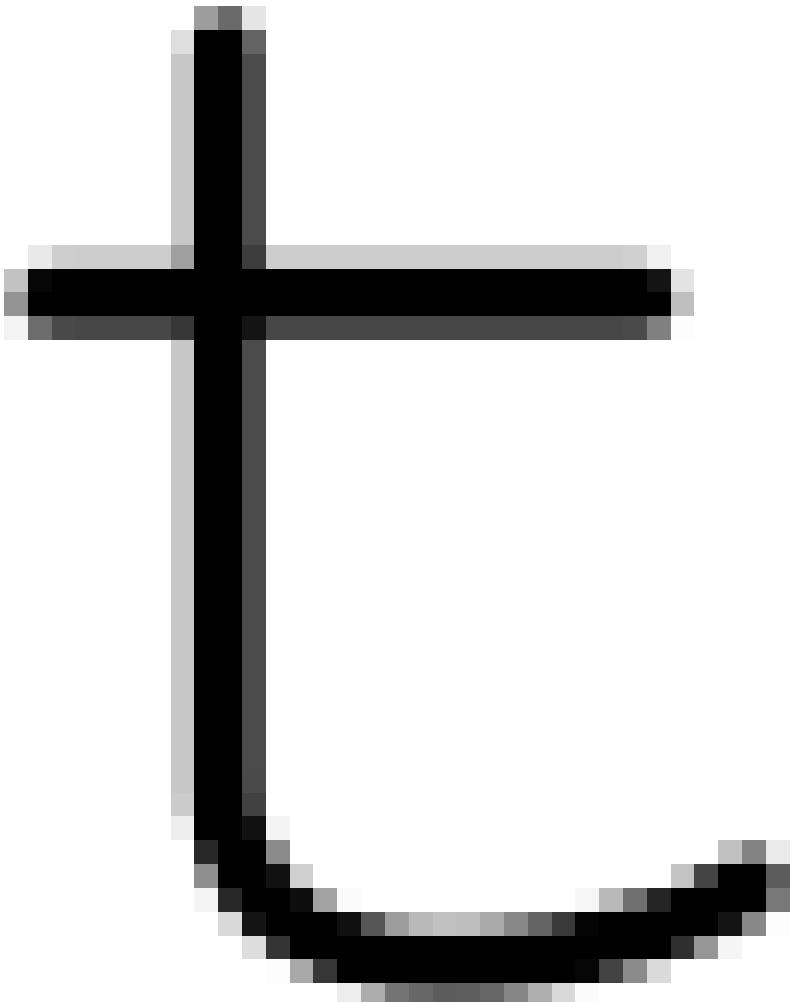


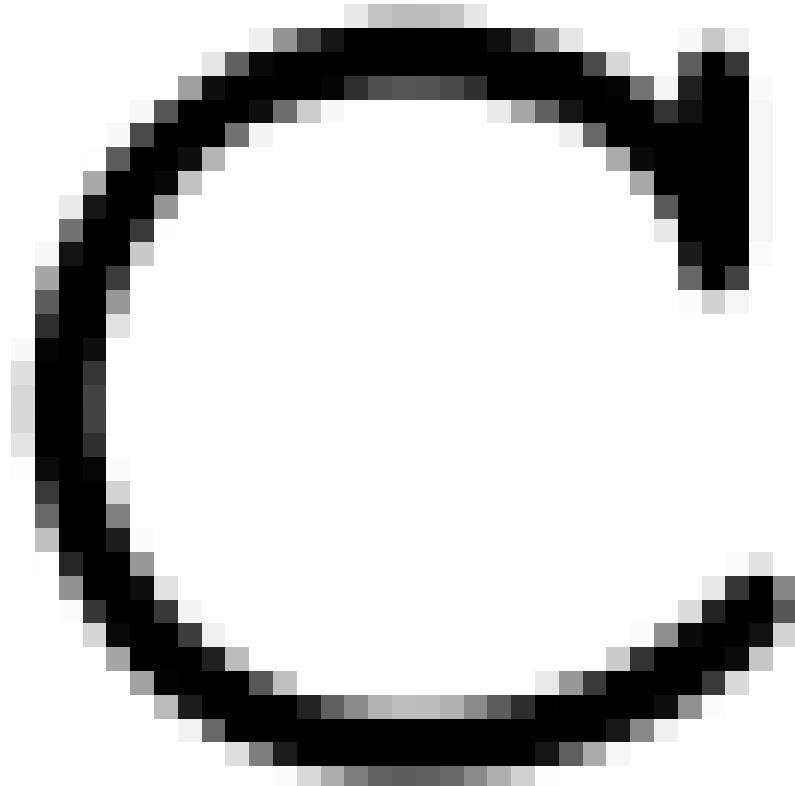


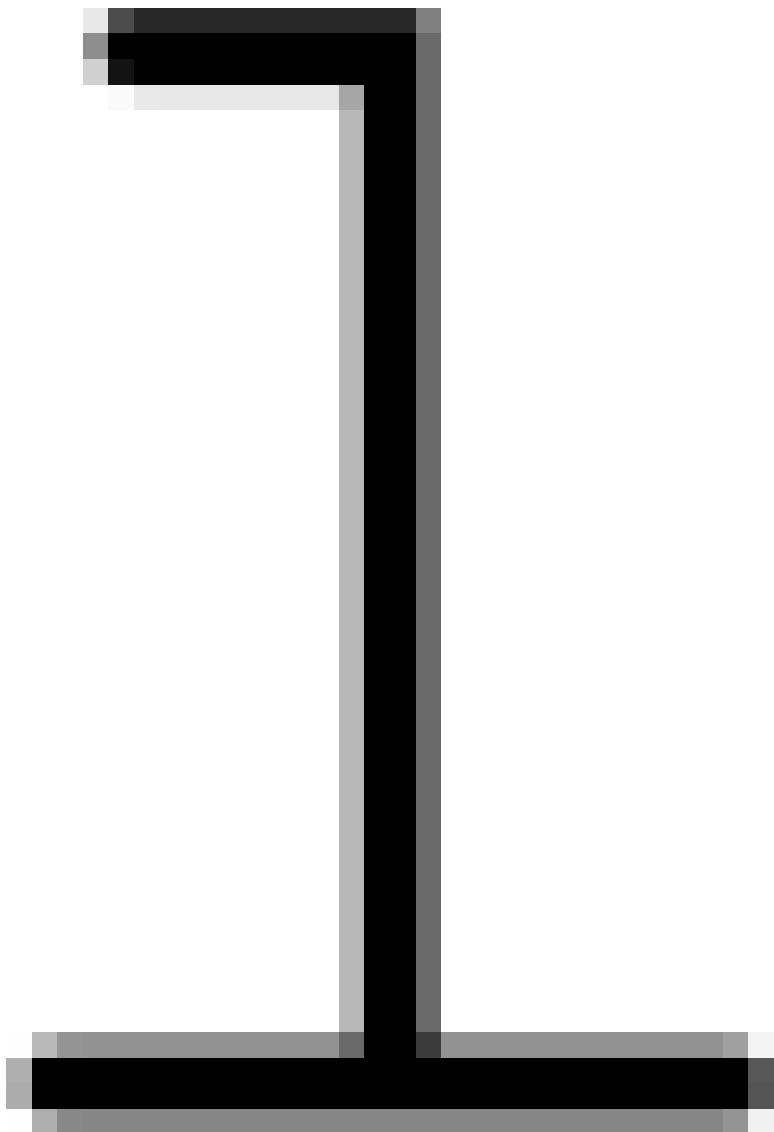


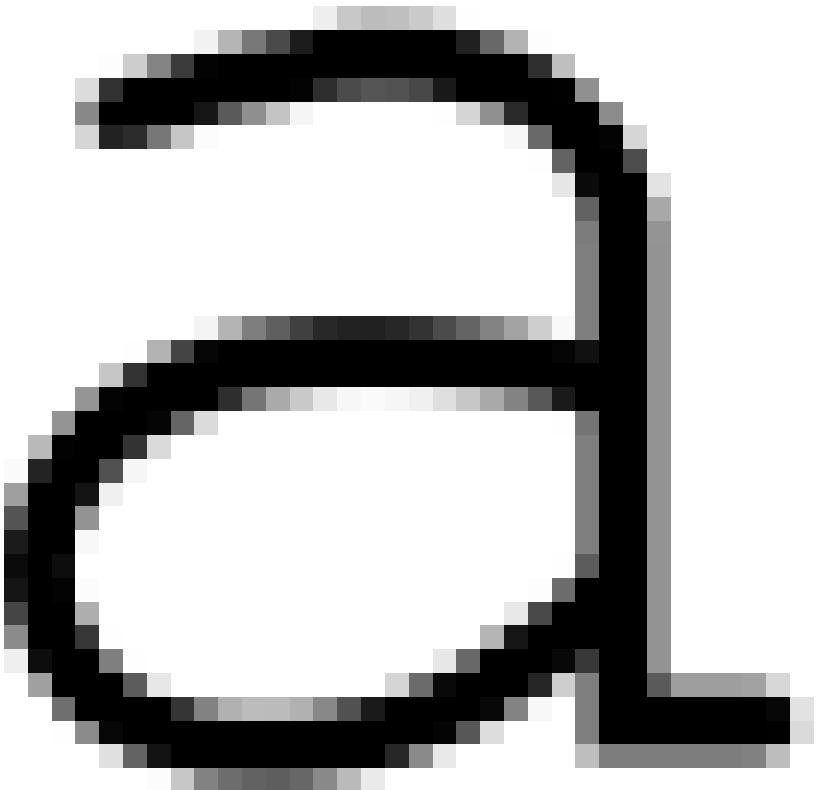


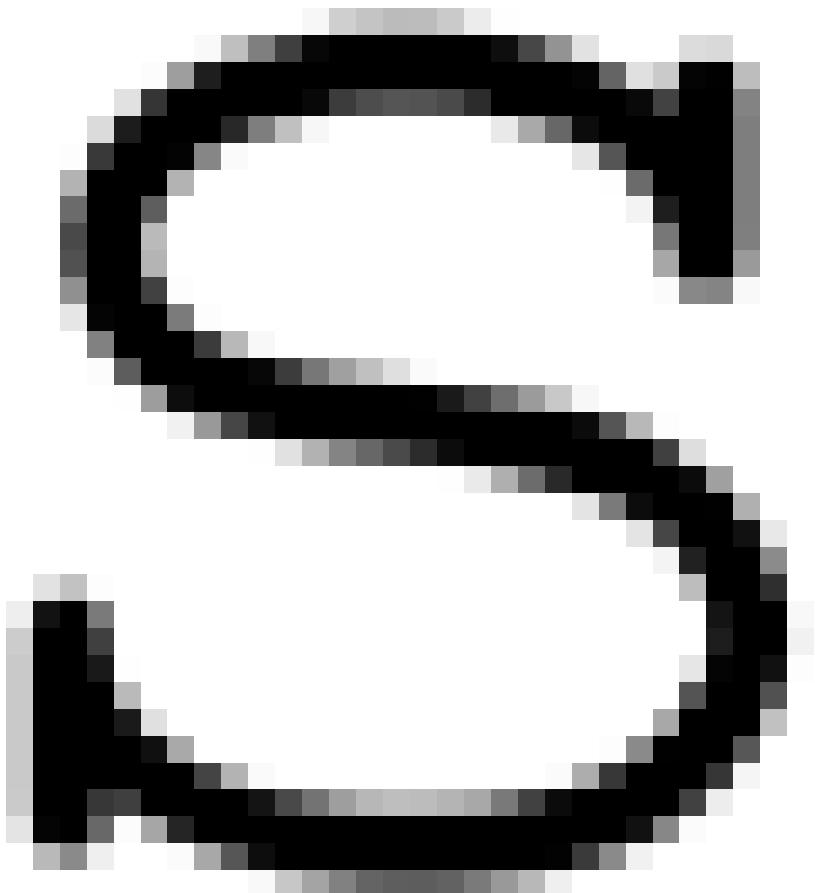


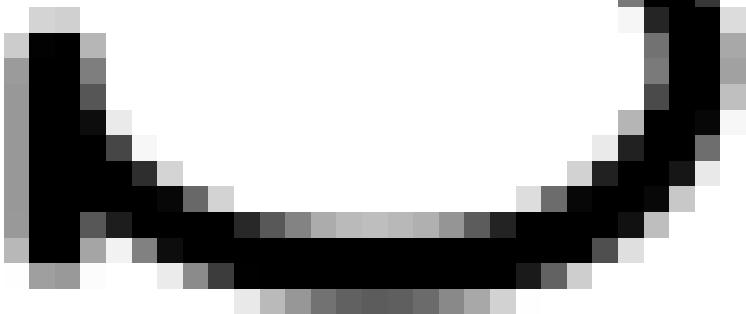
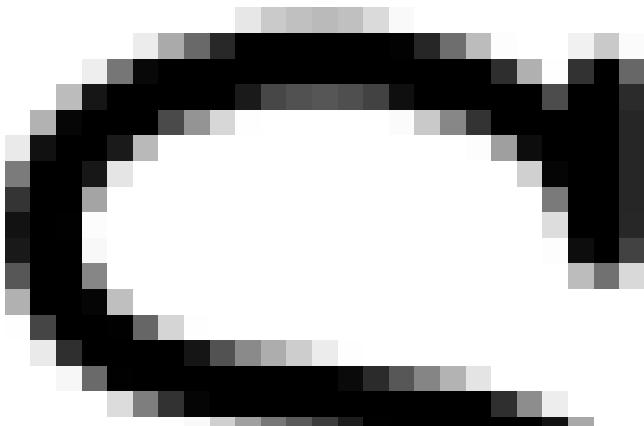




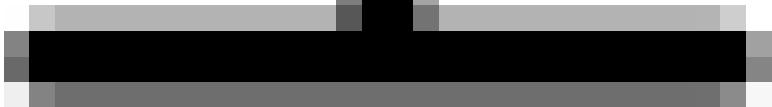
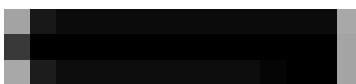


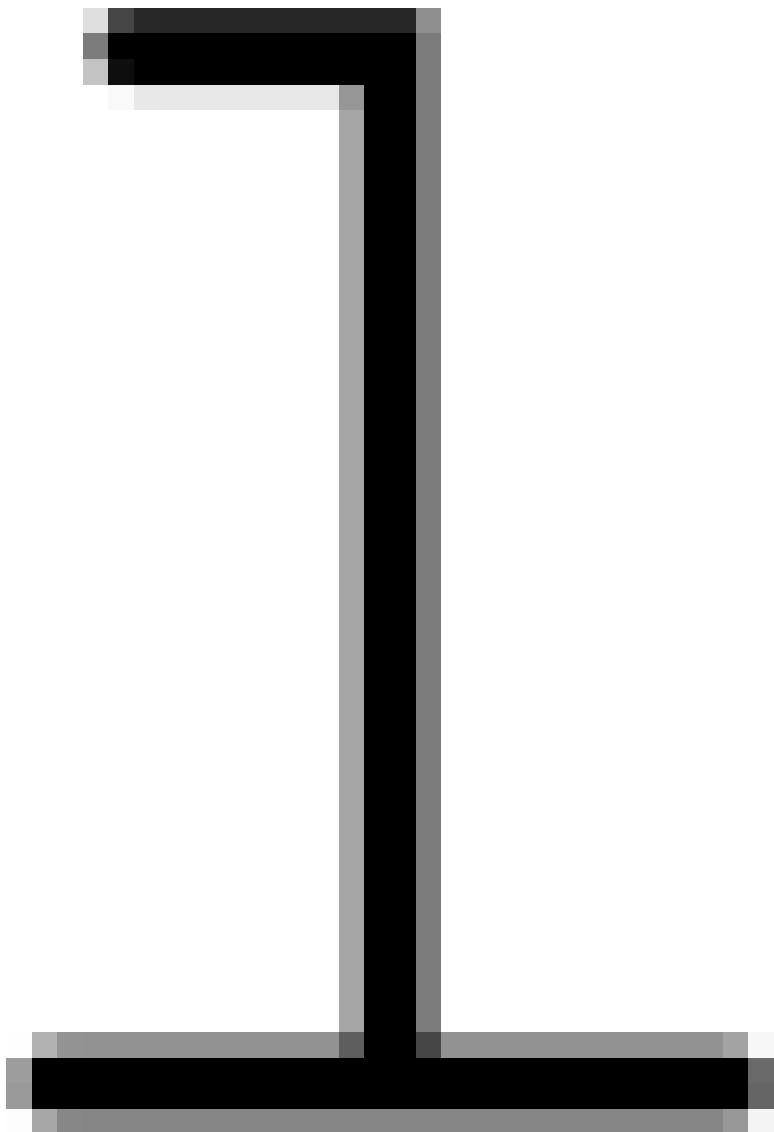


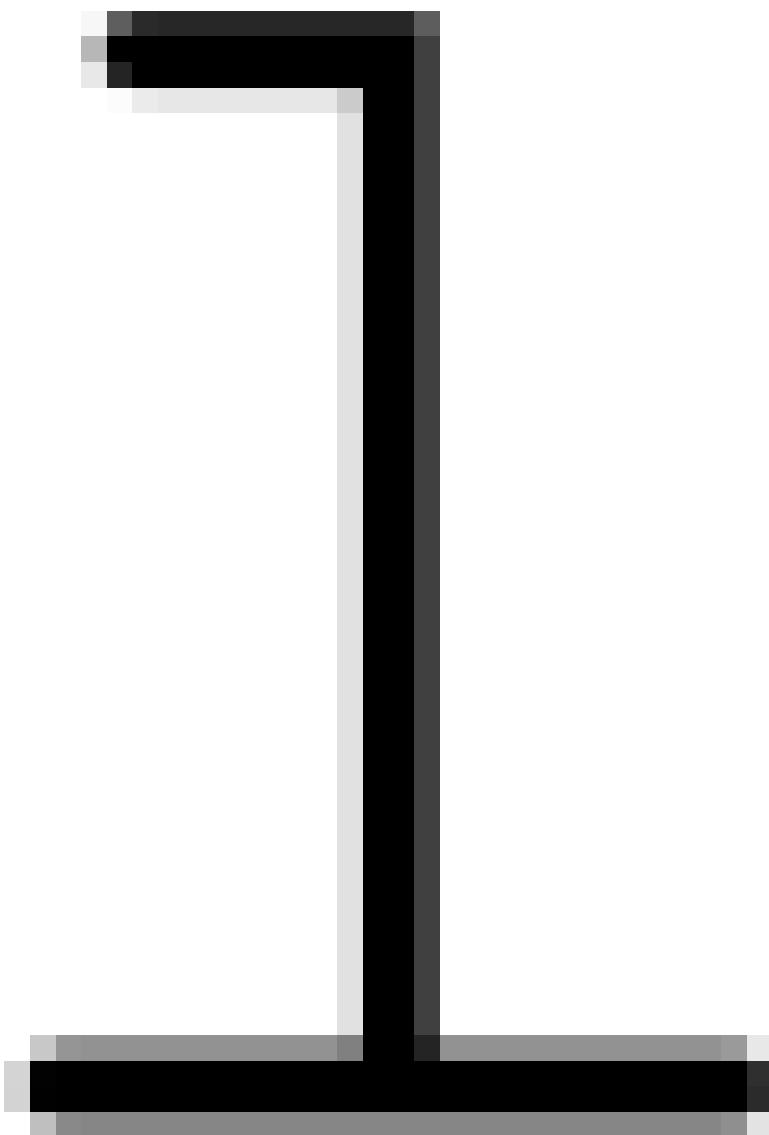




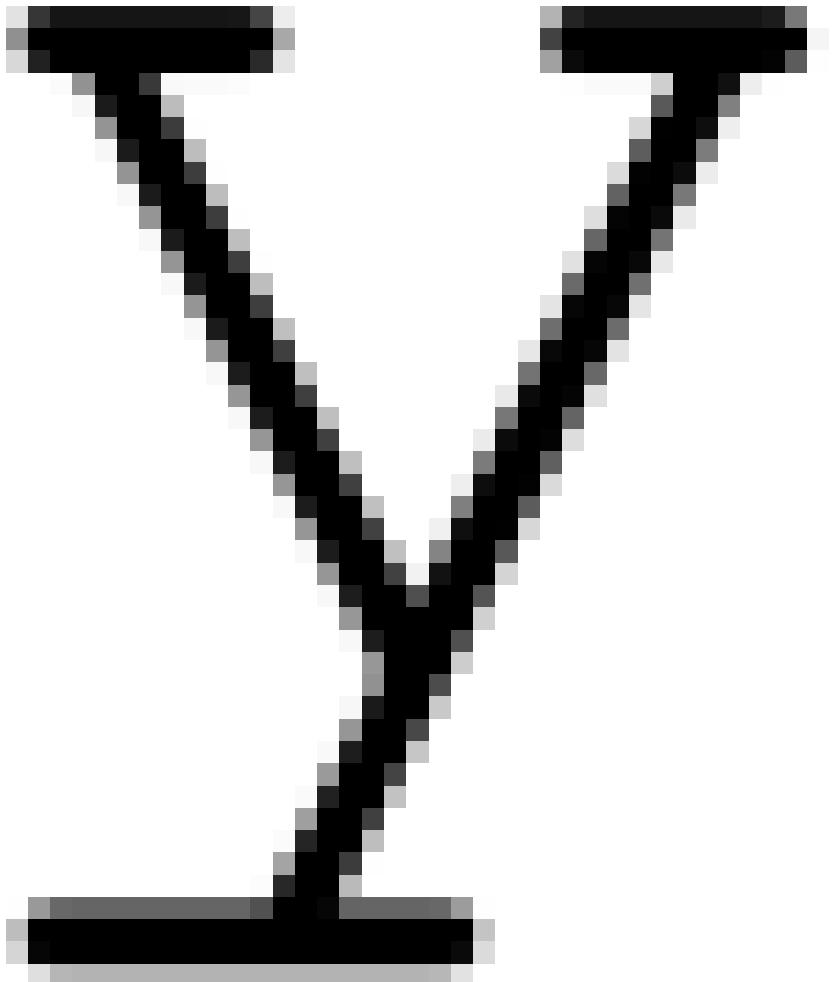


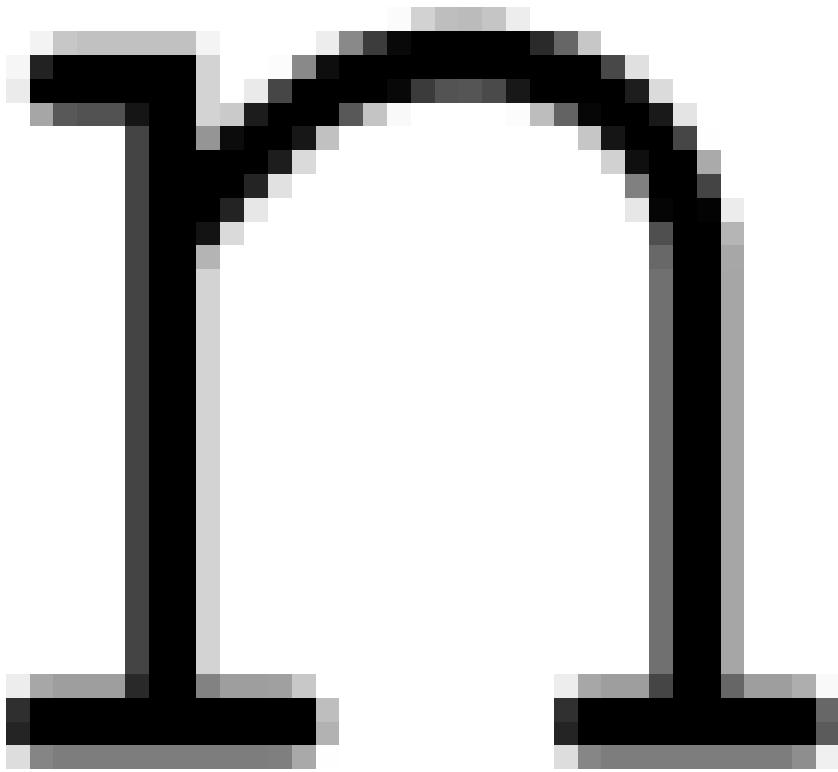


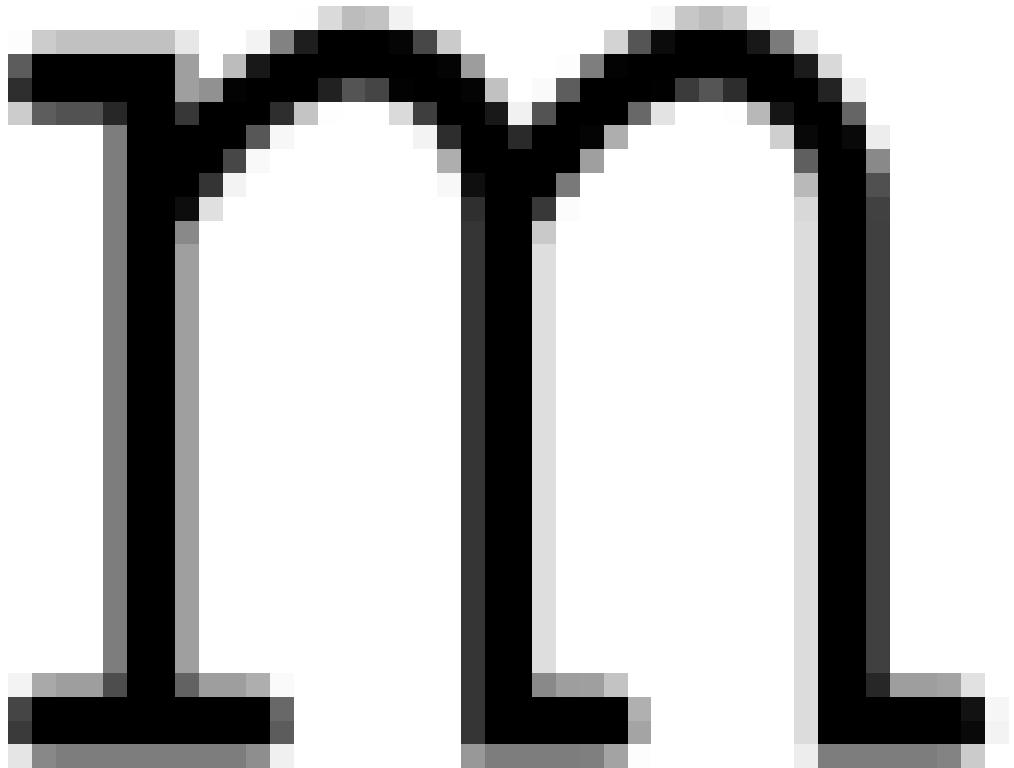


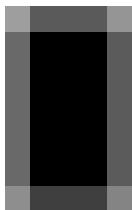


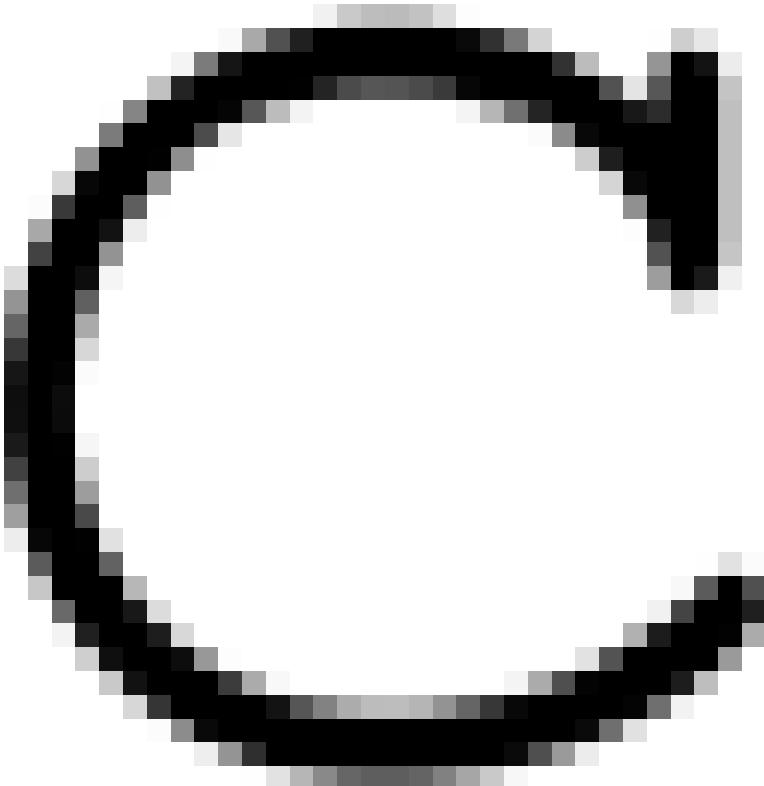


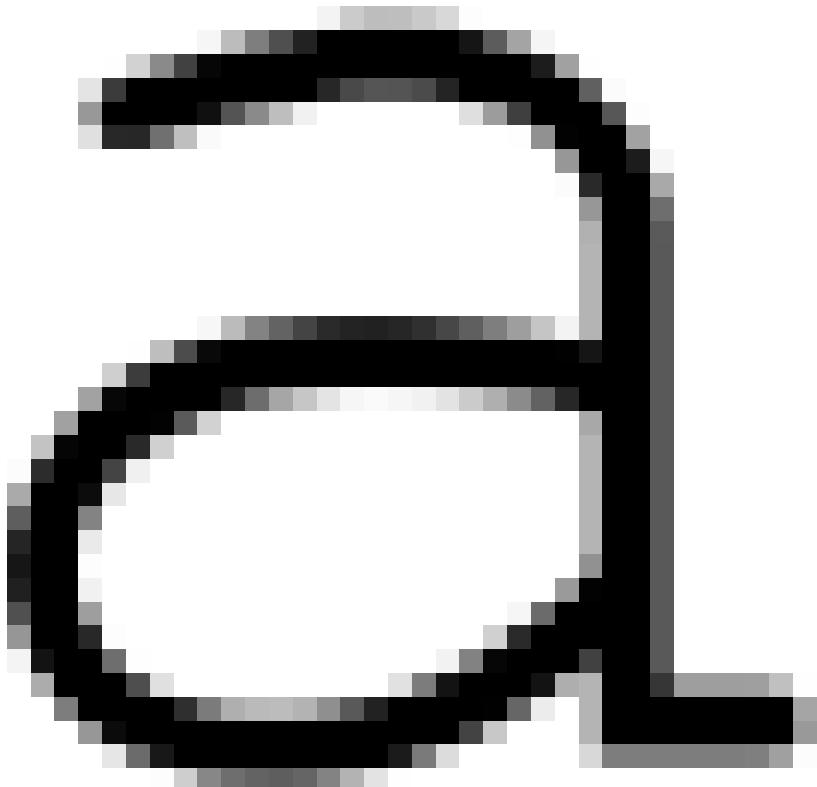


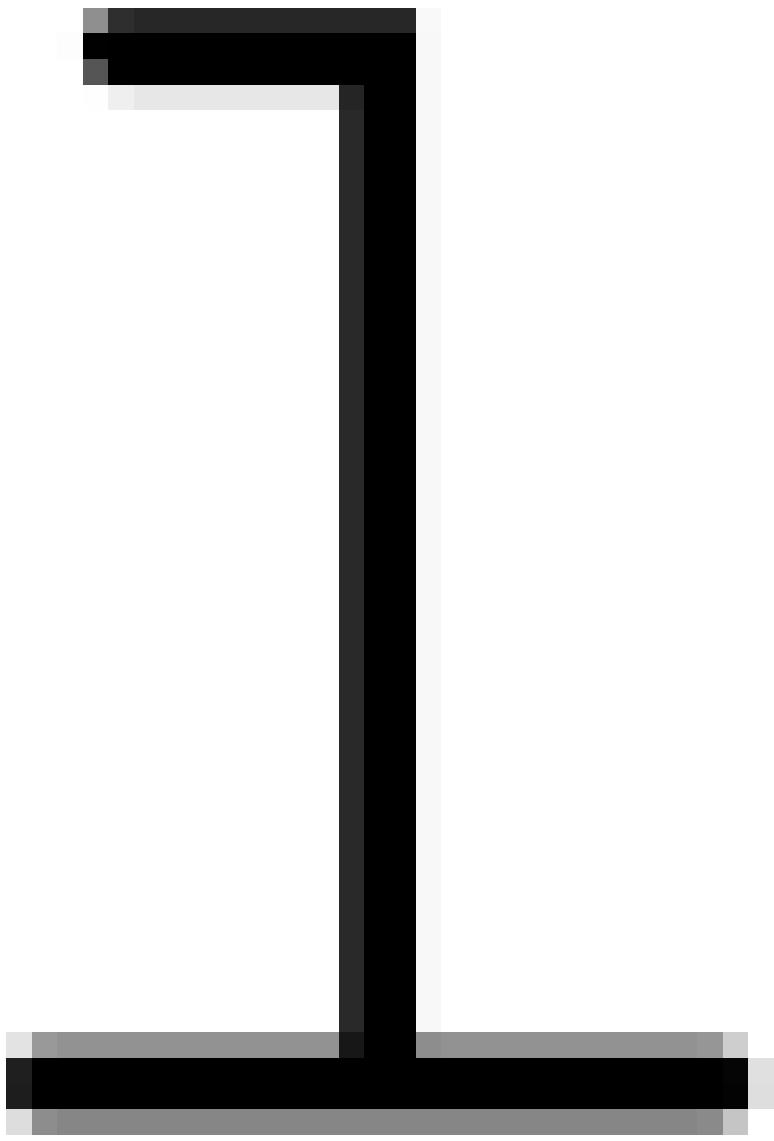


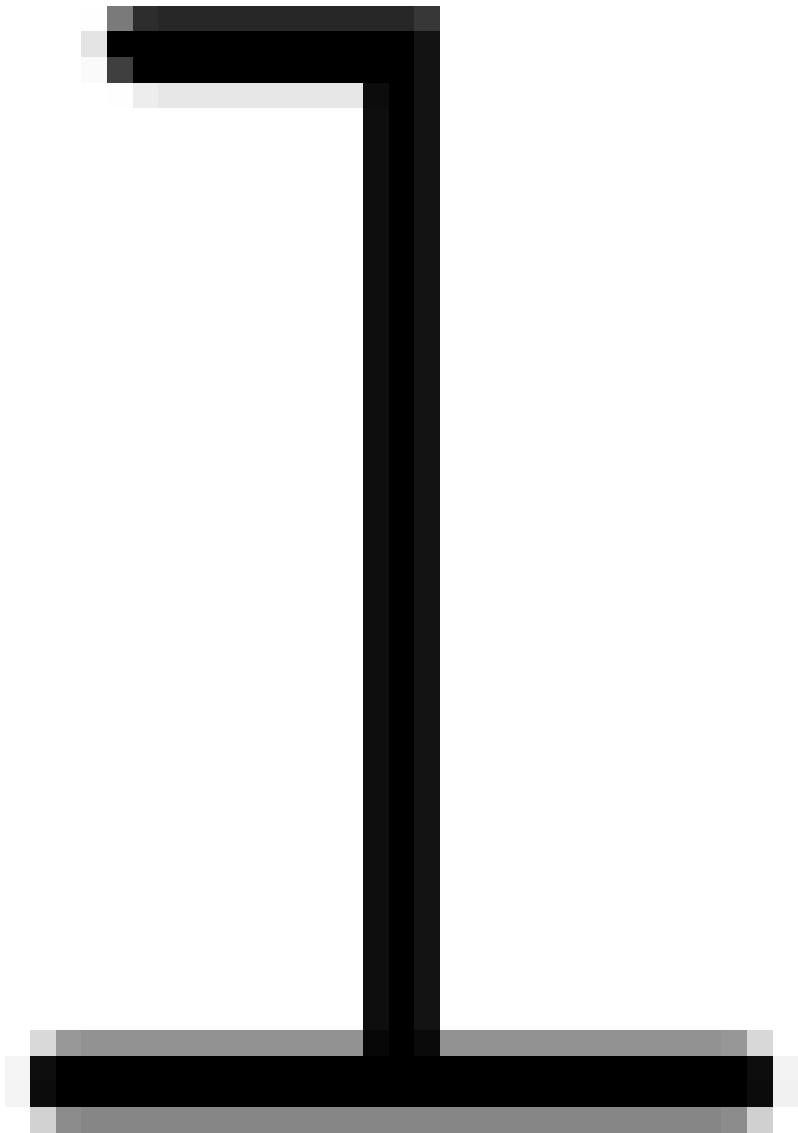


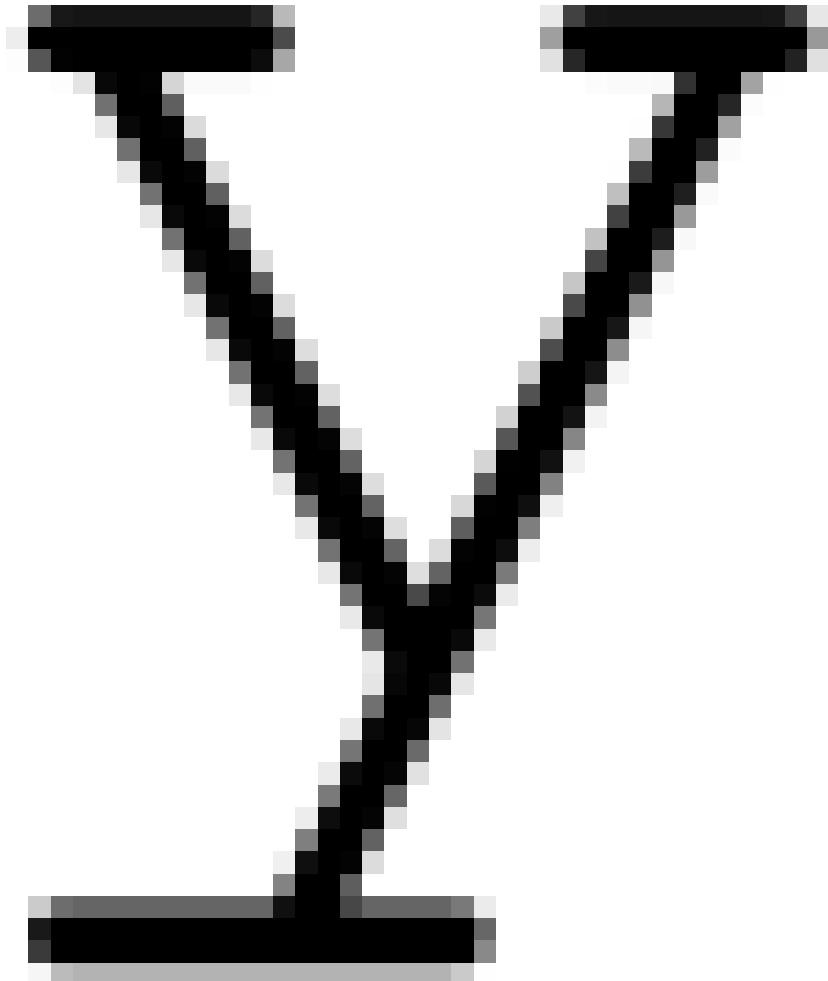


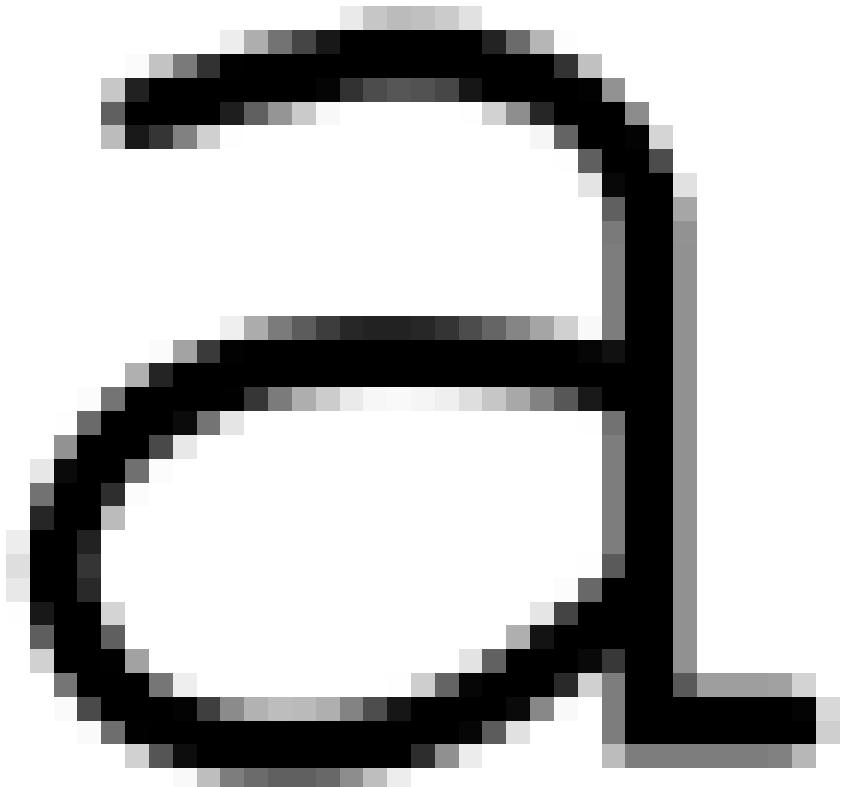


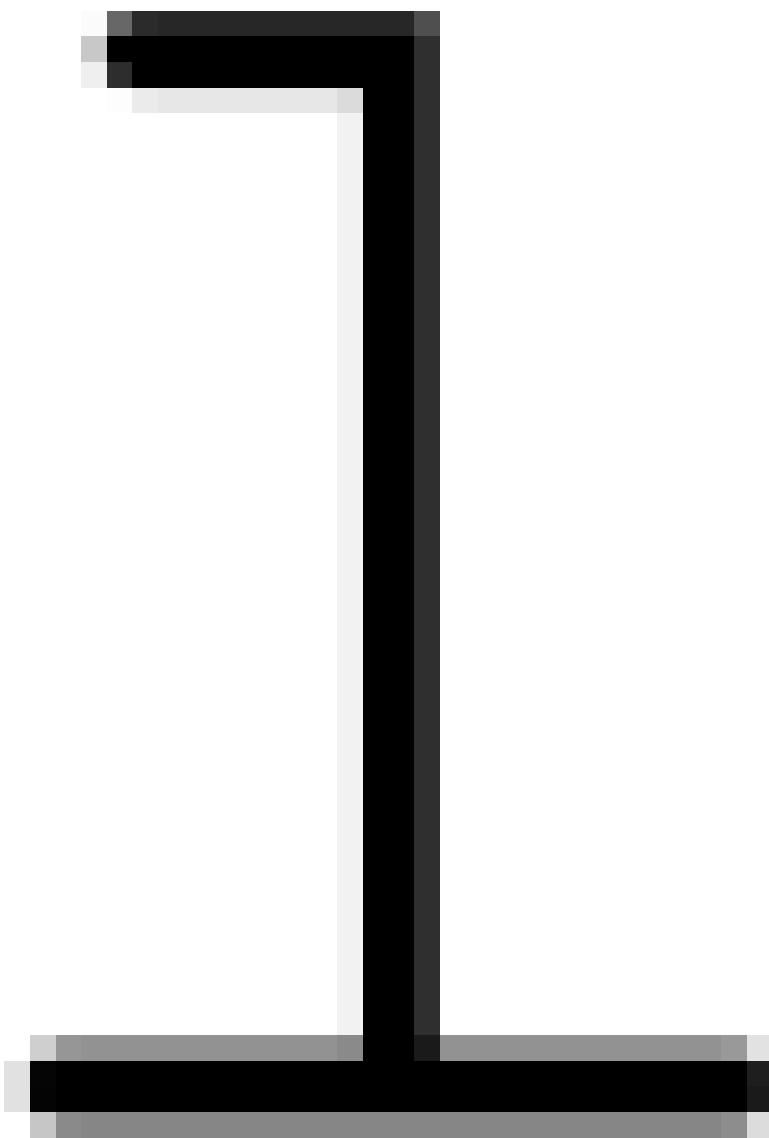


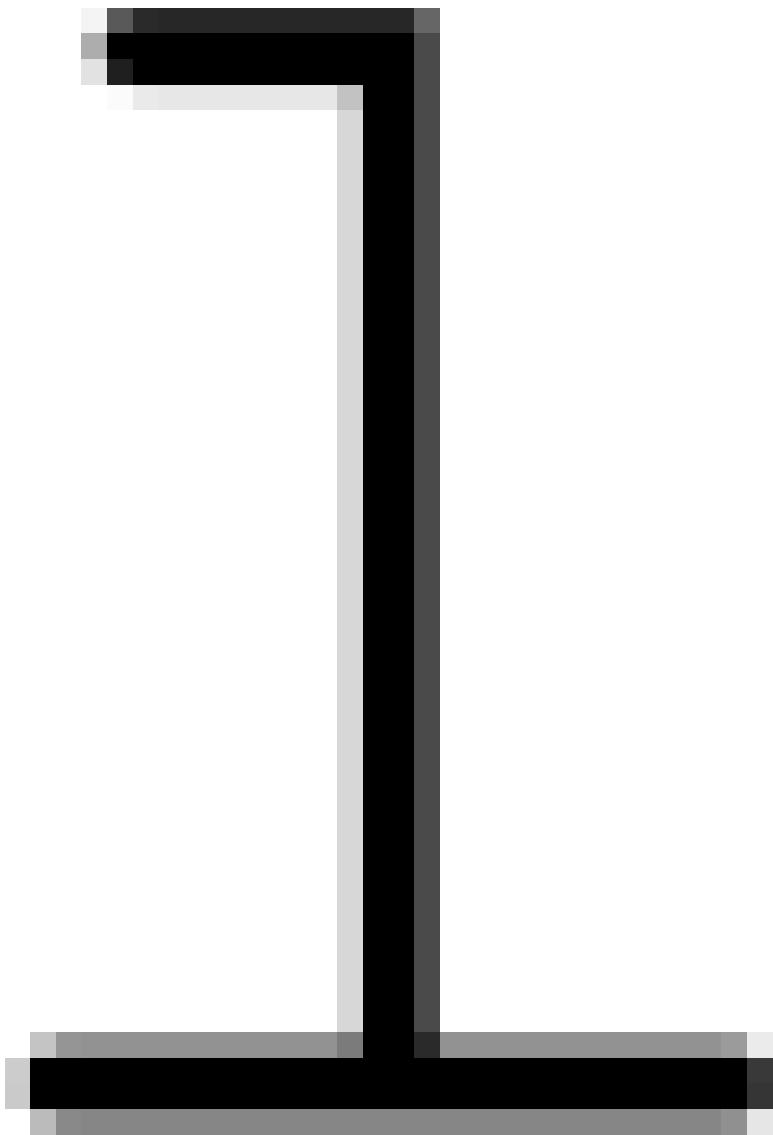


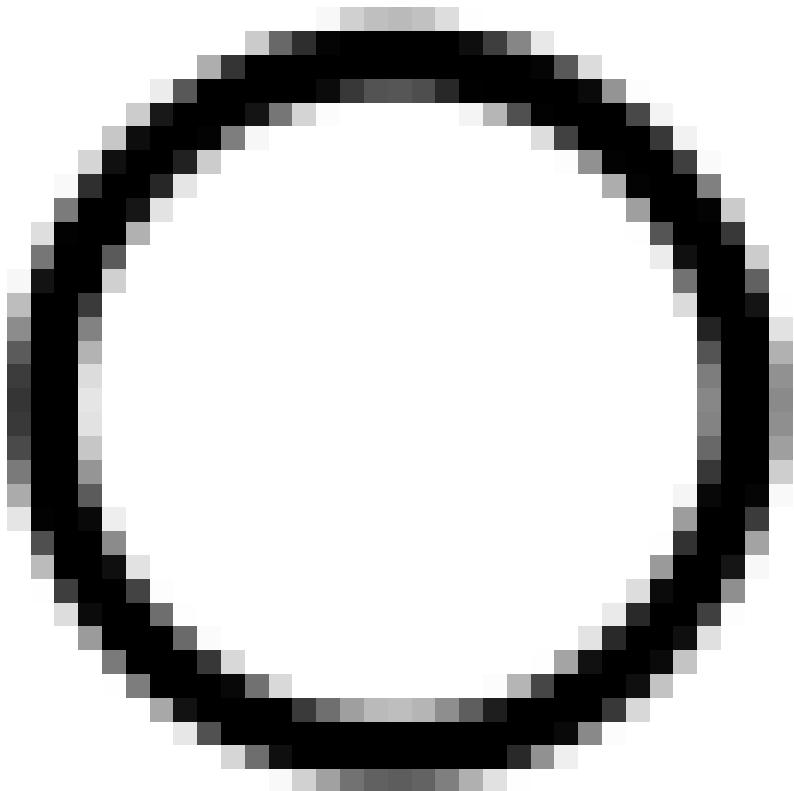


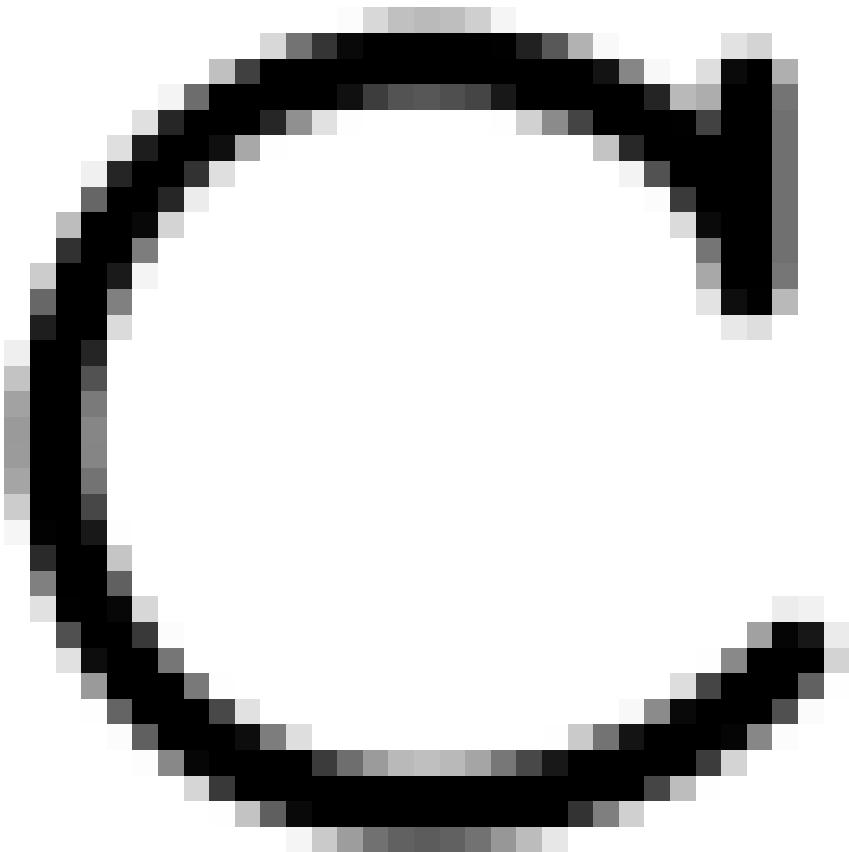


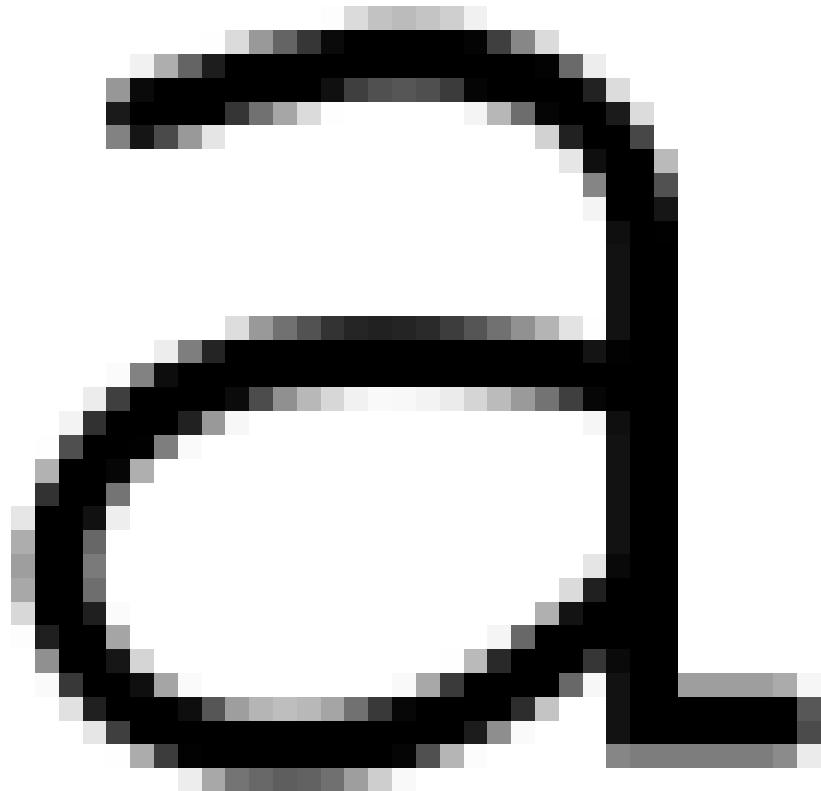


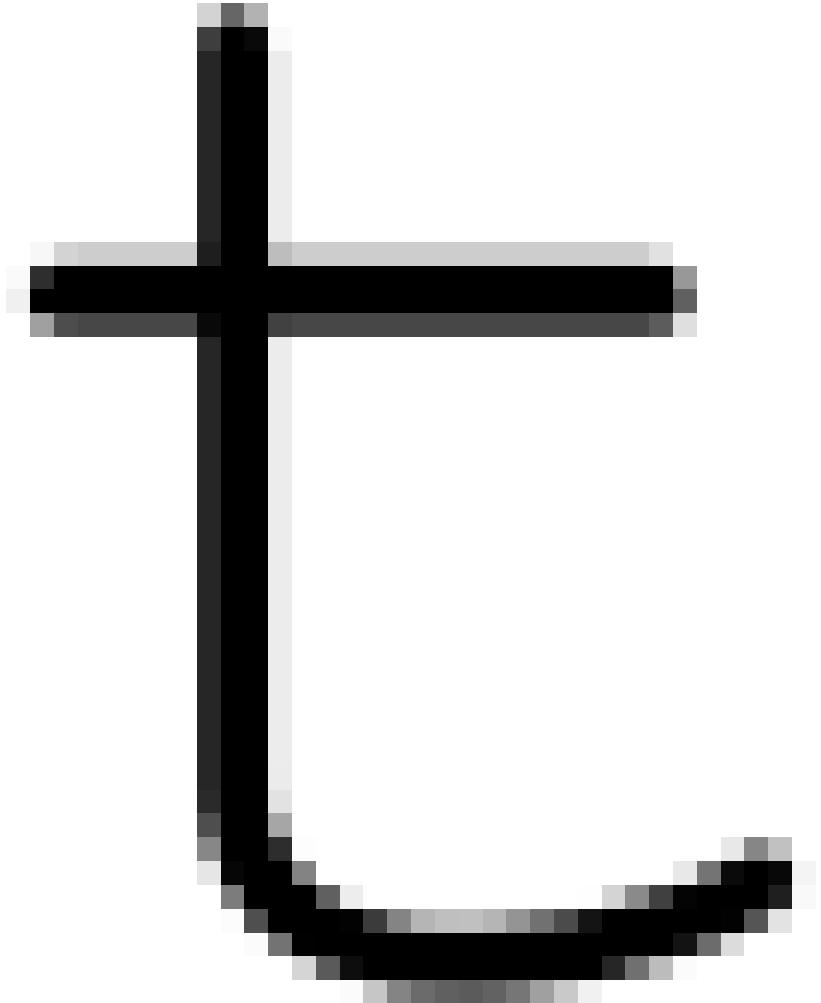


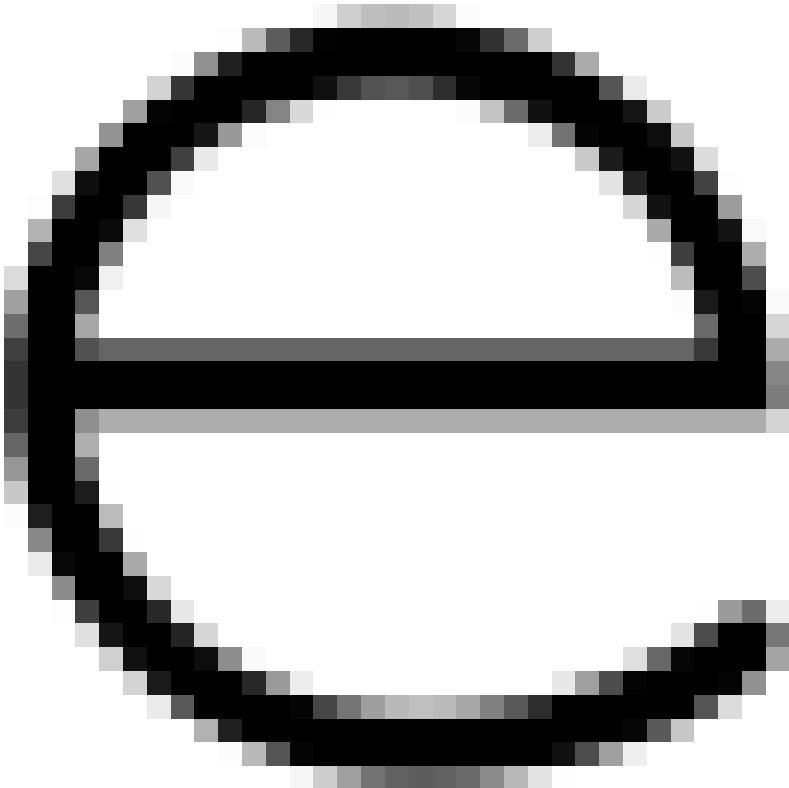


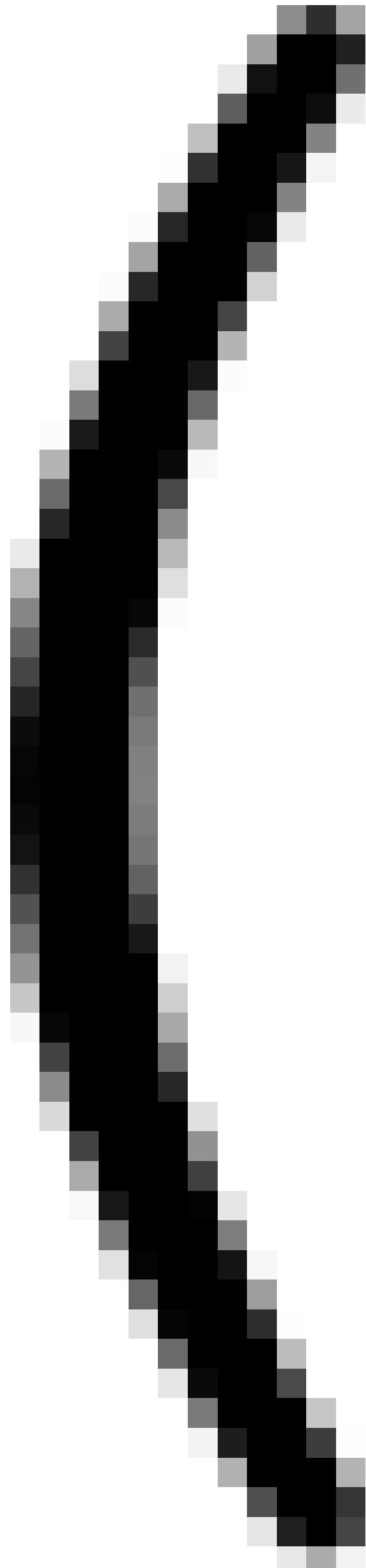


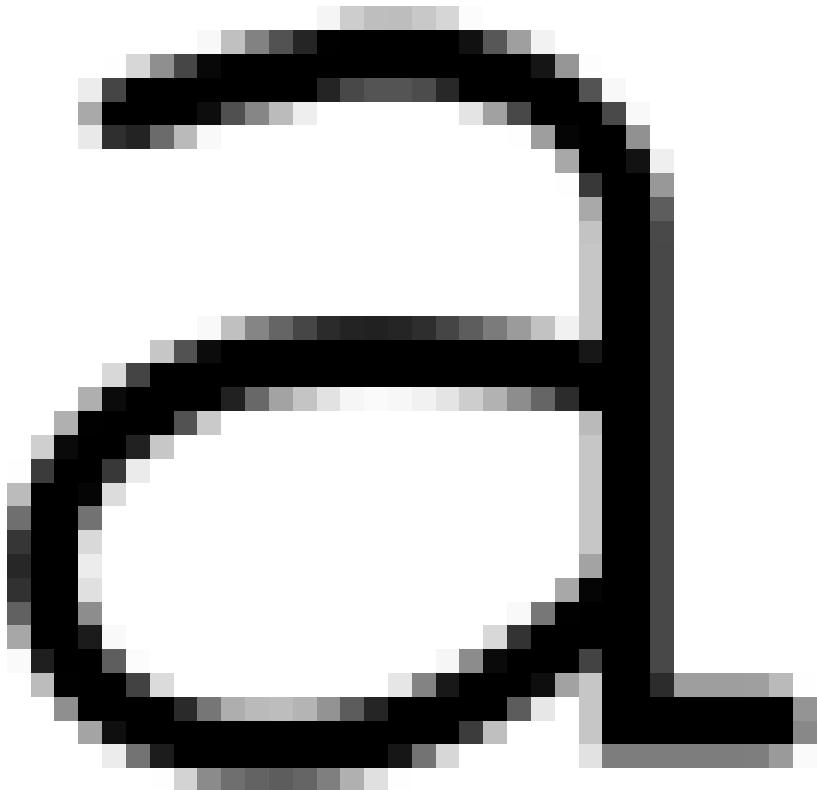


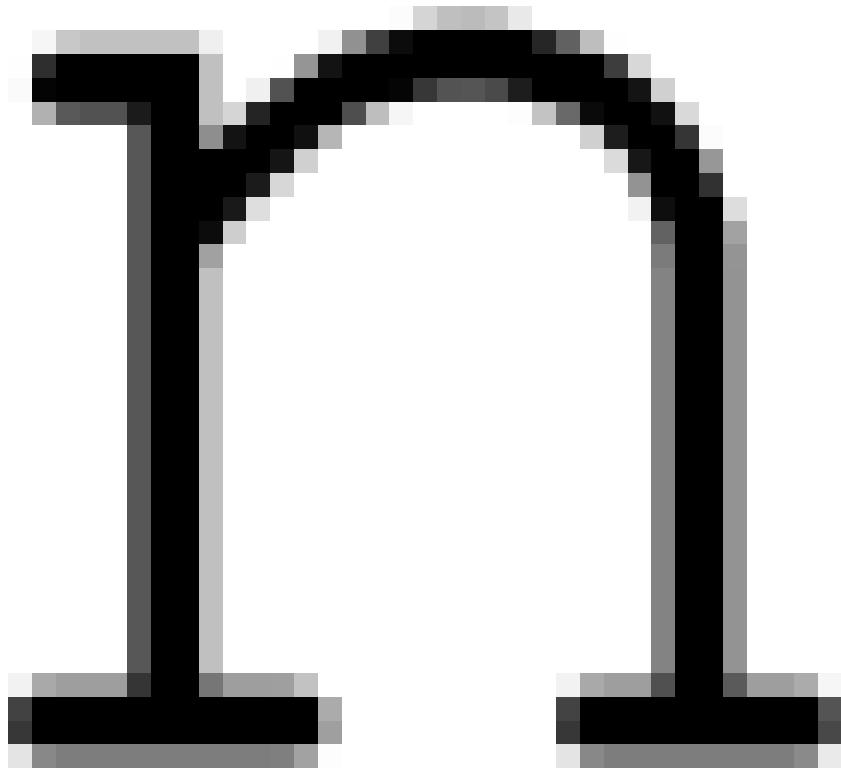


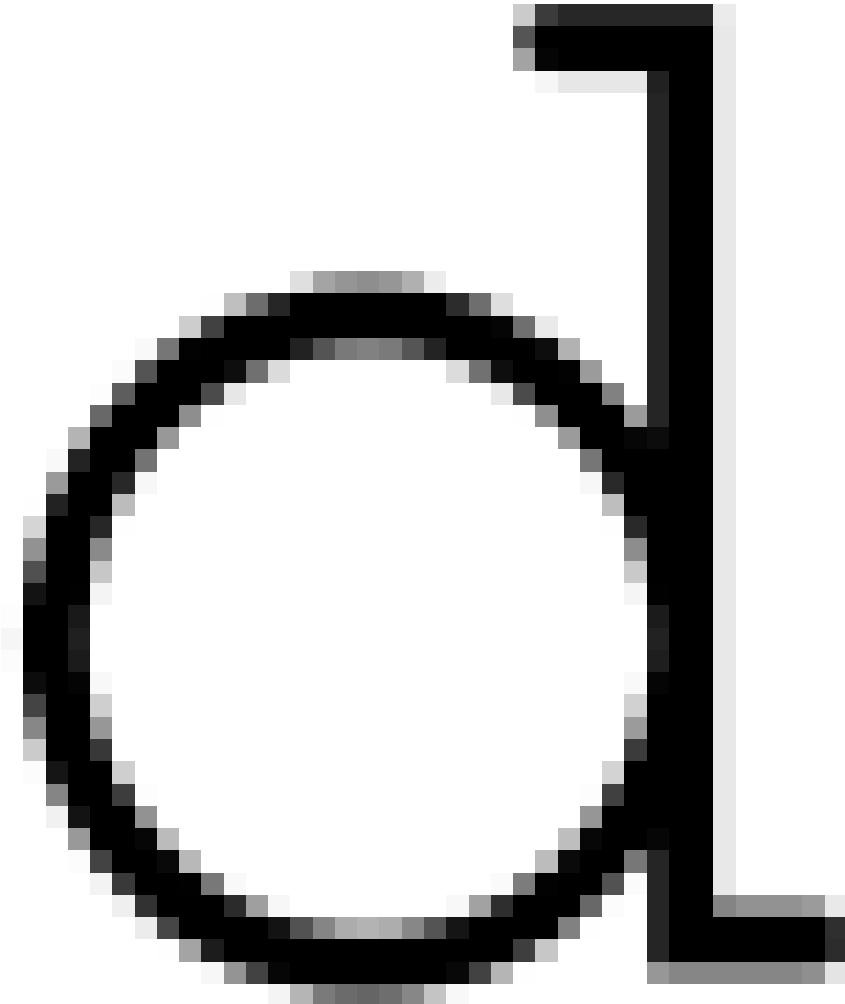




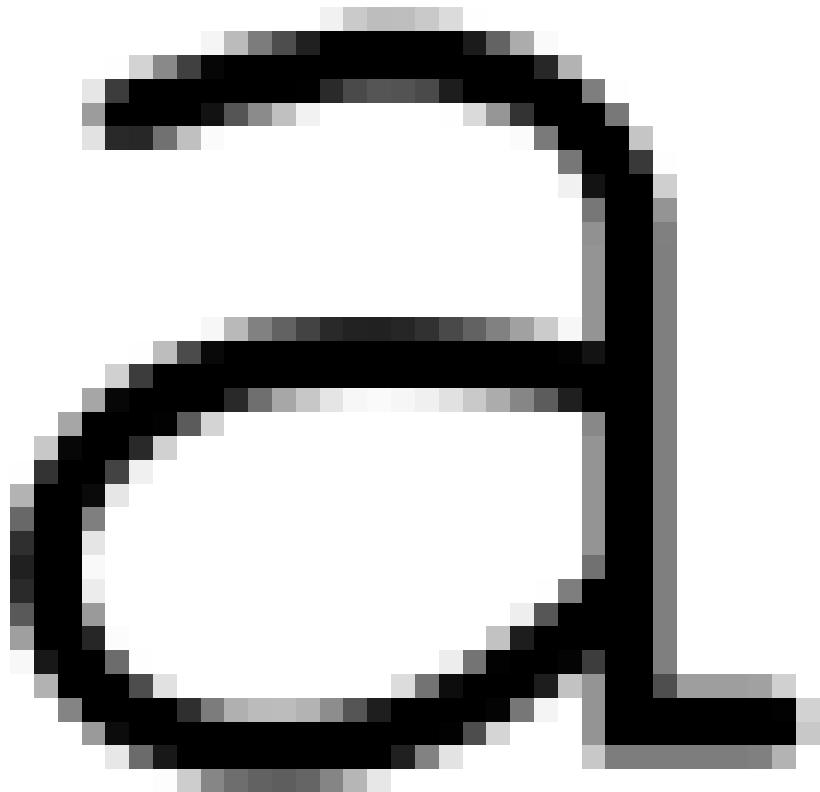


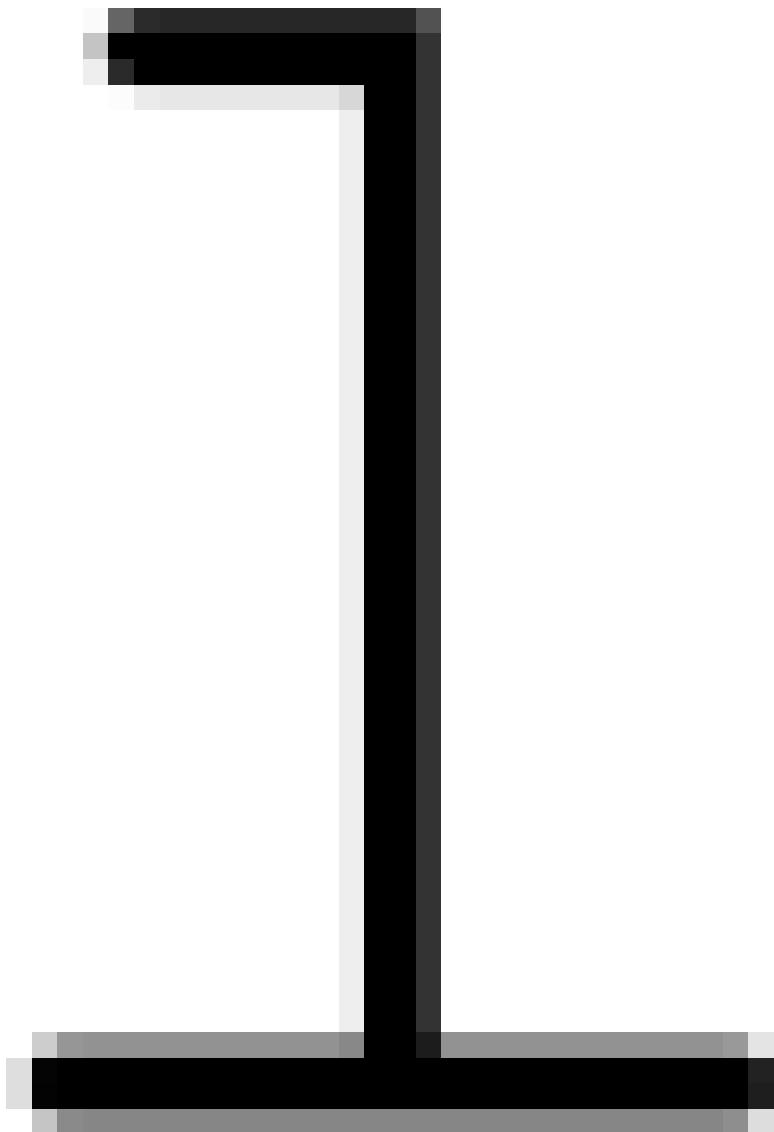


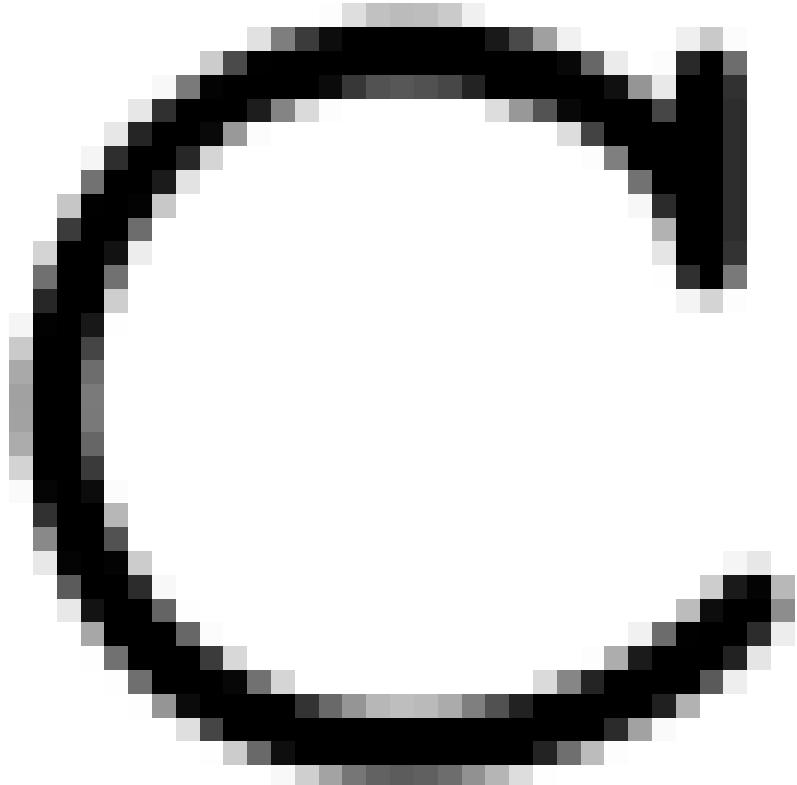


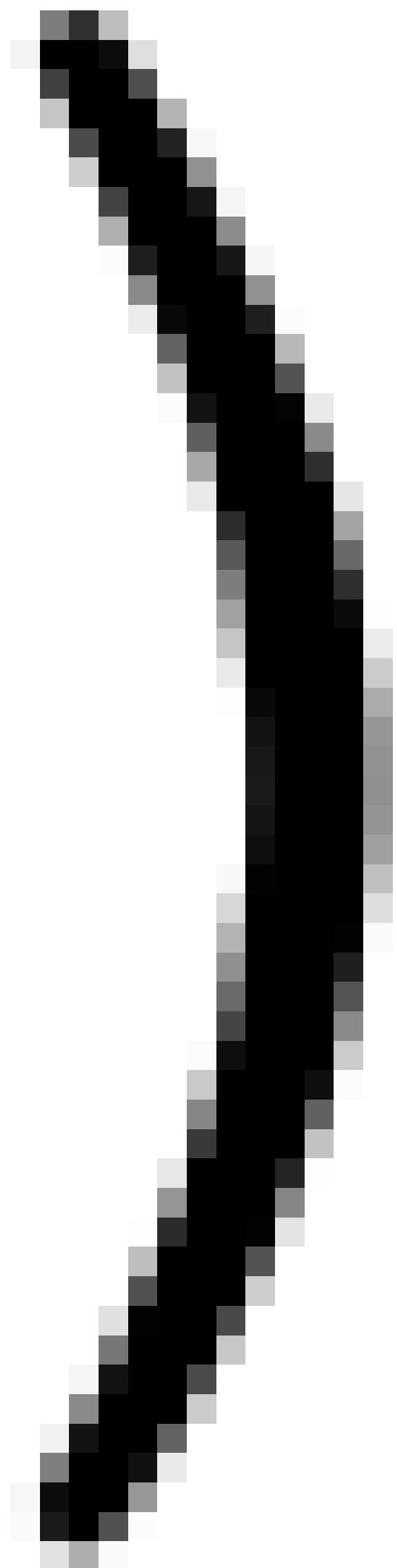




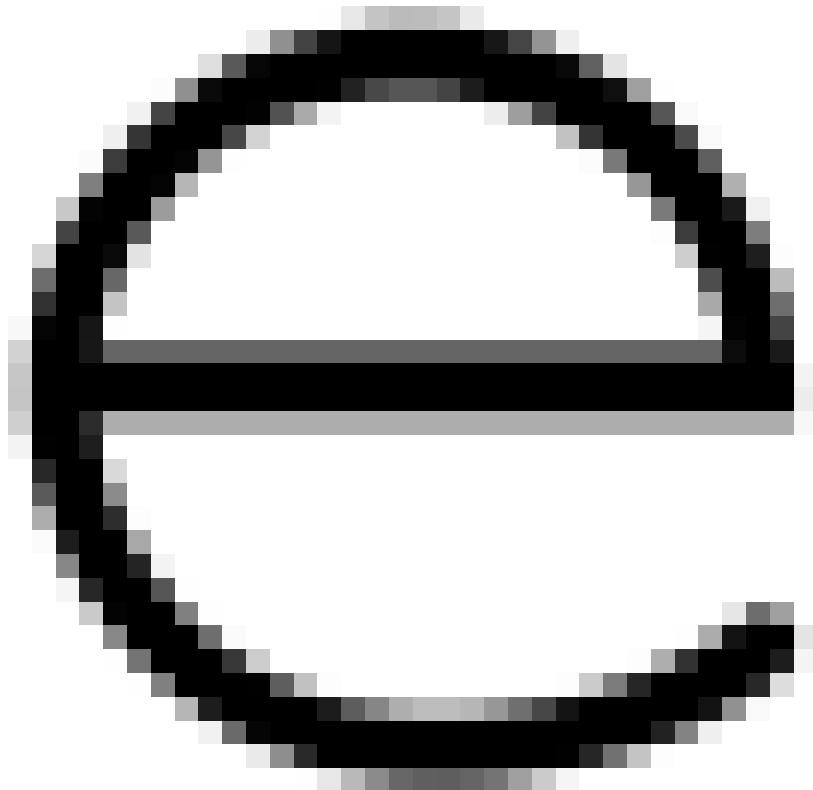


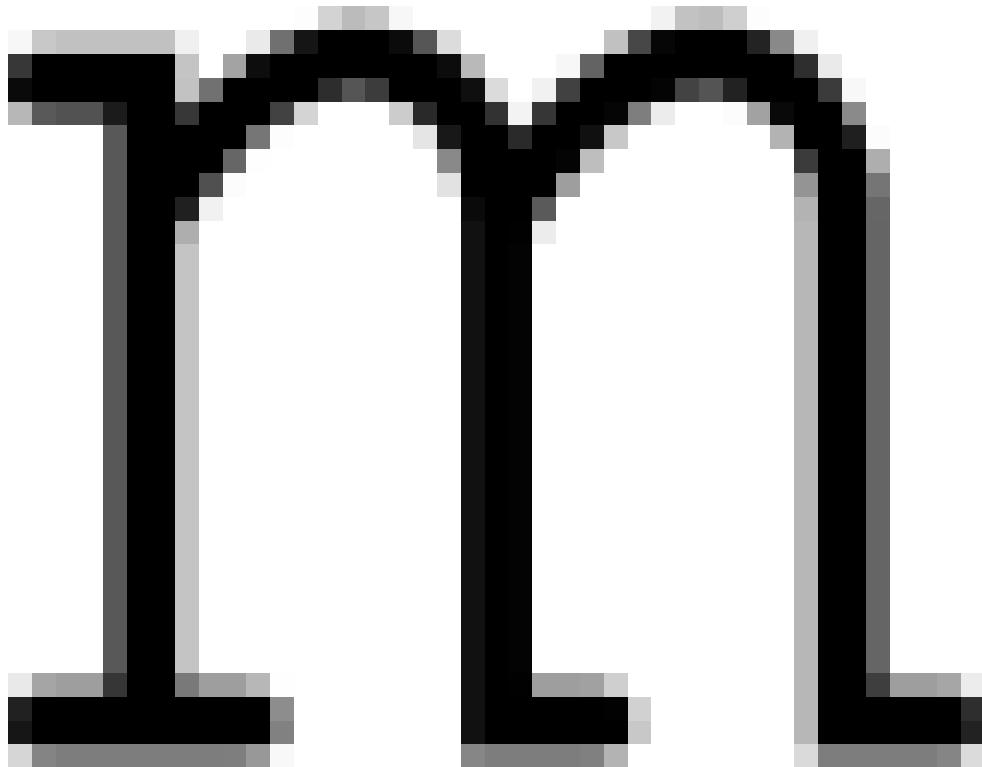


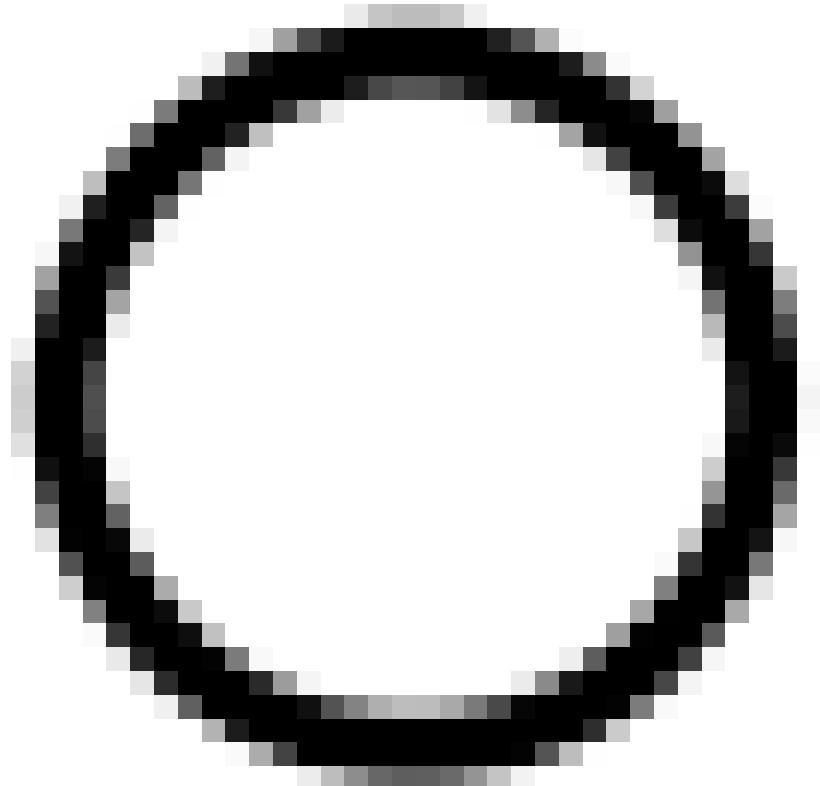


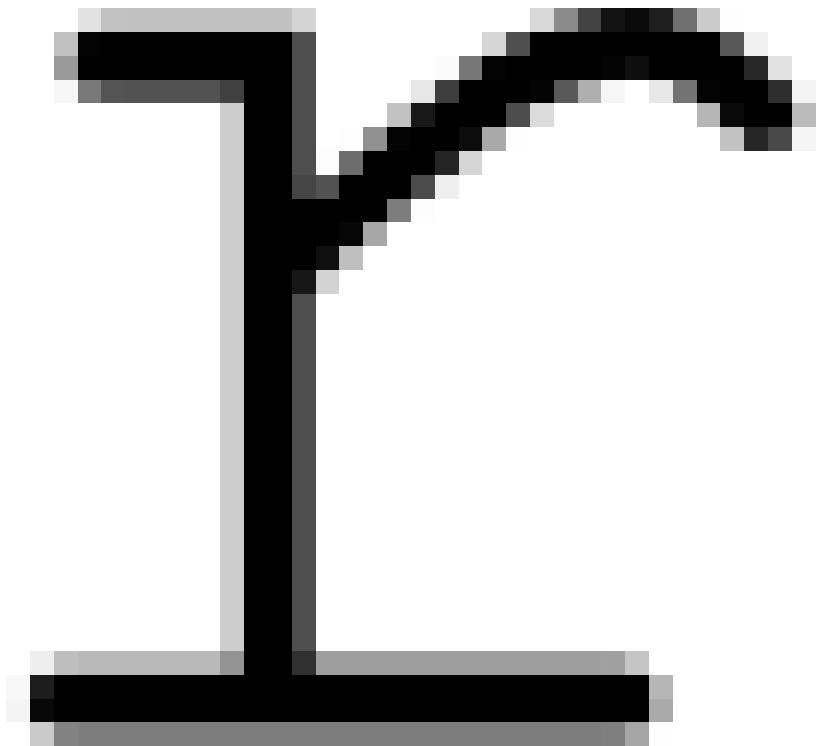


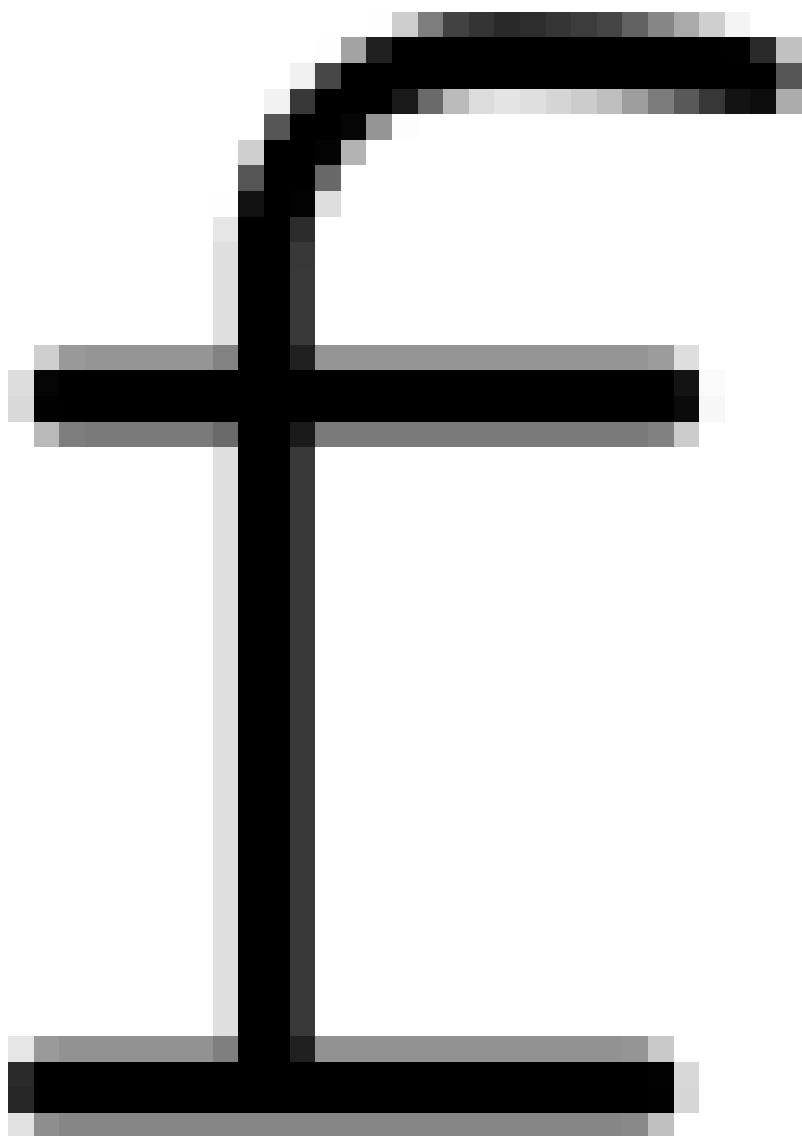


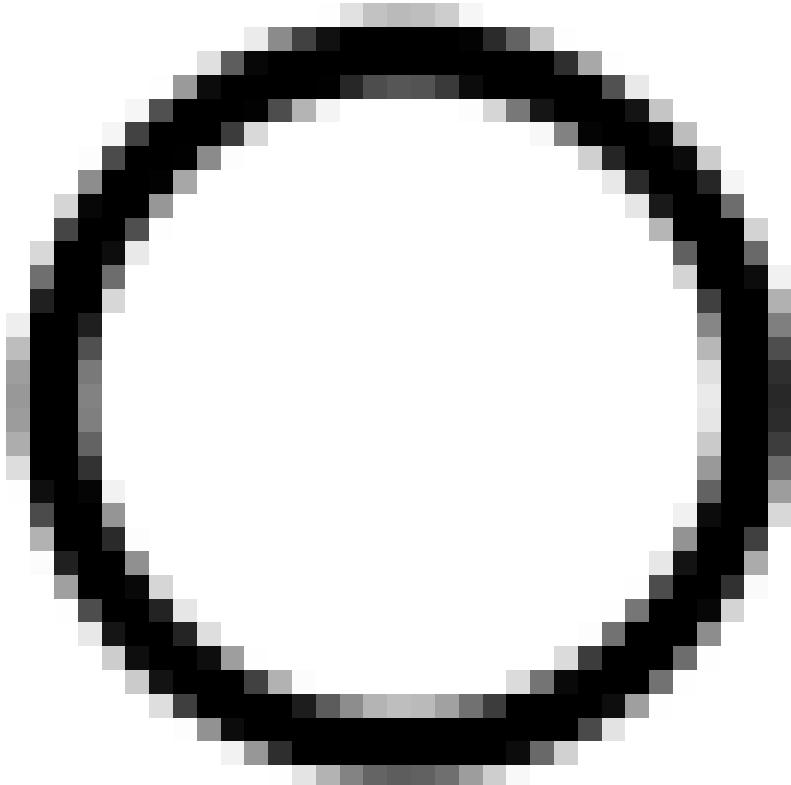


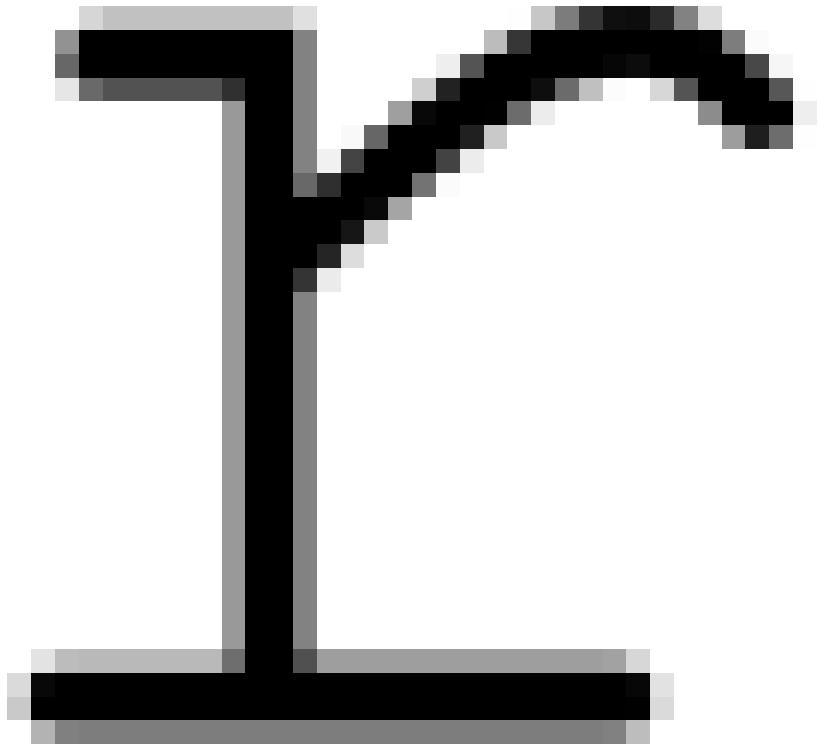


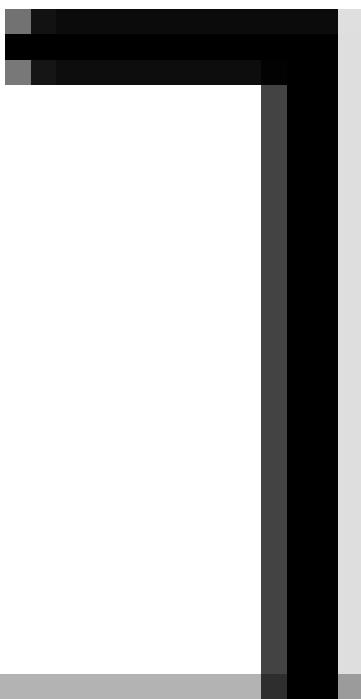


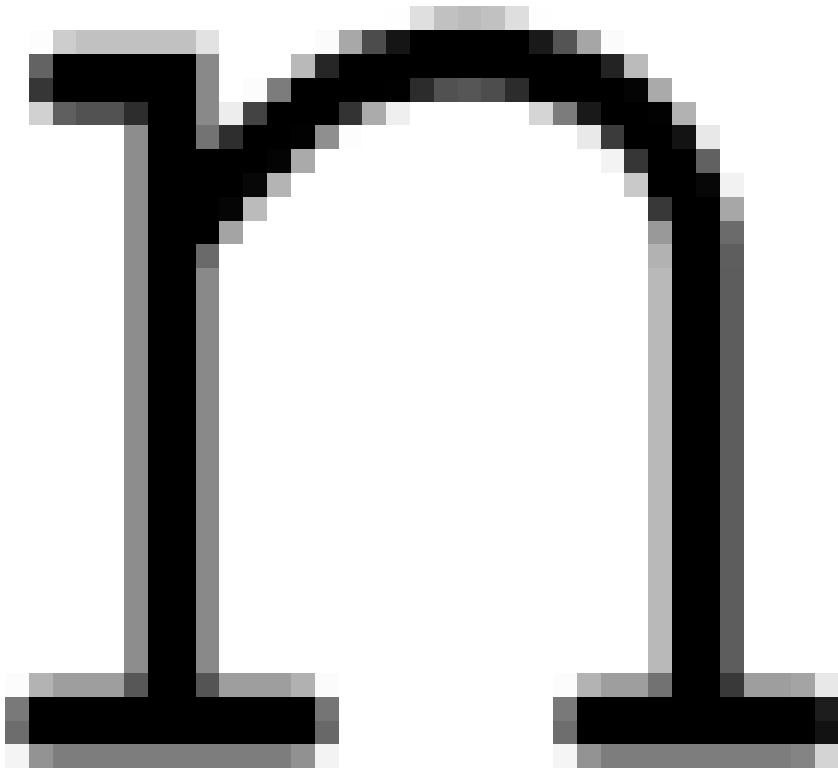


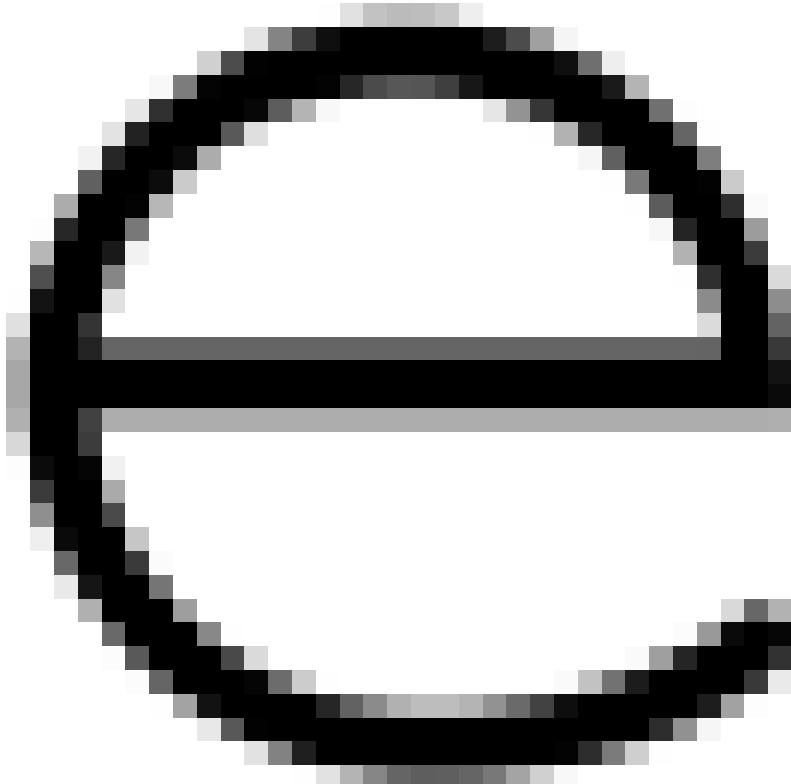




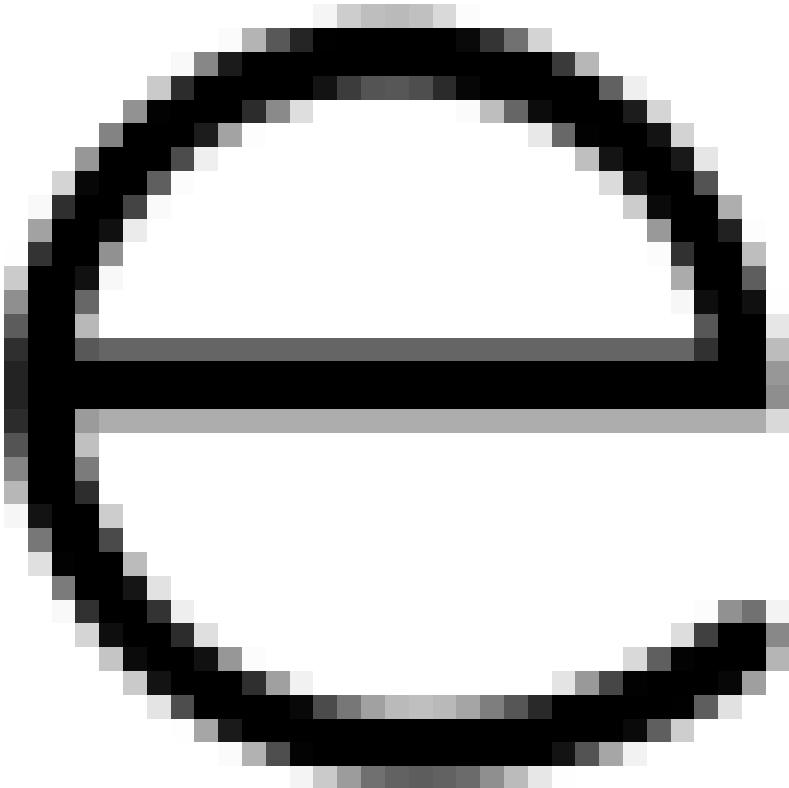


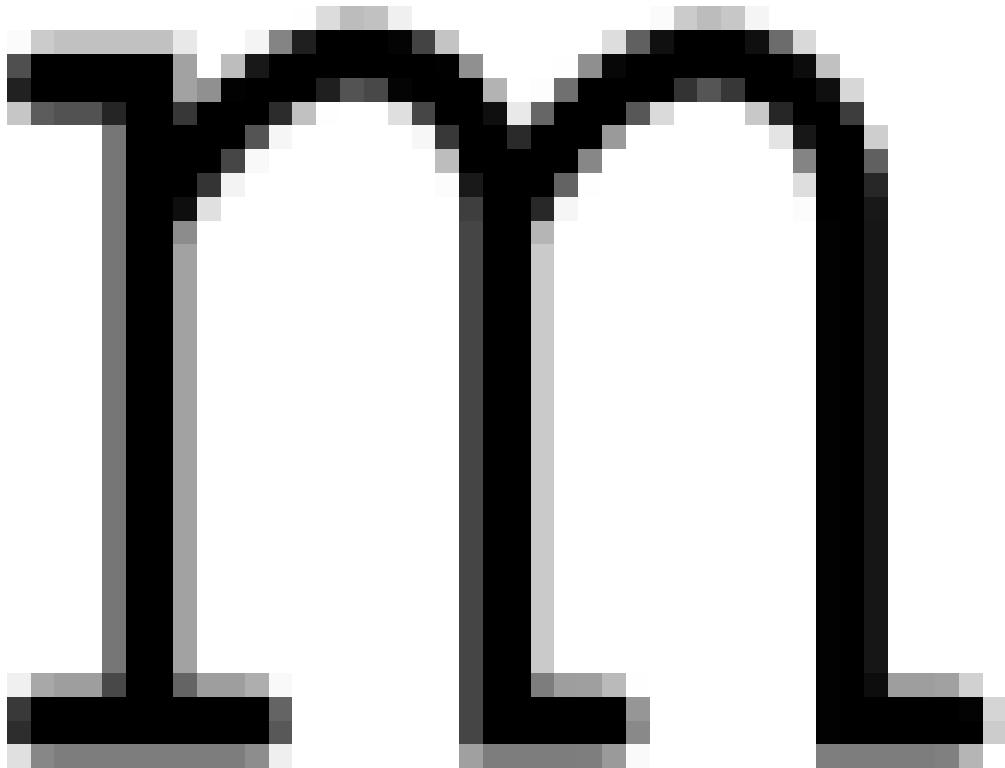


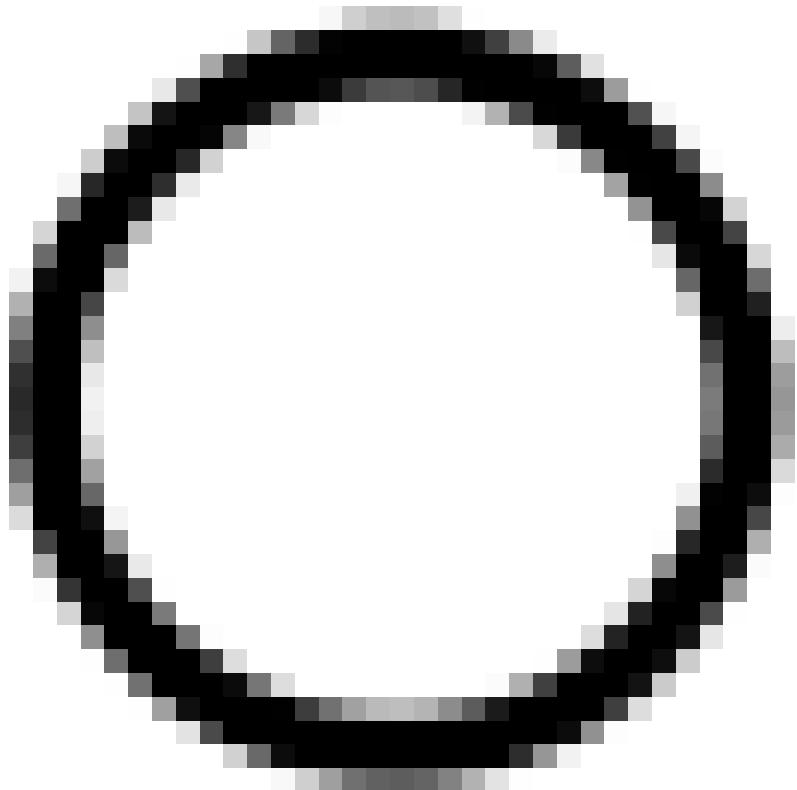


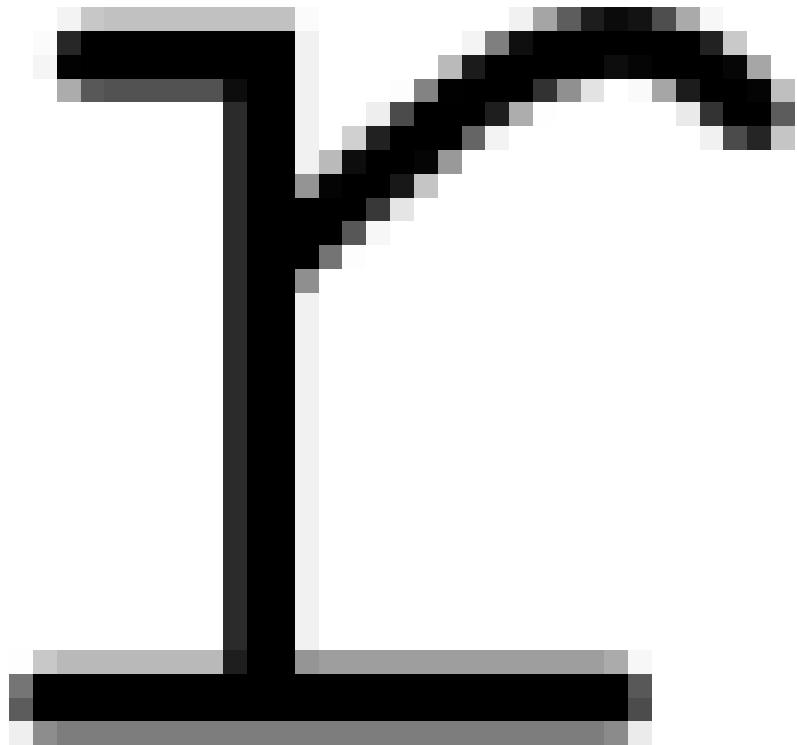


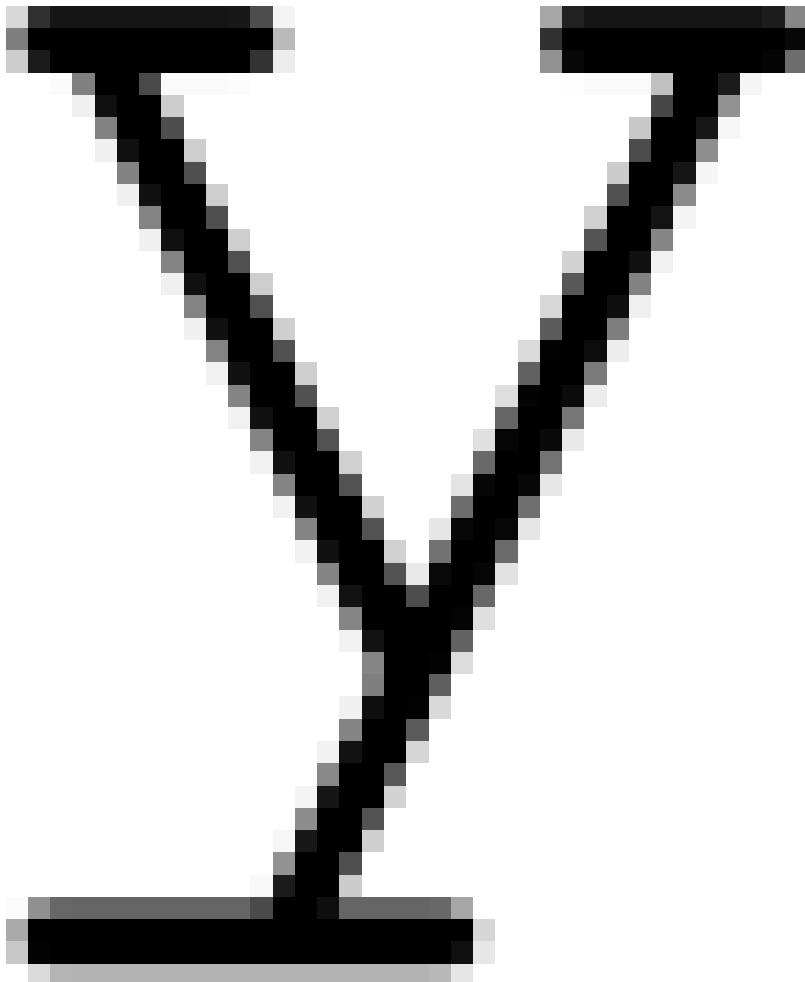


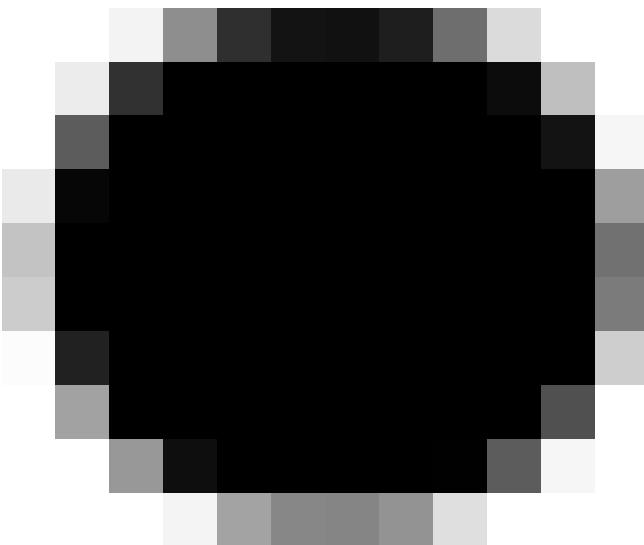






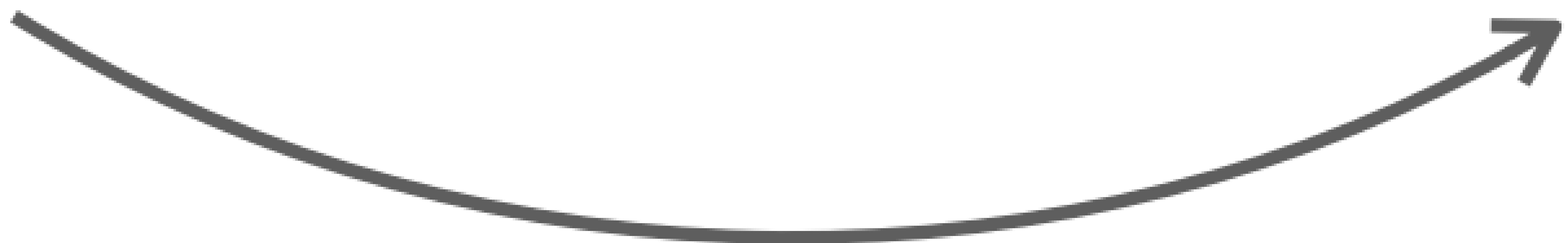




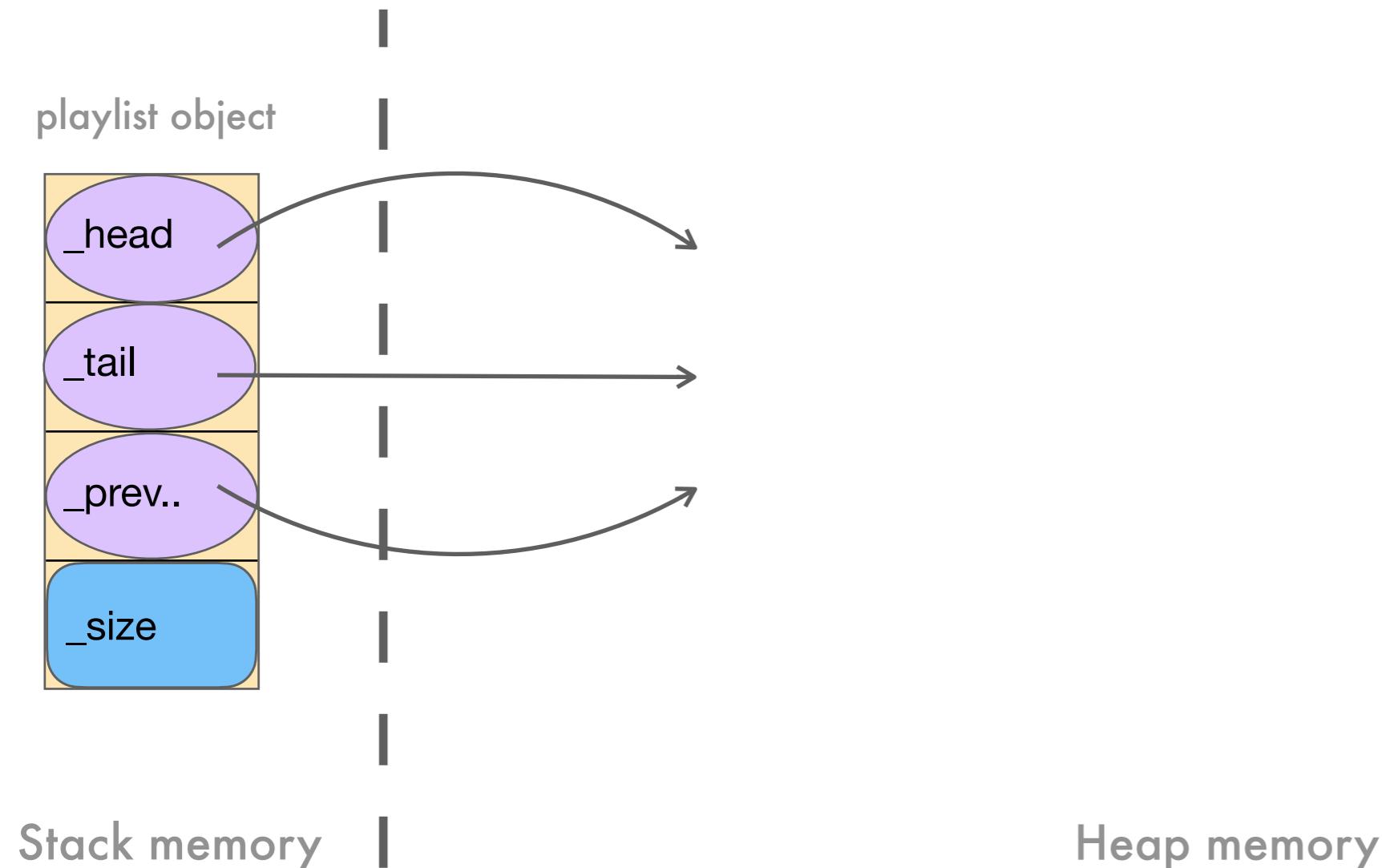






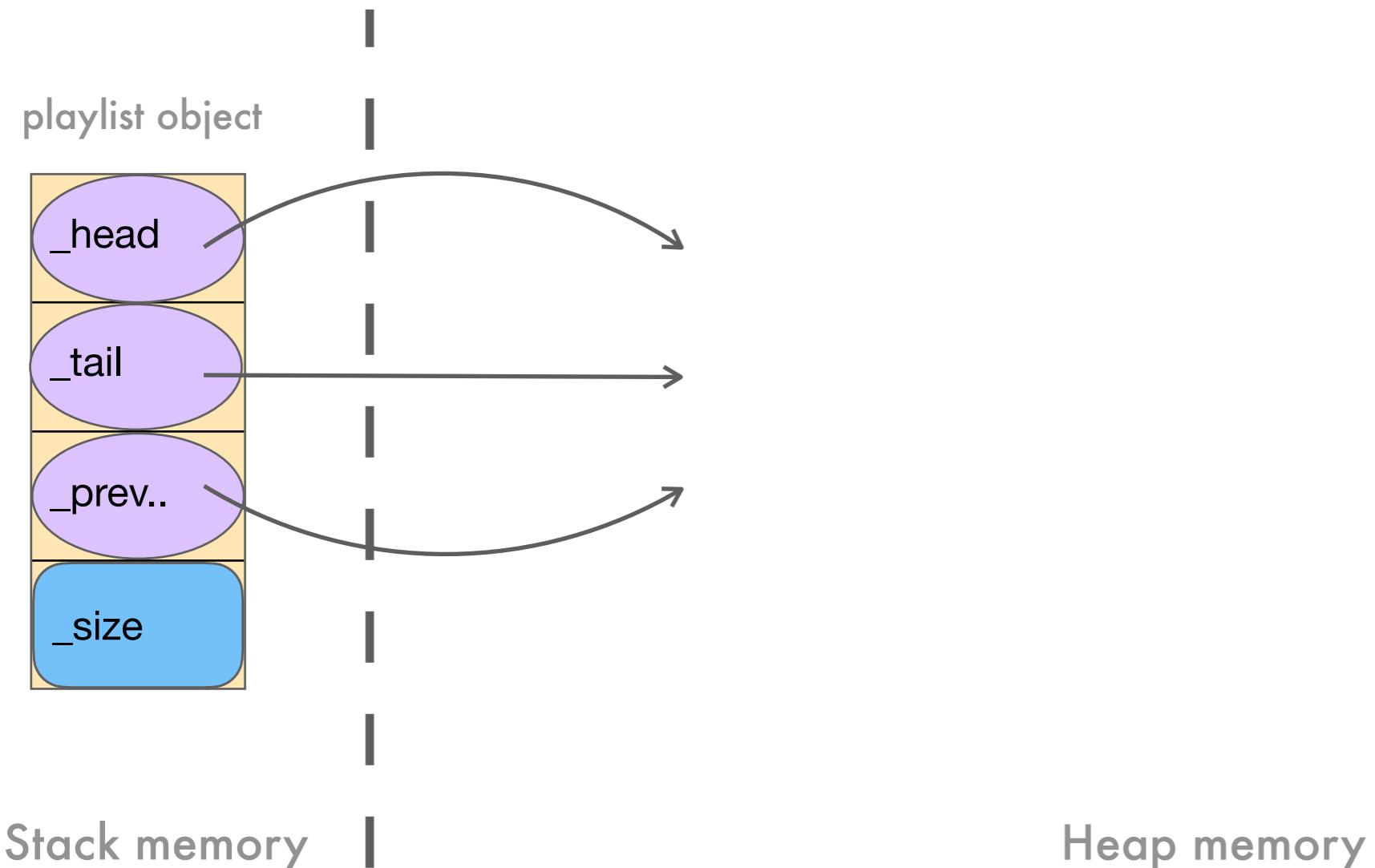


It will have node pointer (`Playlist::Node*`) data members that point into heap memory. The `Playlist` class will dynamically allocate (and deallocate) memory for Nodes in heap memory.



| <code>Playlist</code> | <code>Playlist::Node</code> | <code>Playlist::Node*</code> | <code>Playlist::SongEntry</code> | <code>size_t</code> | <code>std::string</code> |
|-----------------------|-----------------------------|------------------------------|----------------------------------|---------------------|--------------------------|
| | | | | | |

Legend



Playlist

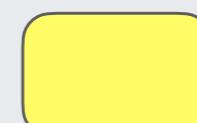
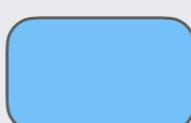
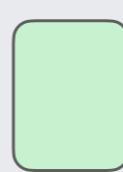
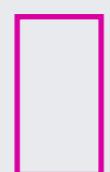
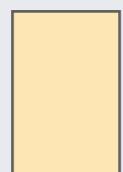
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend