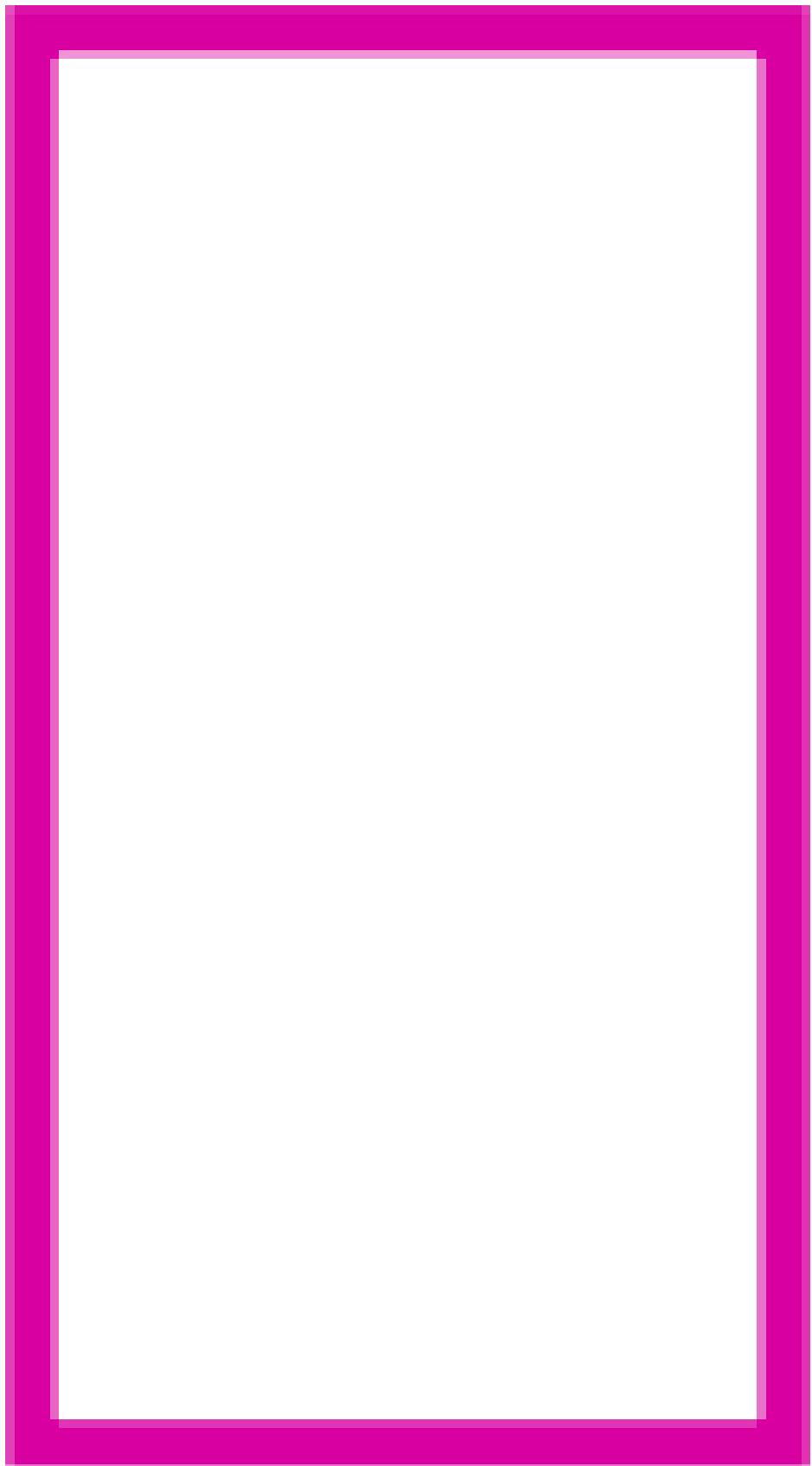
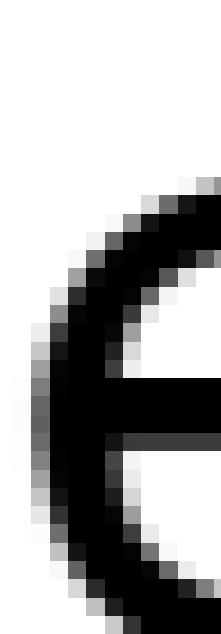
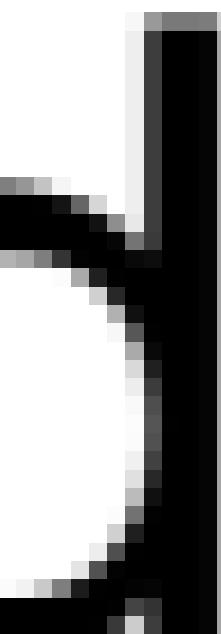
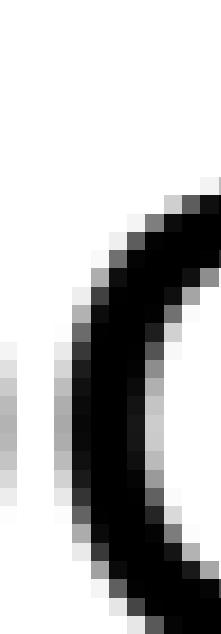
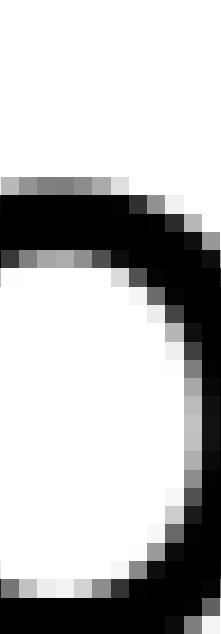
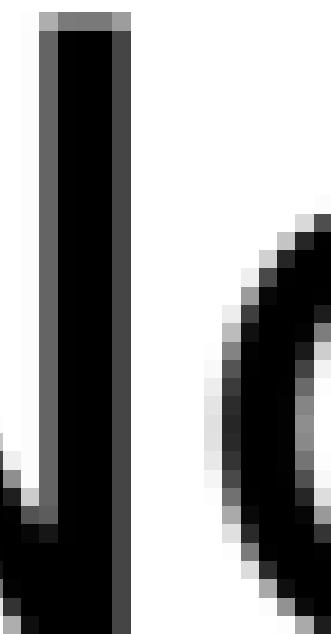
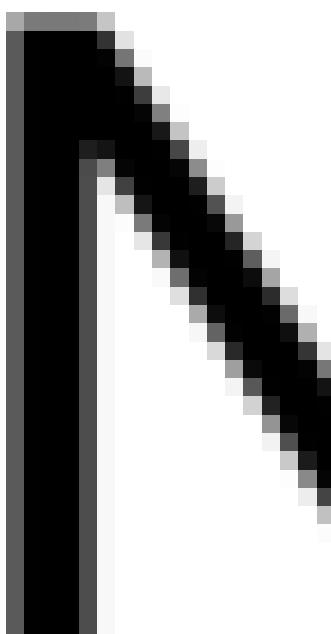
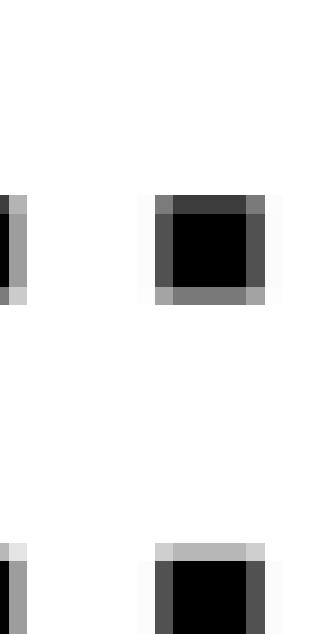
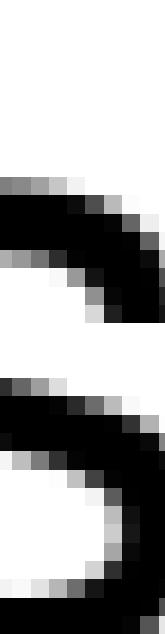
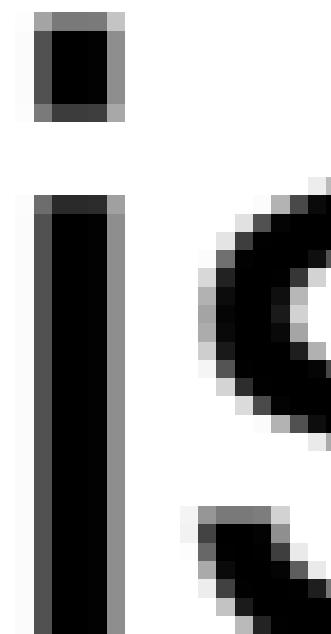
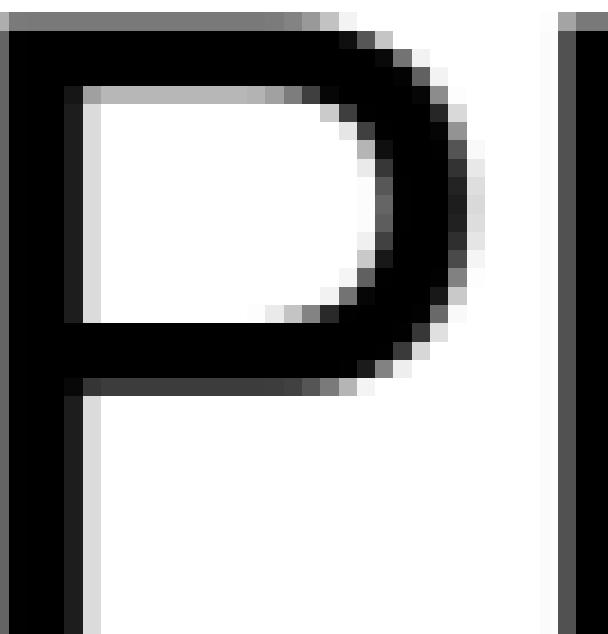
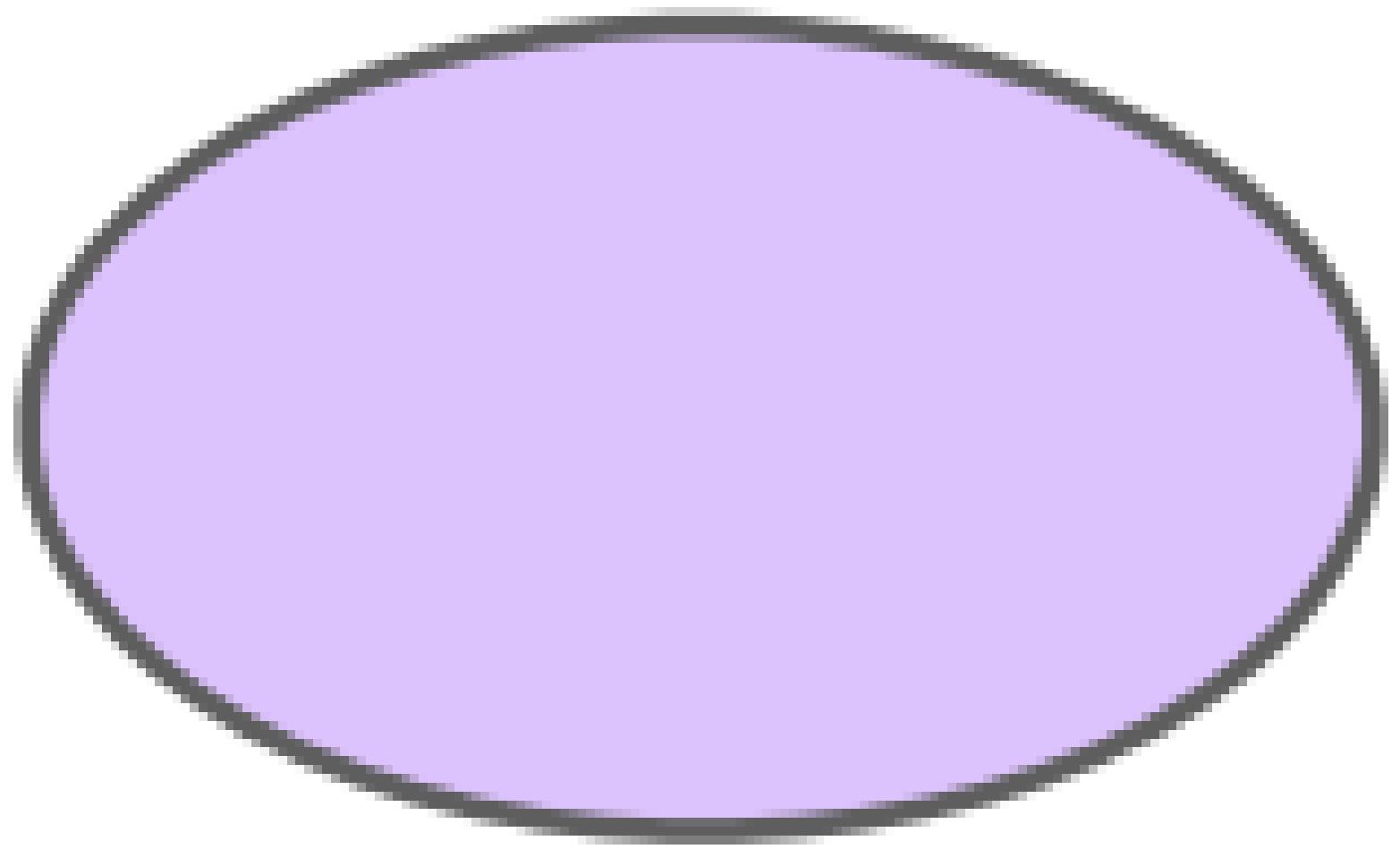
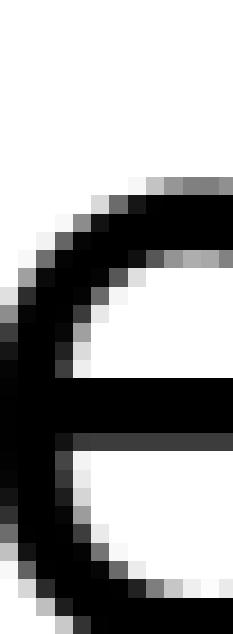
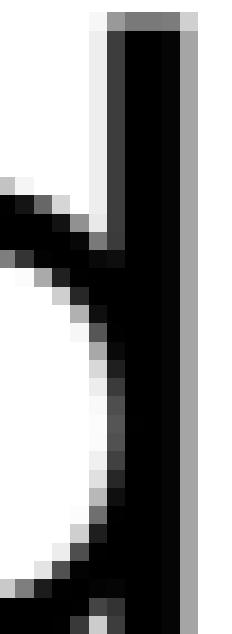
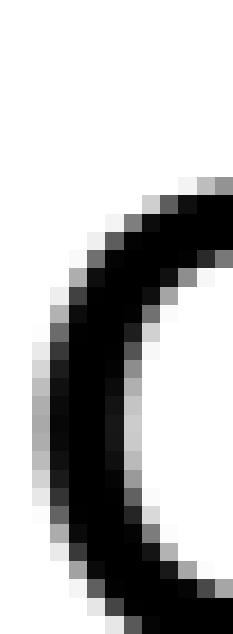
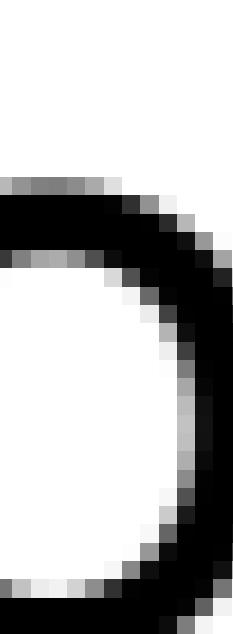
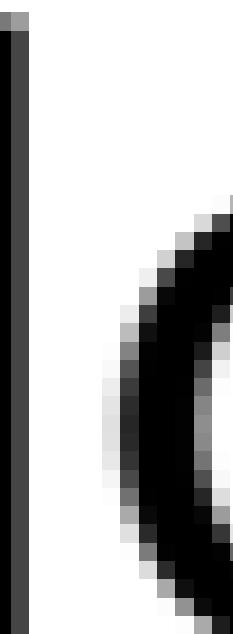
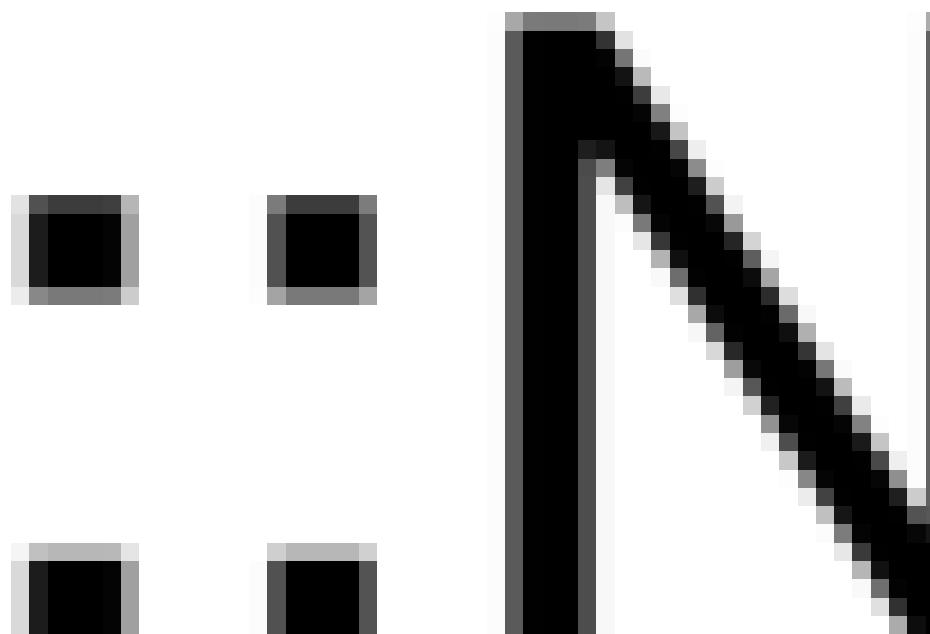
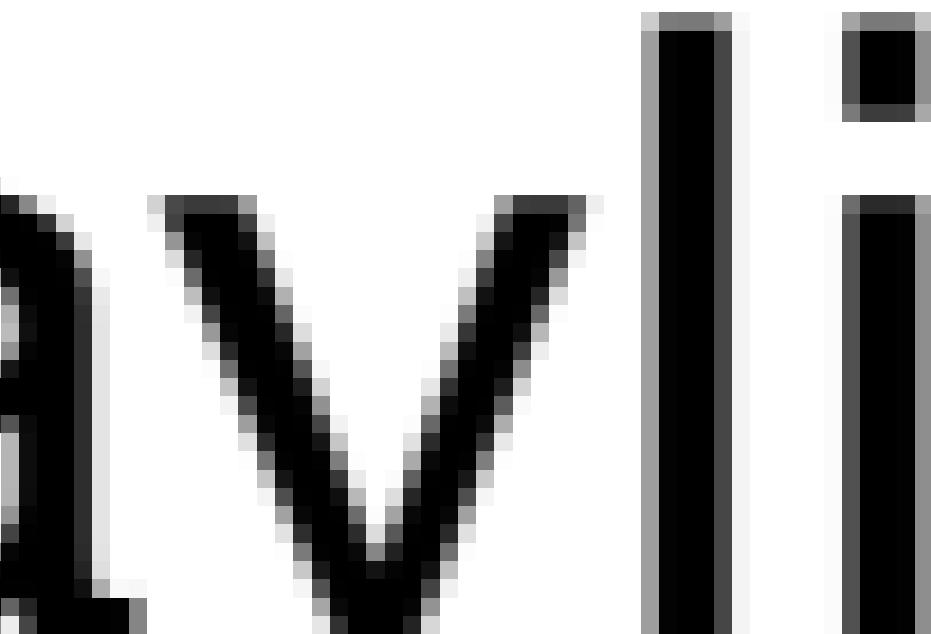
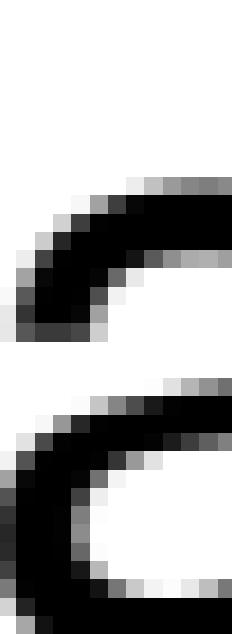
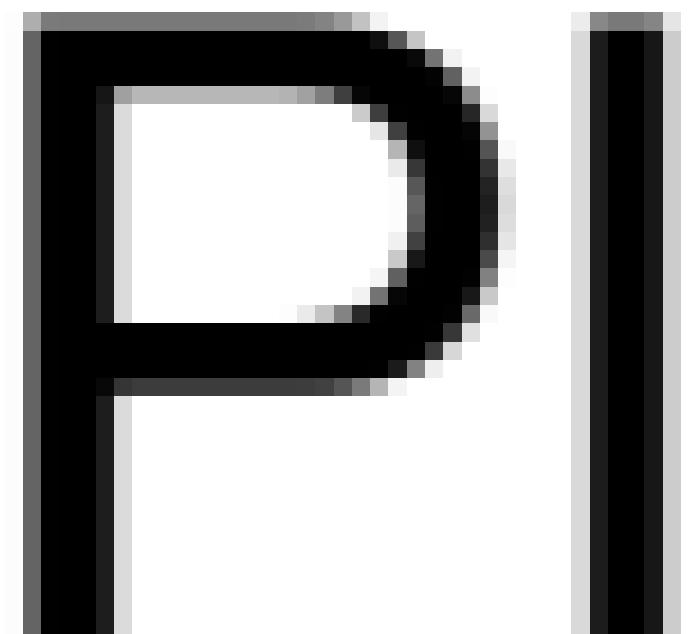


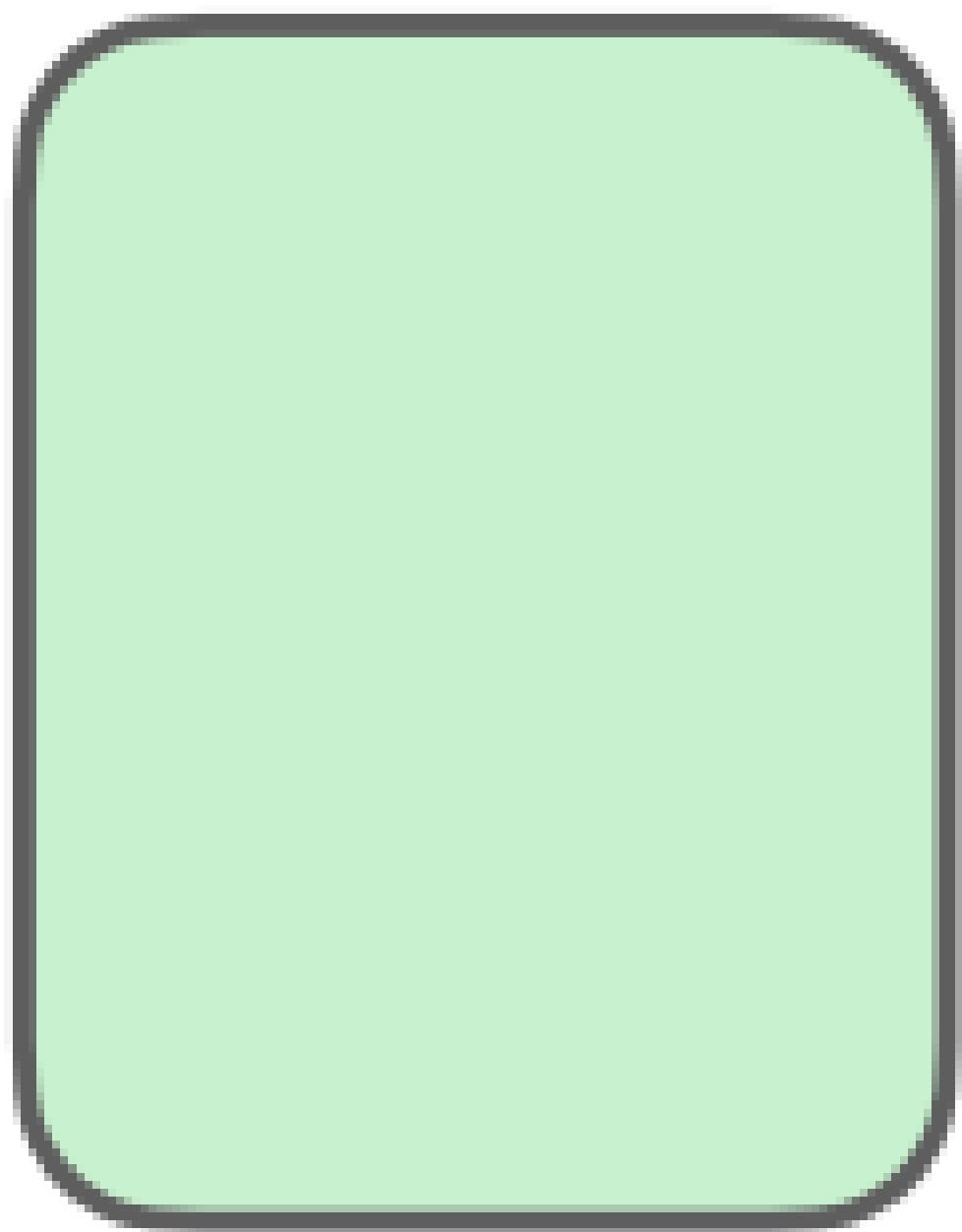
Legend





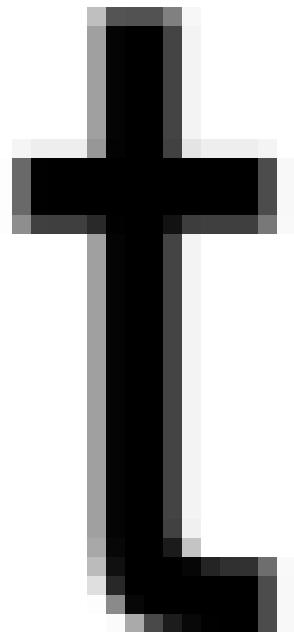
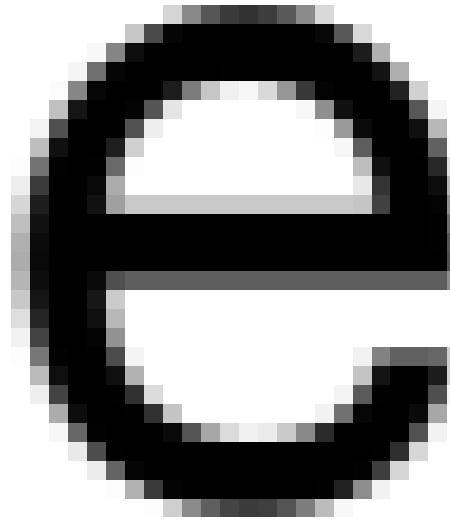
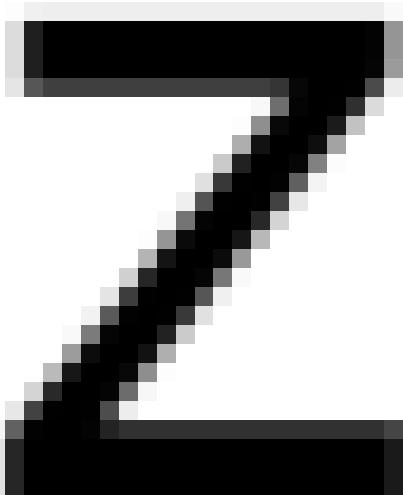
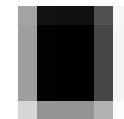
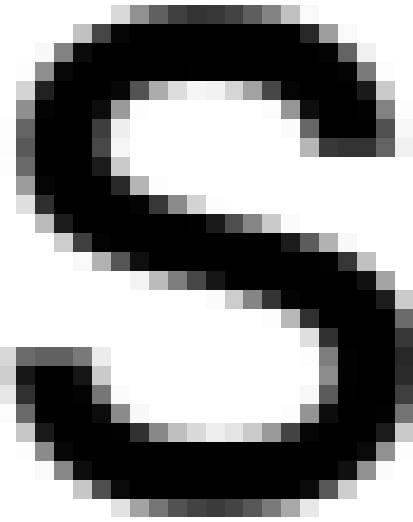






Playist - Songlist



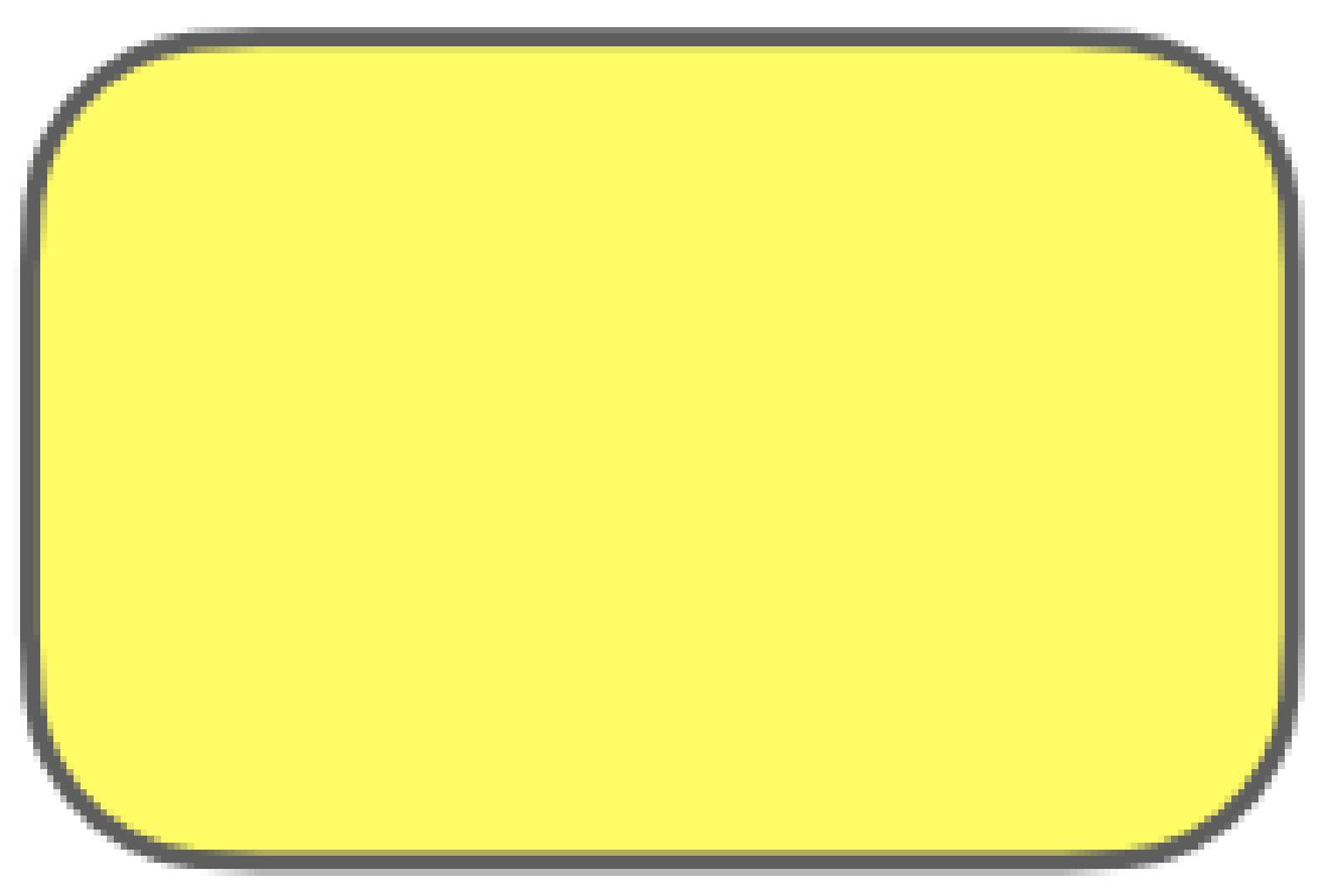


Stock me more

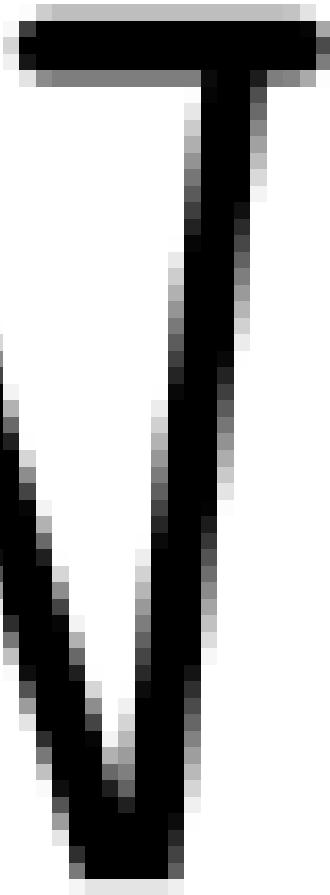
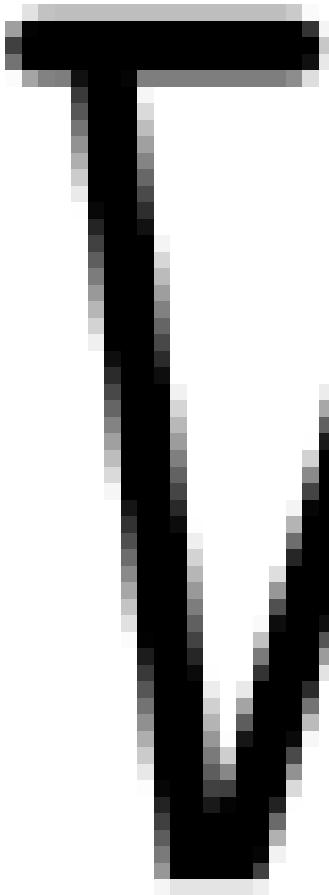
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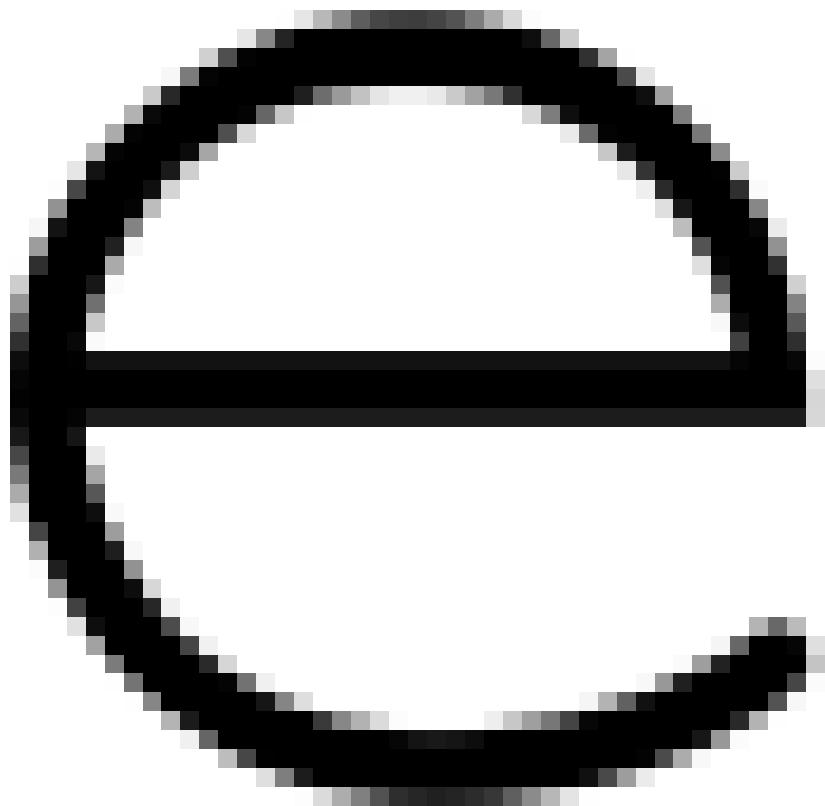


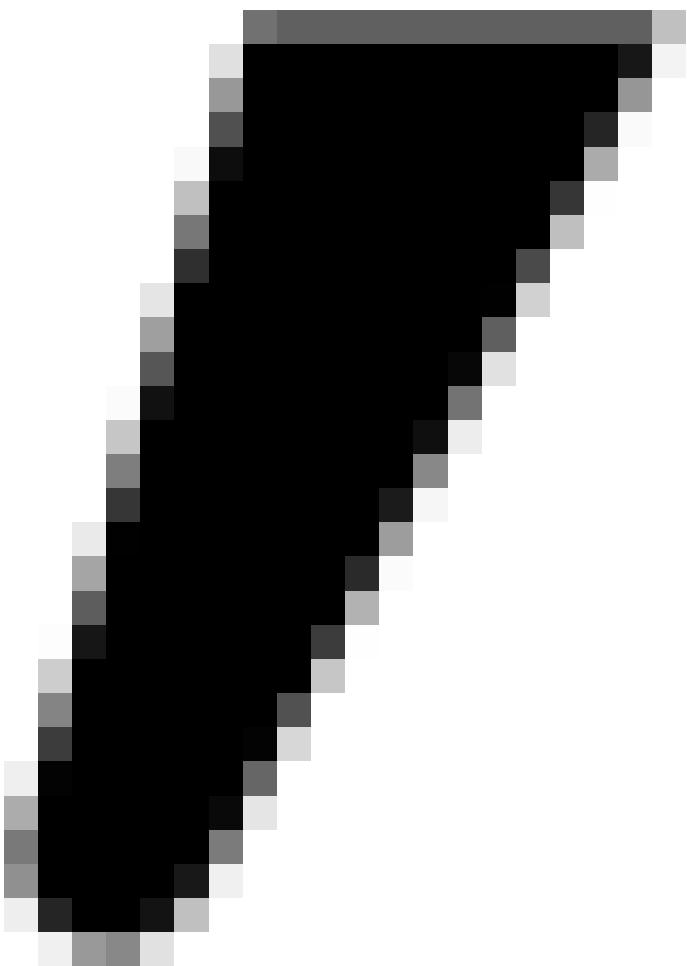


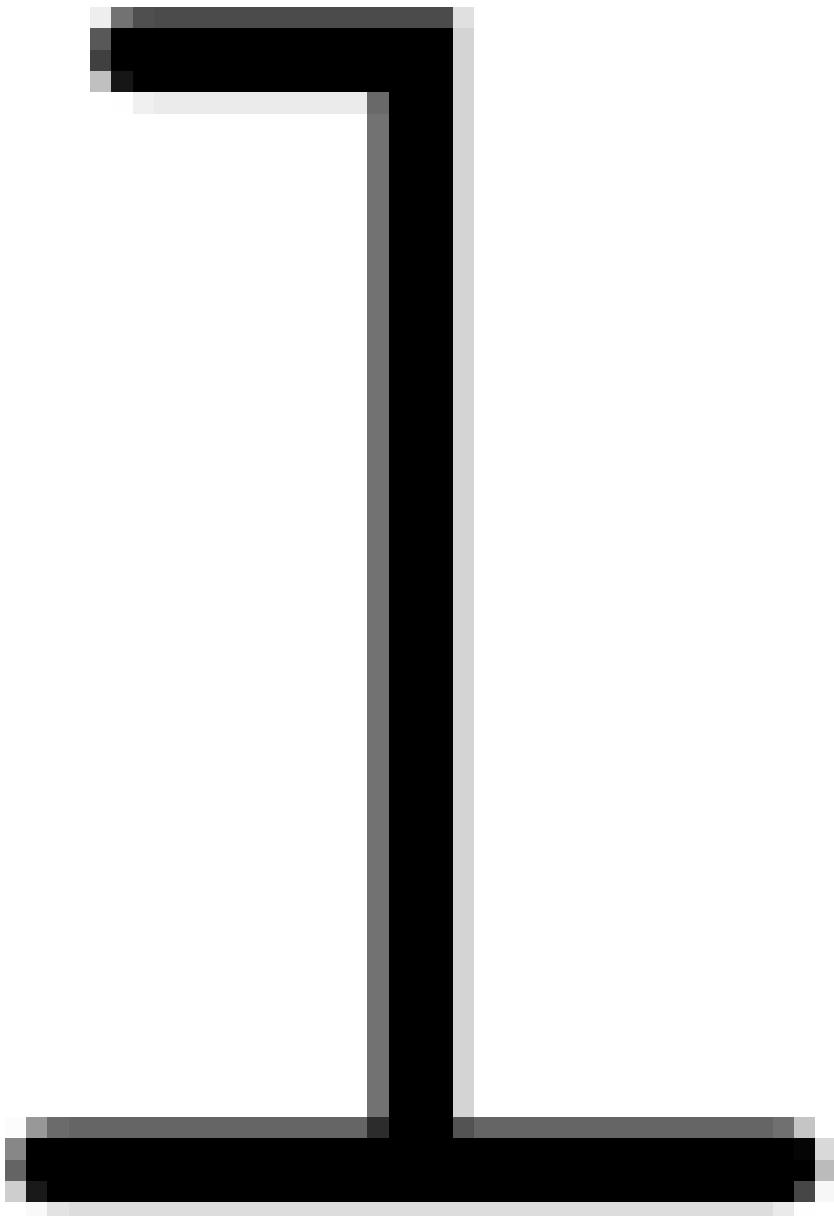


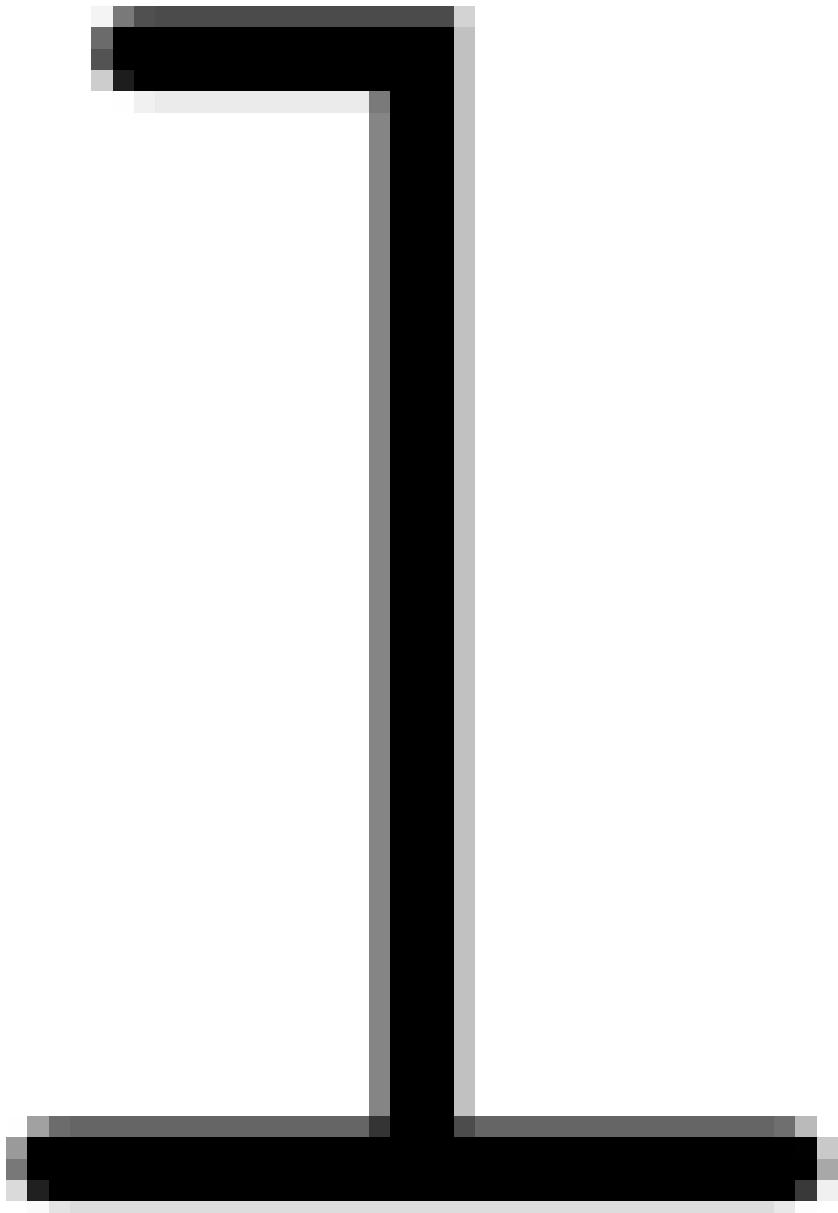


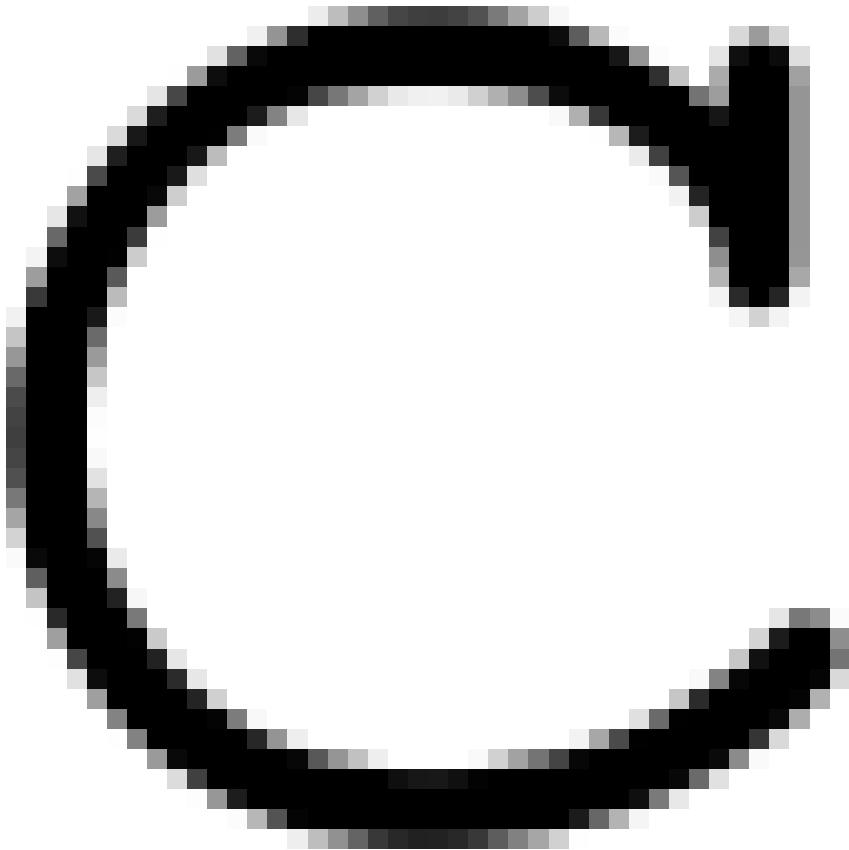


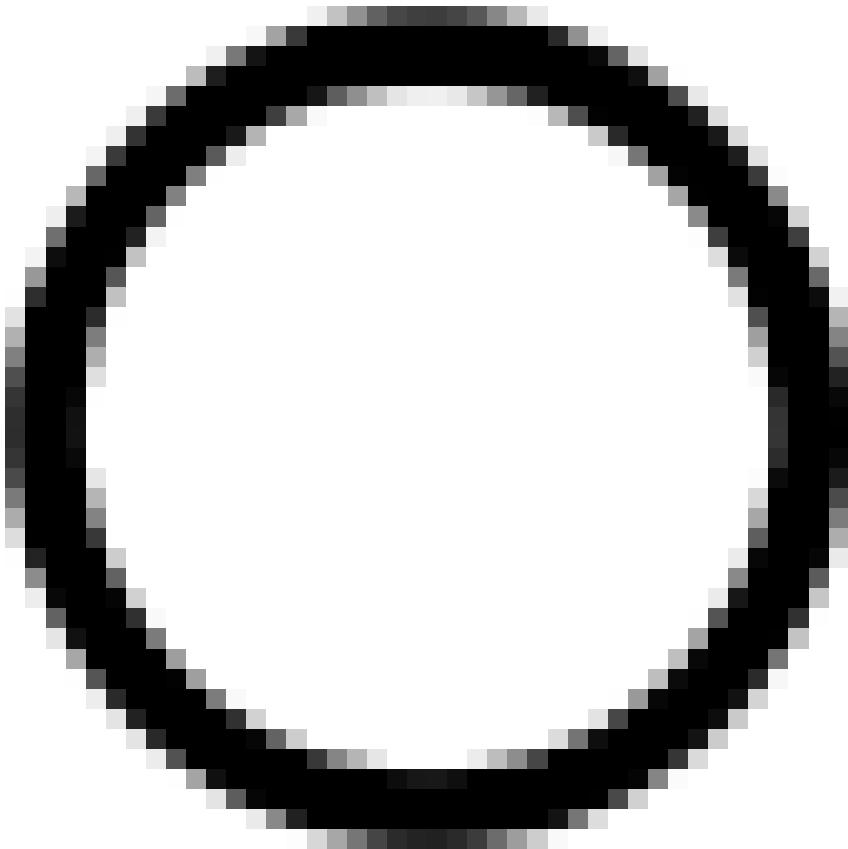


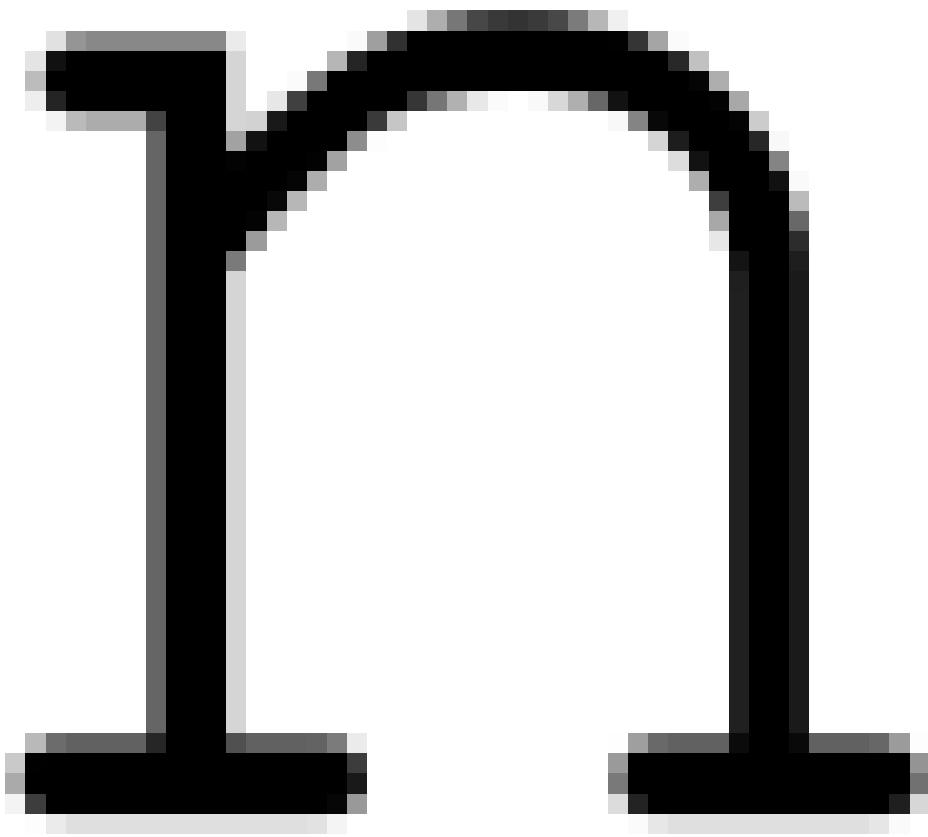


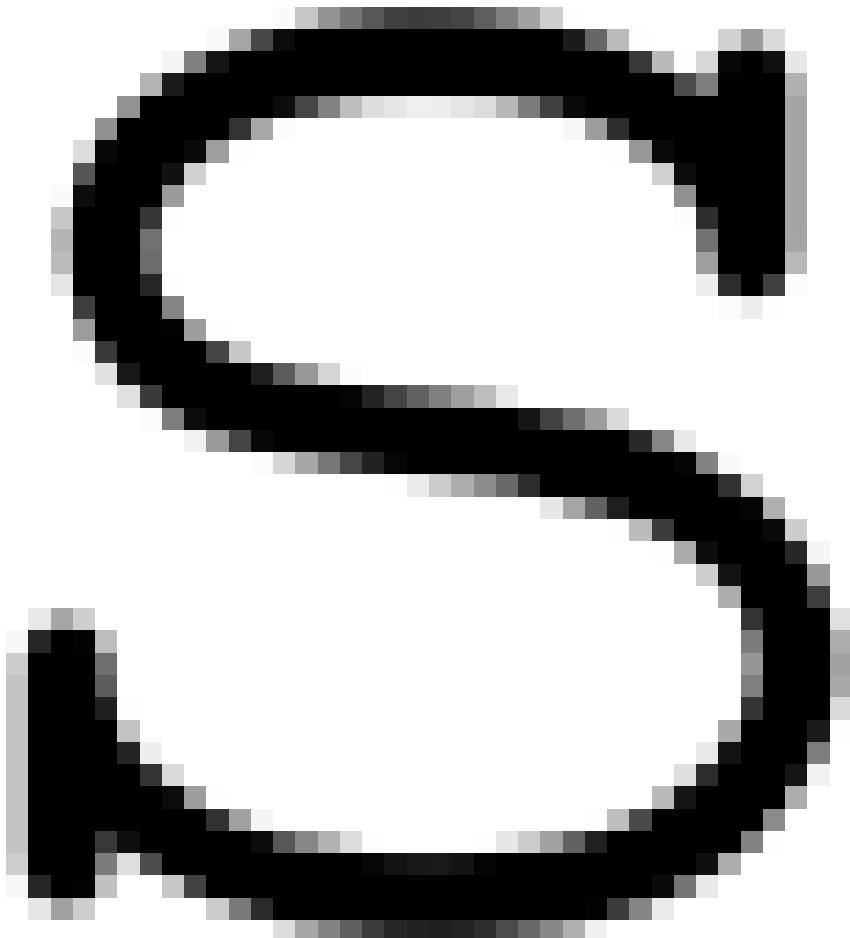


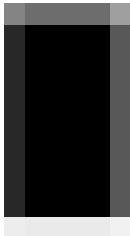




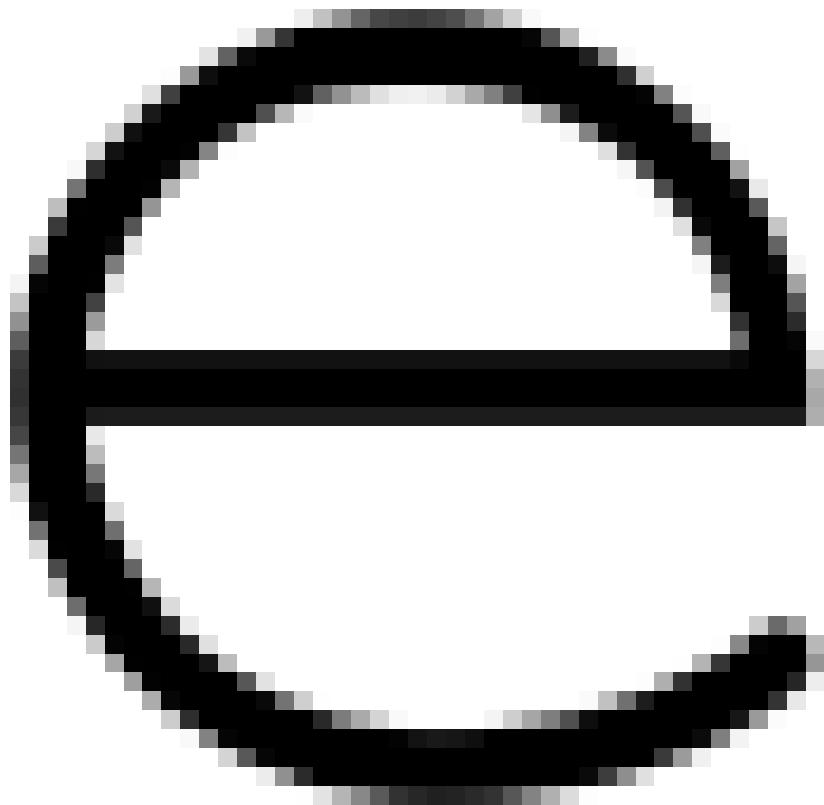


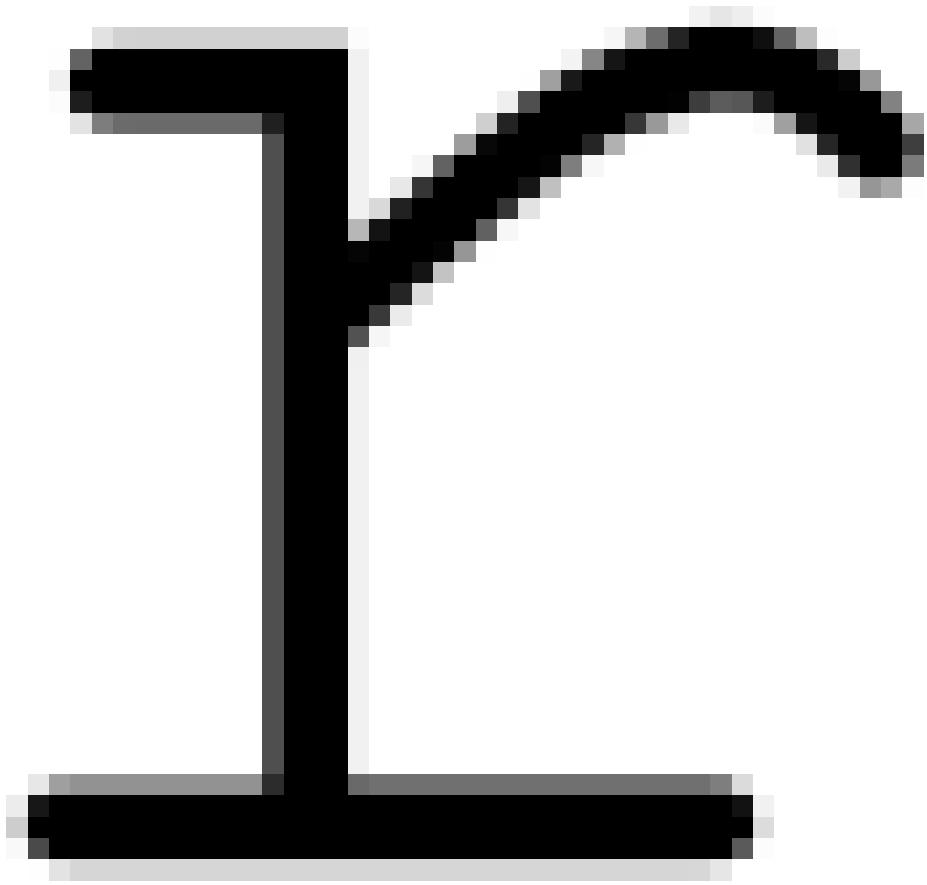




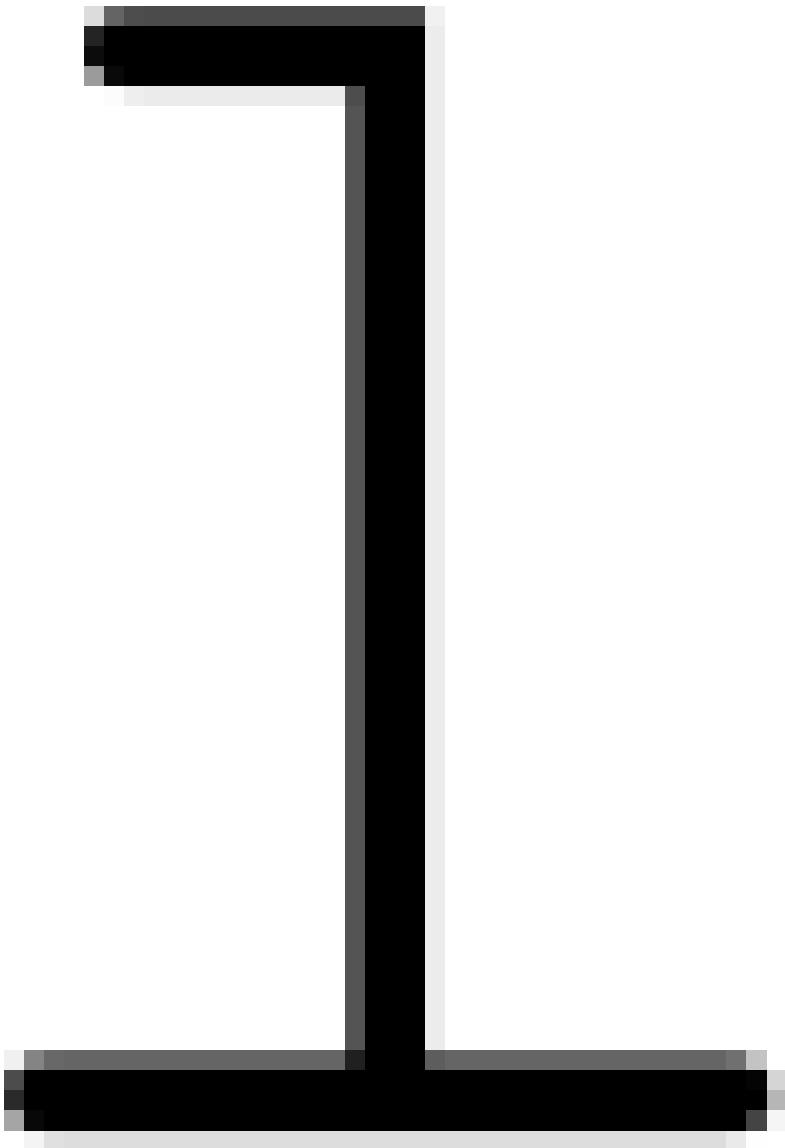


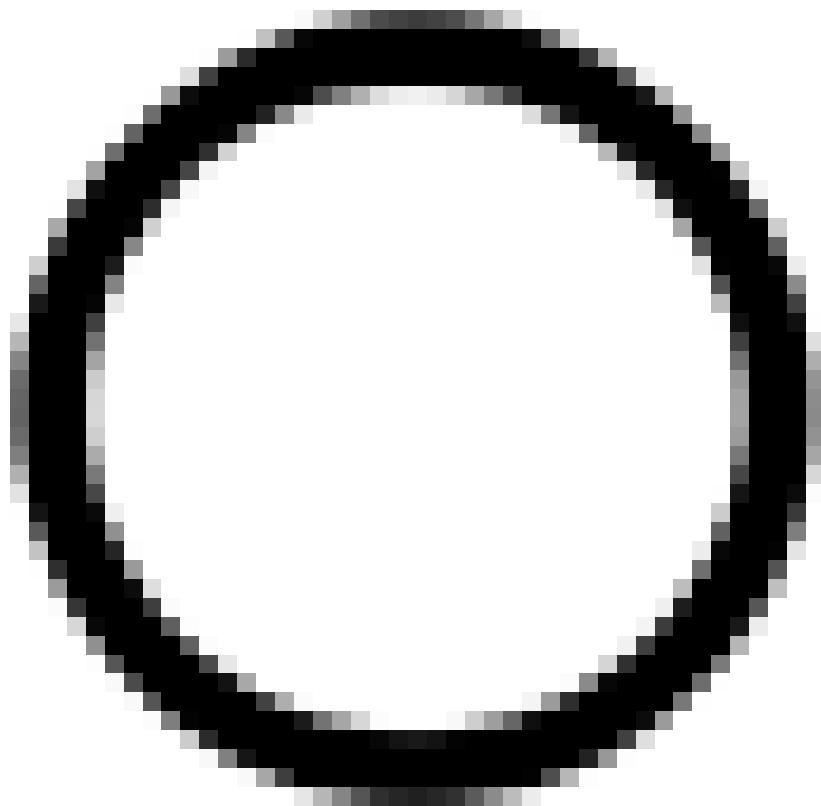






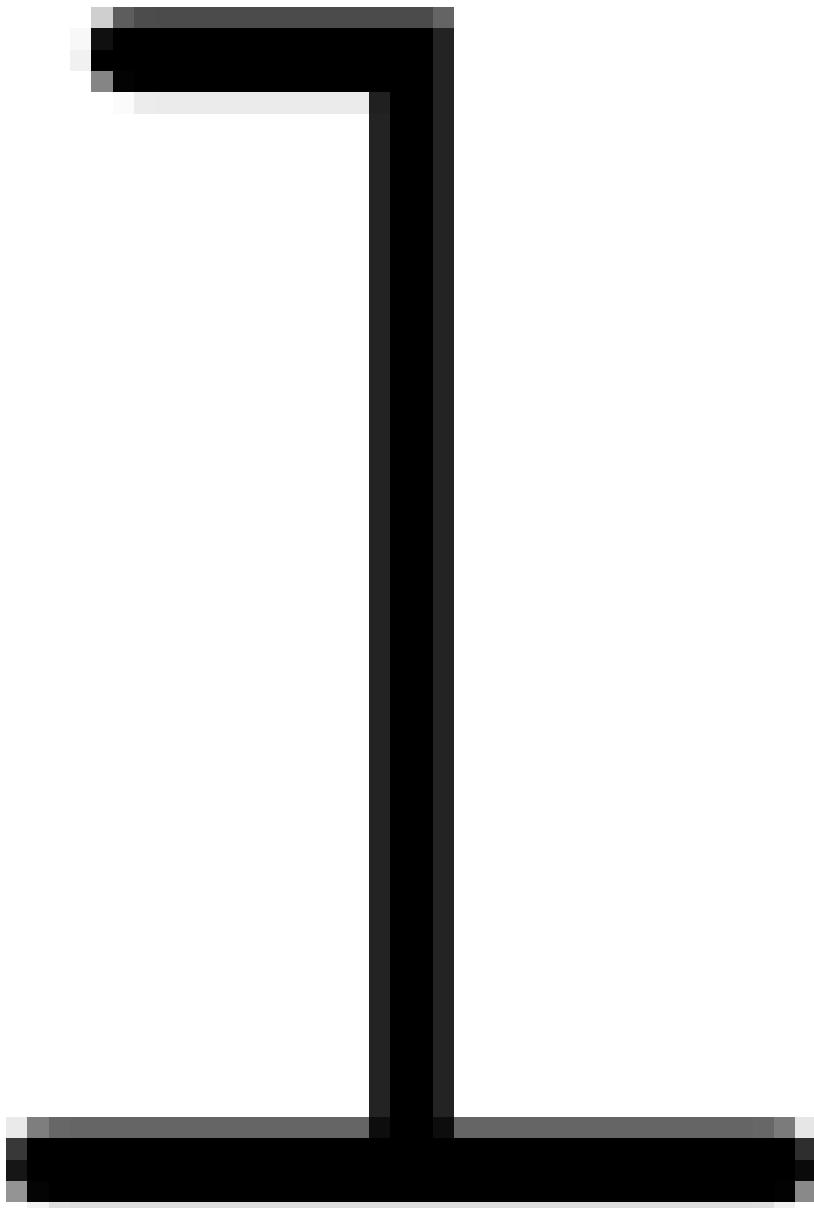




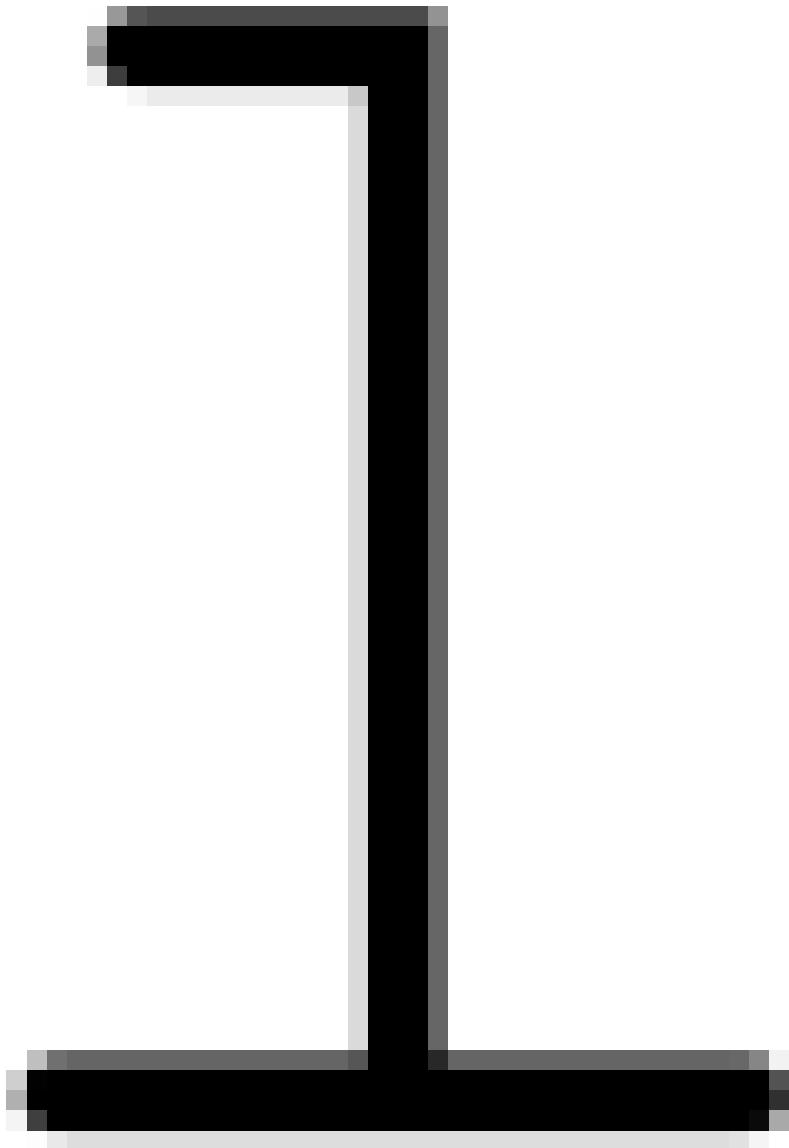




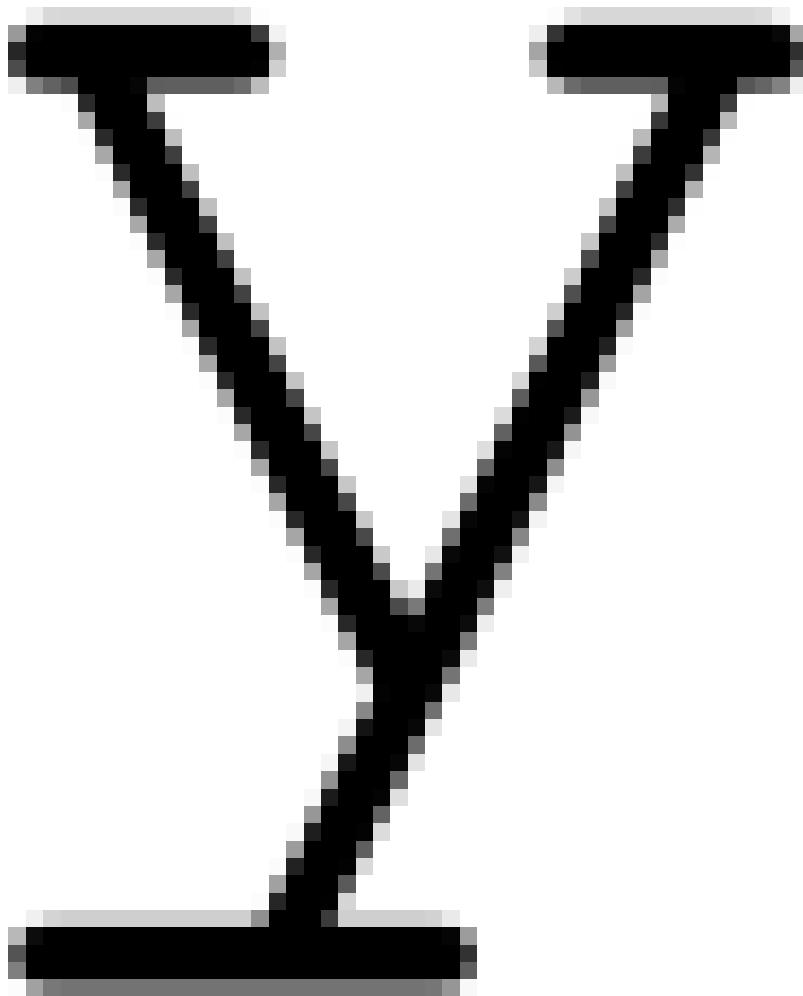


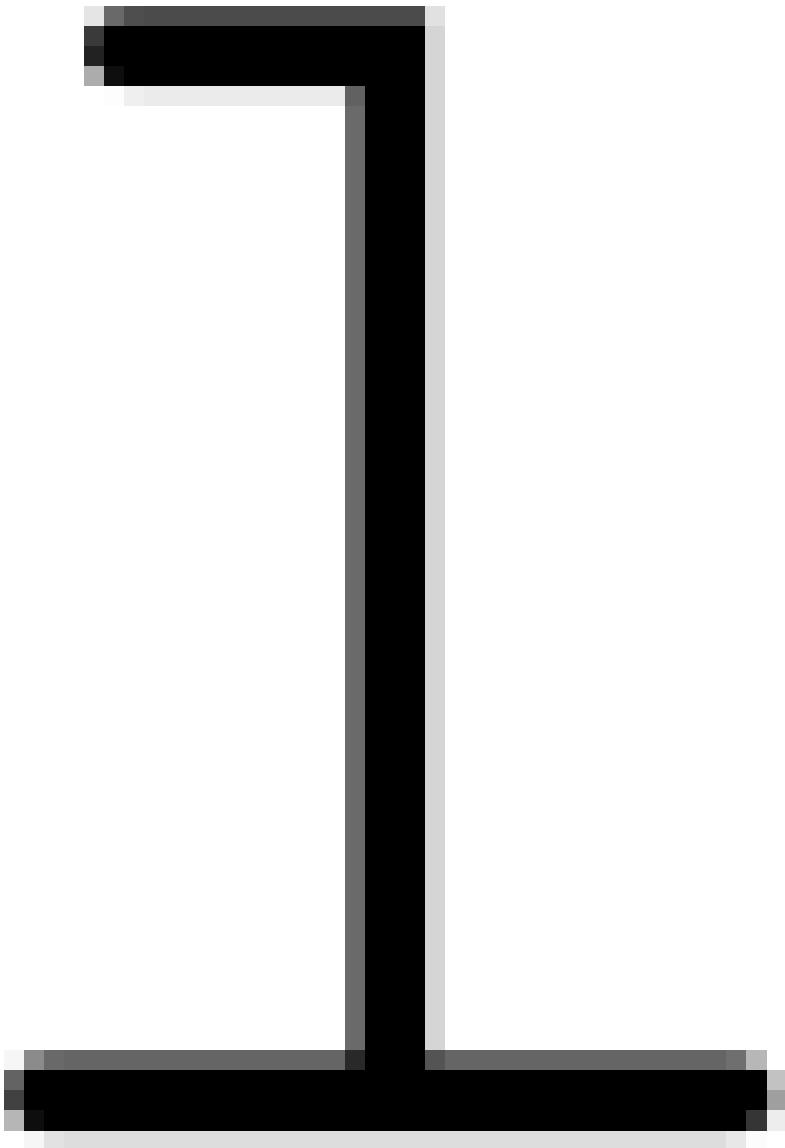


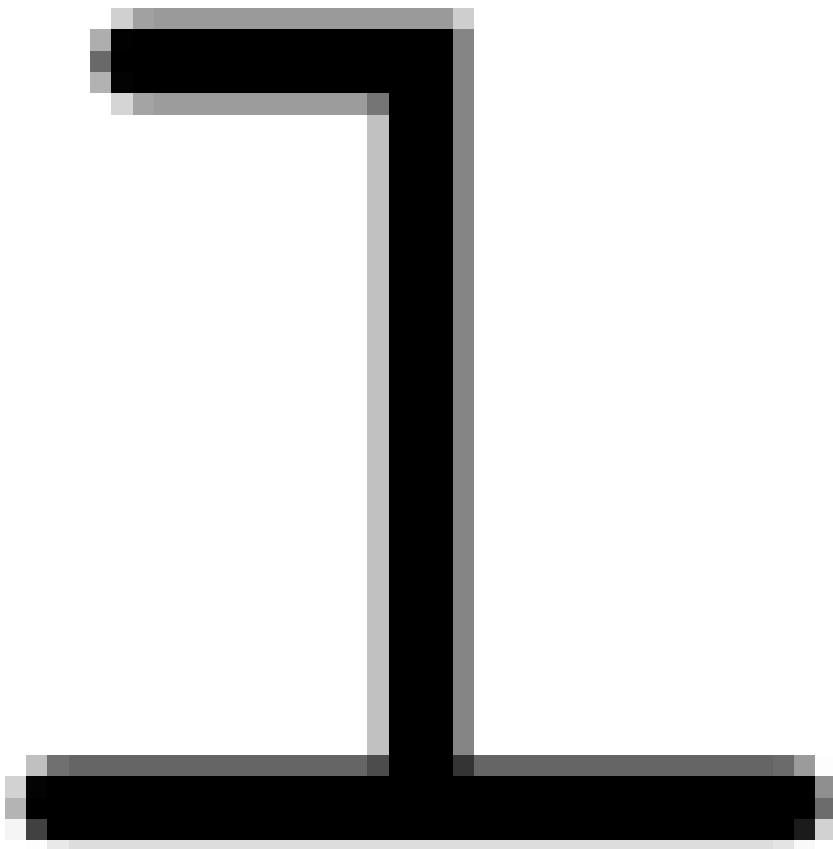
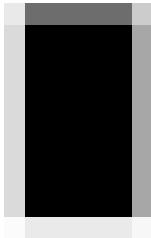


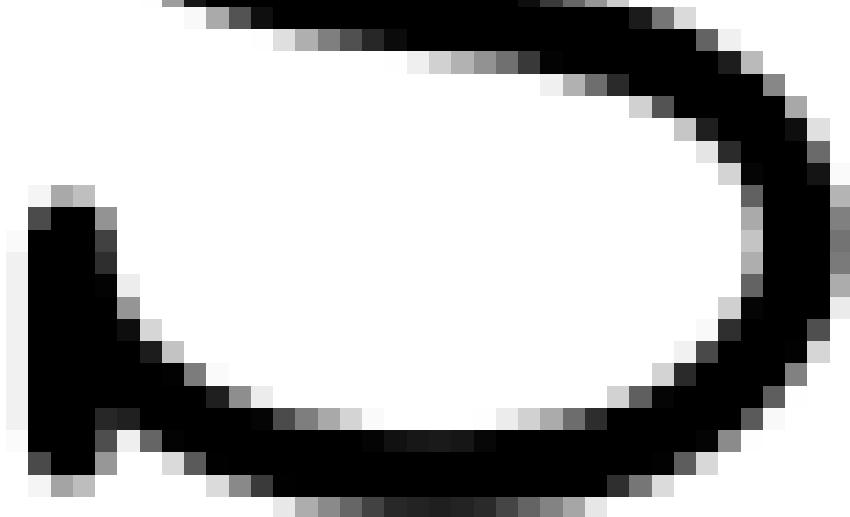


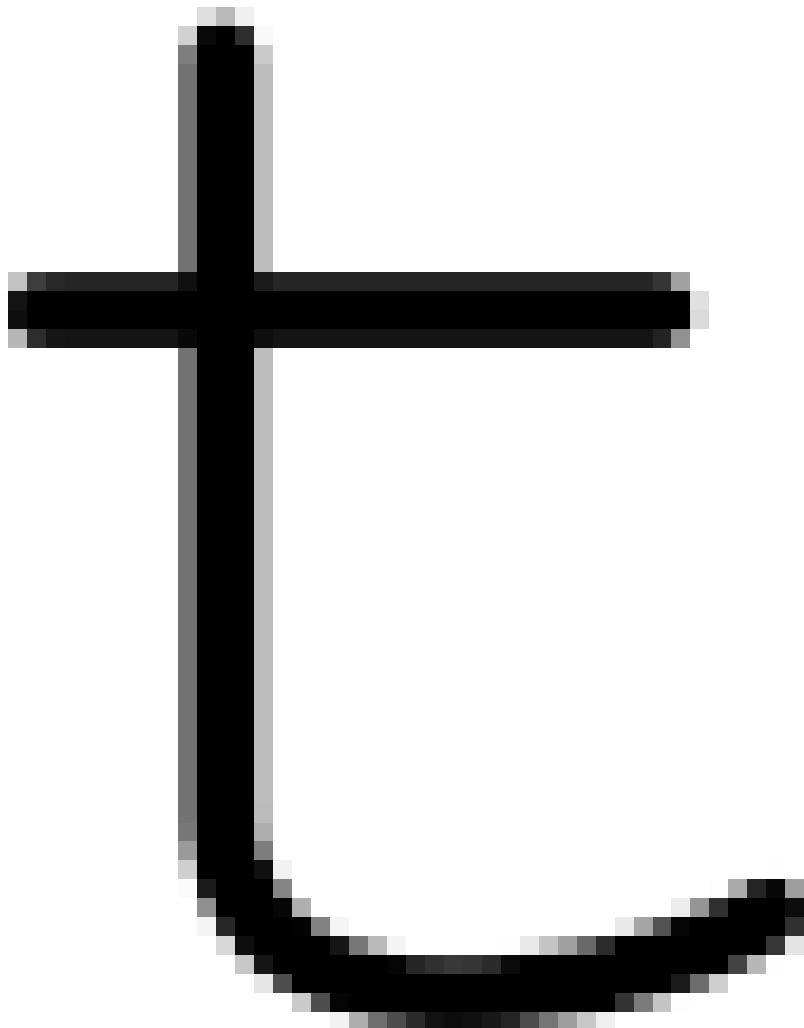


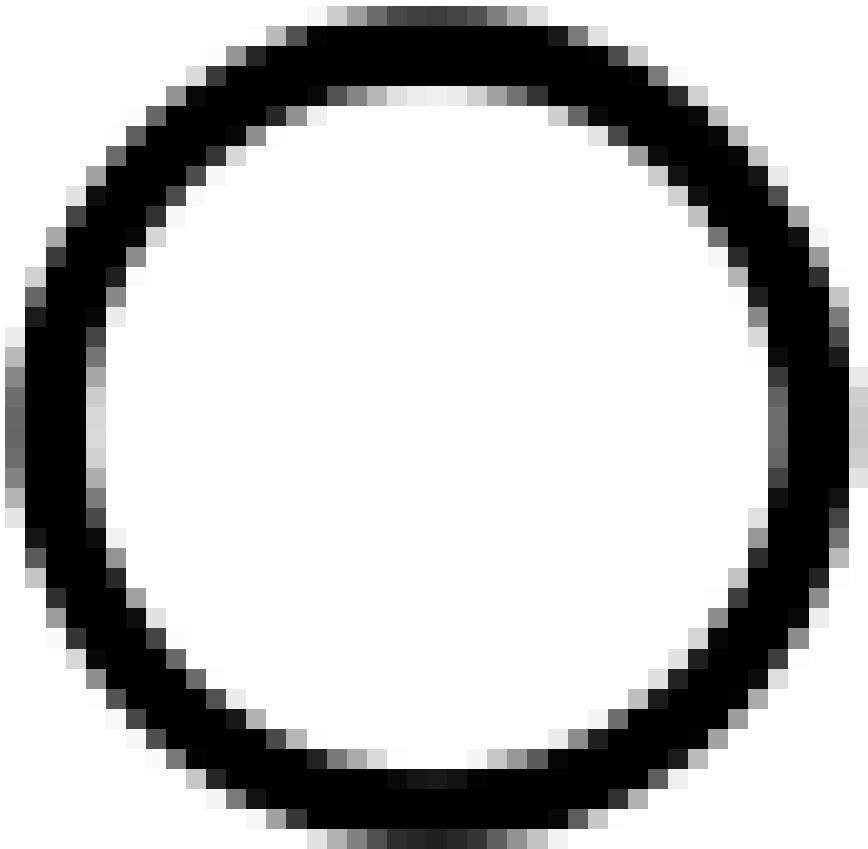




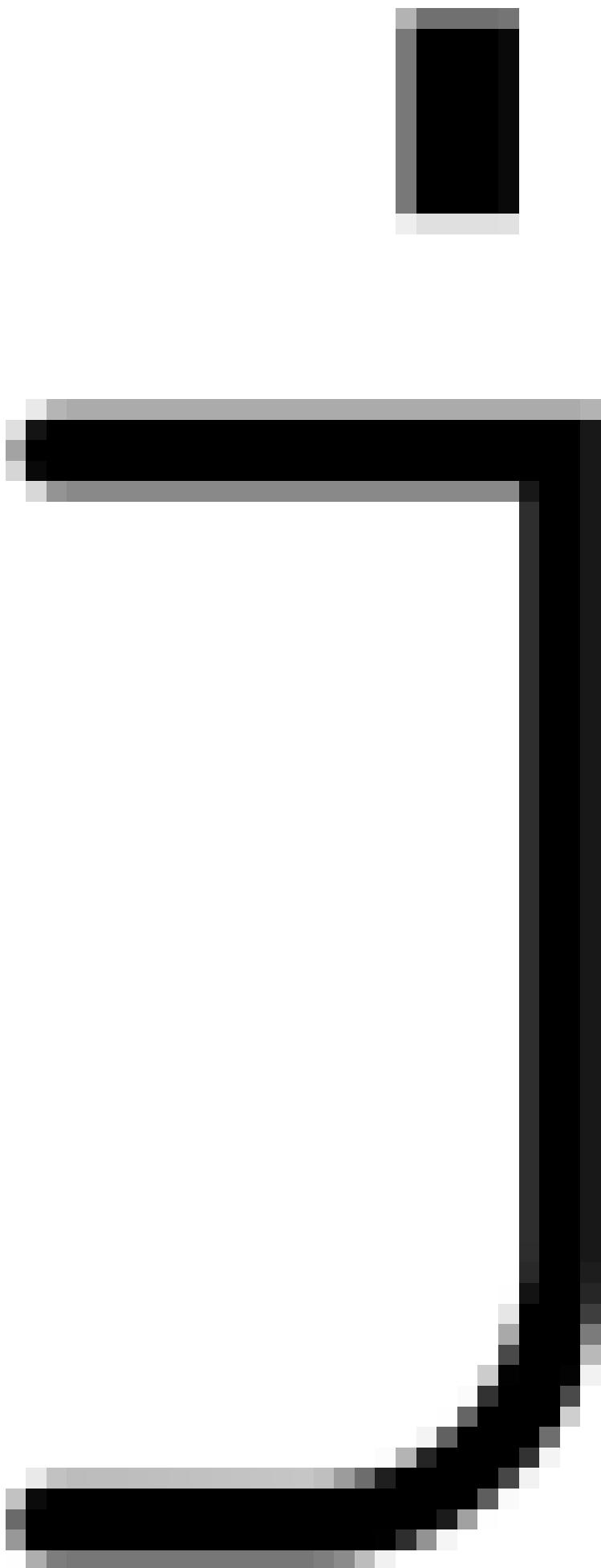


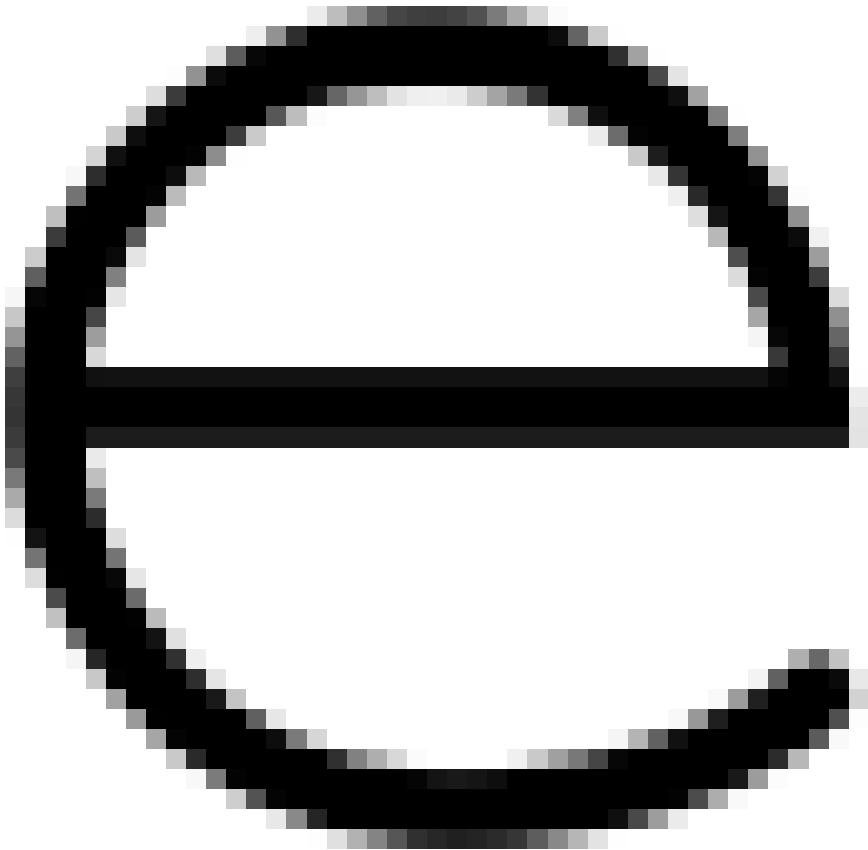




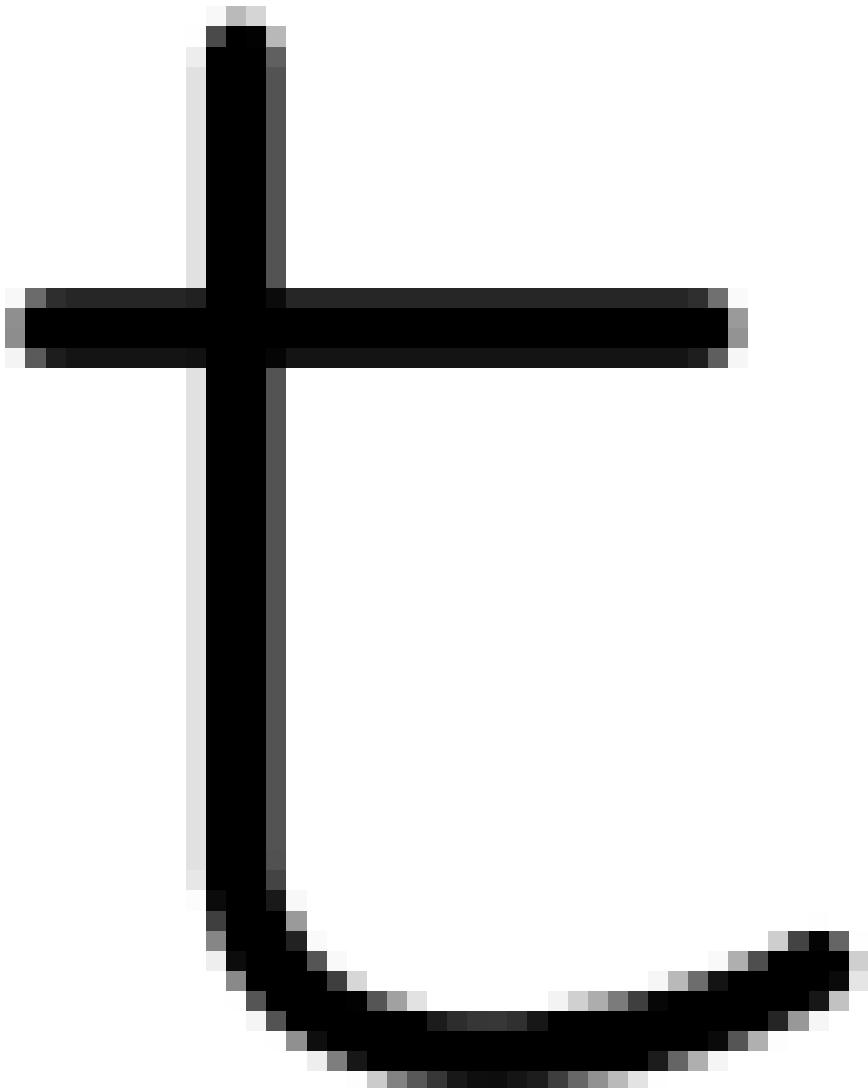




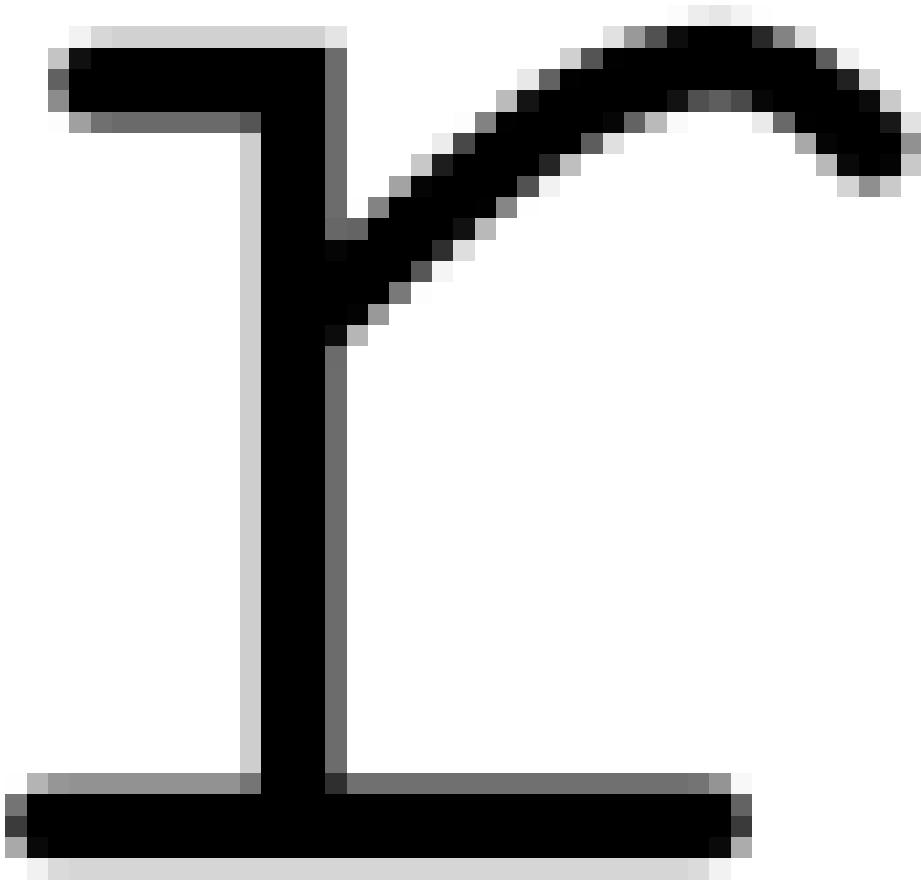


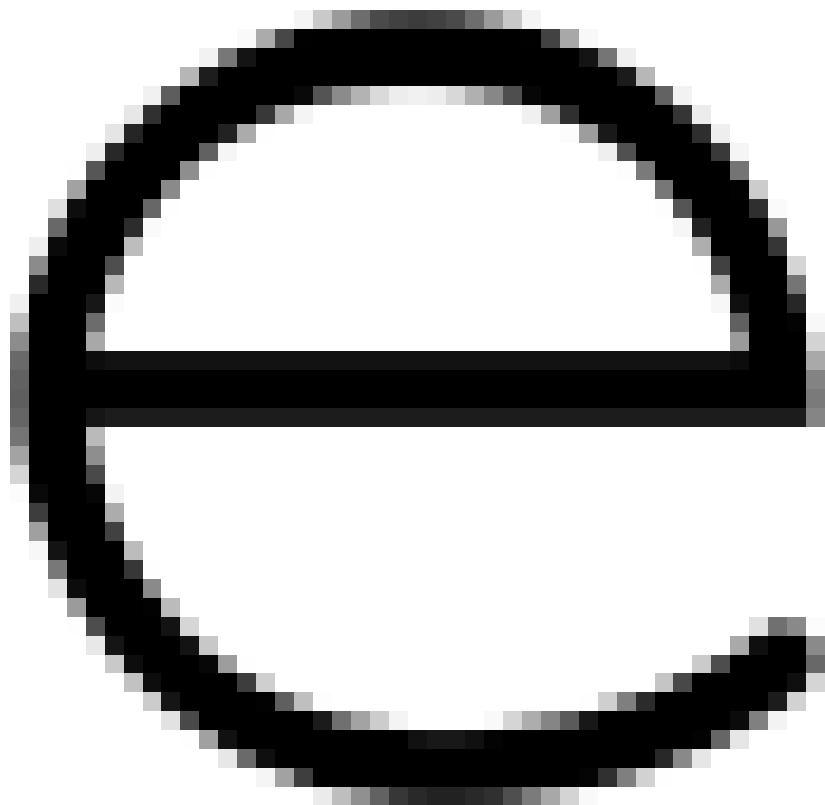




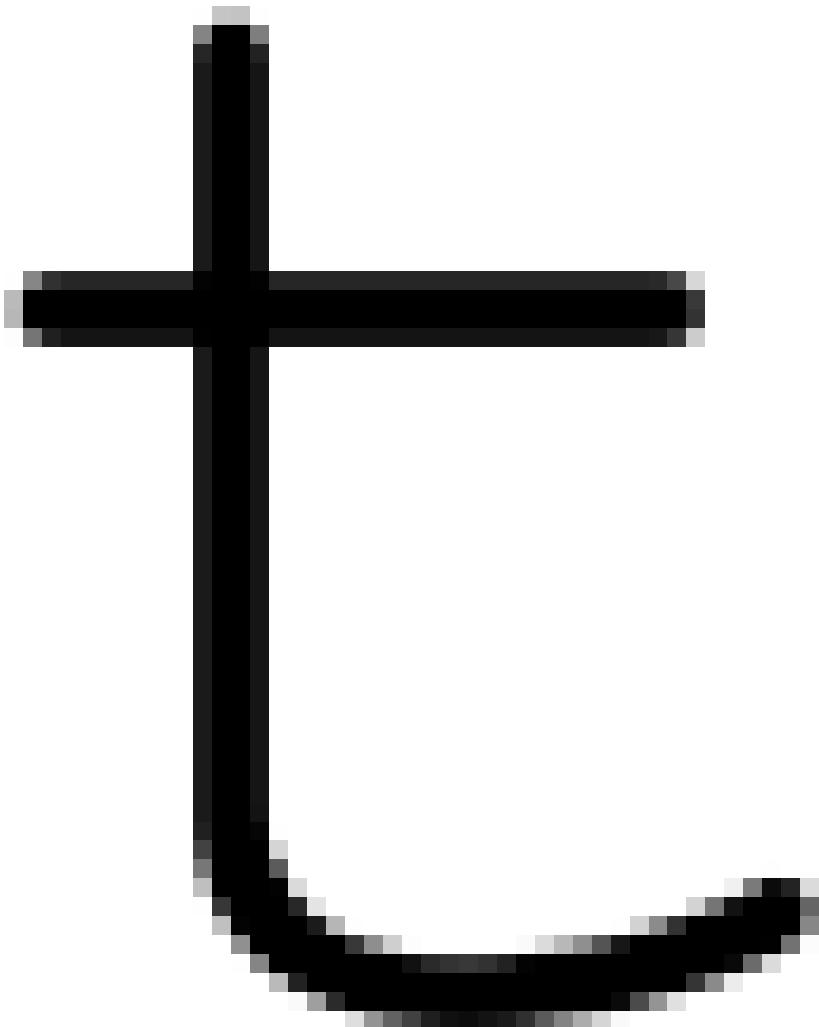


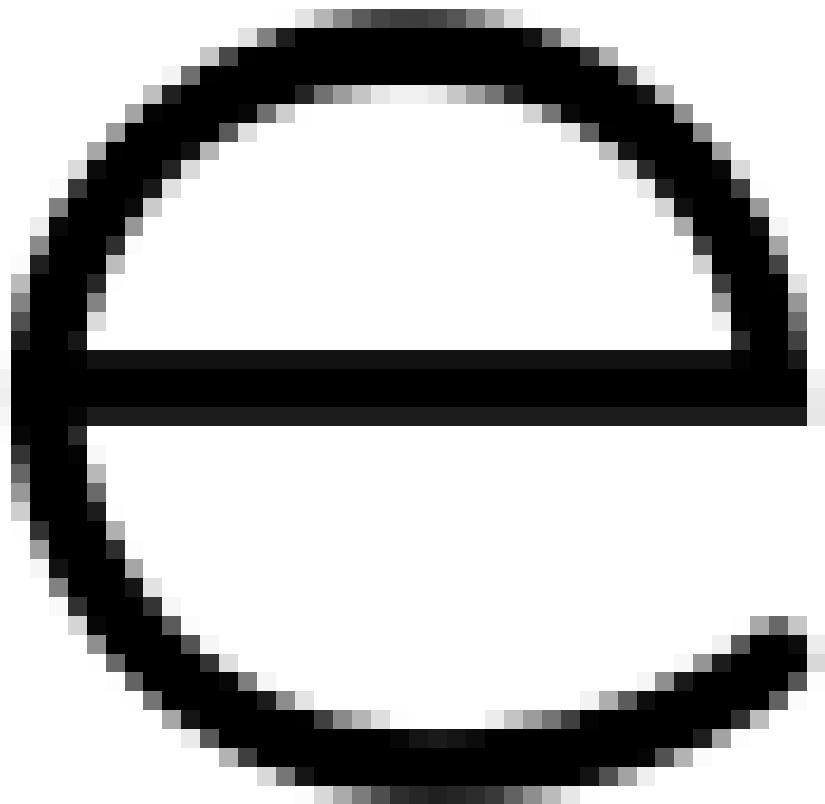






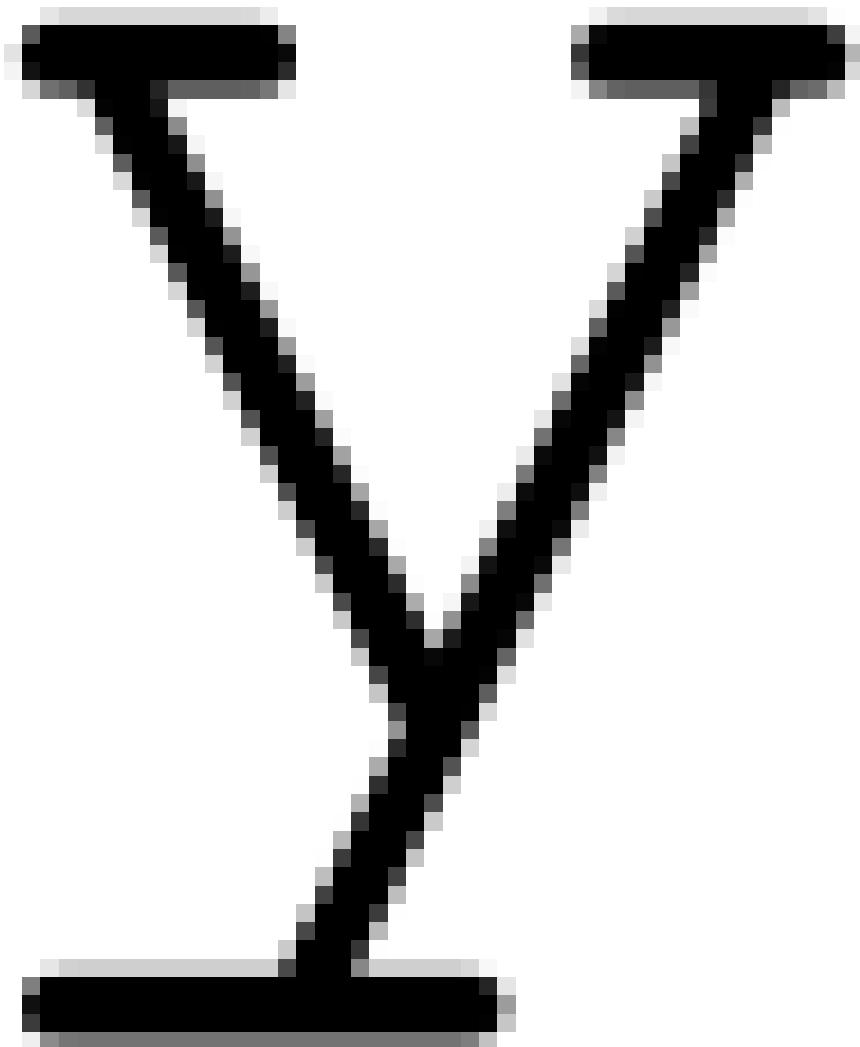


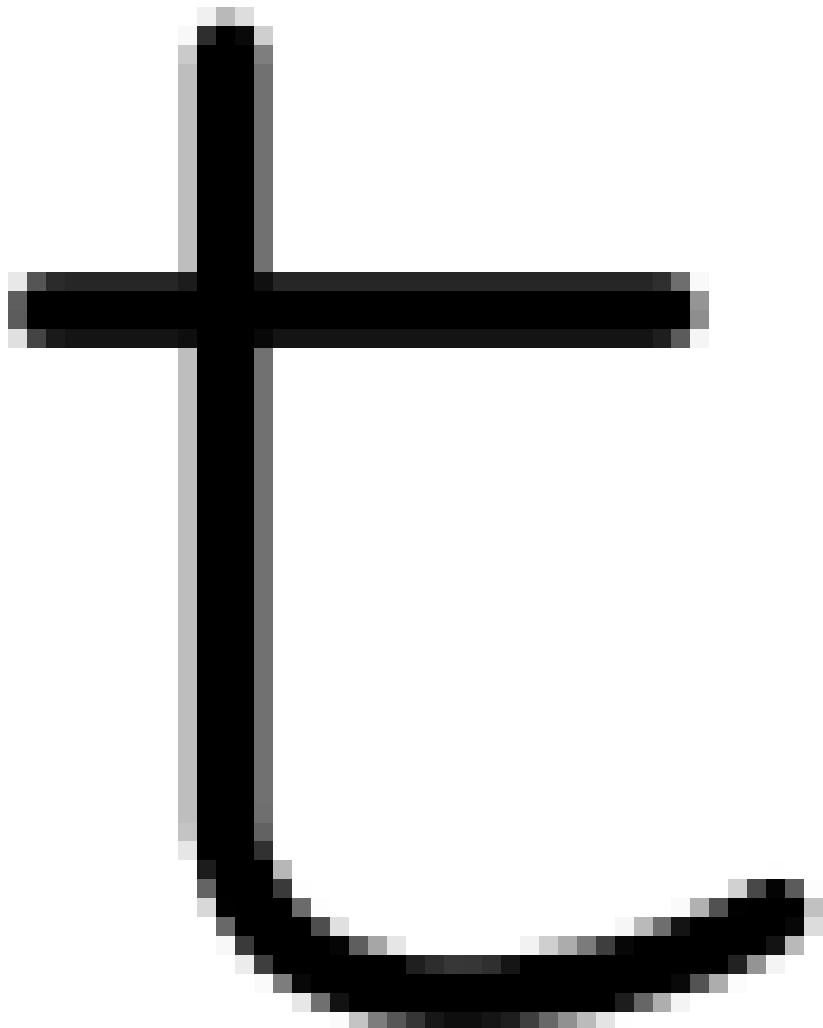


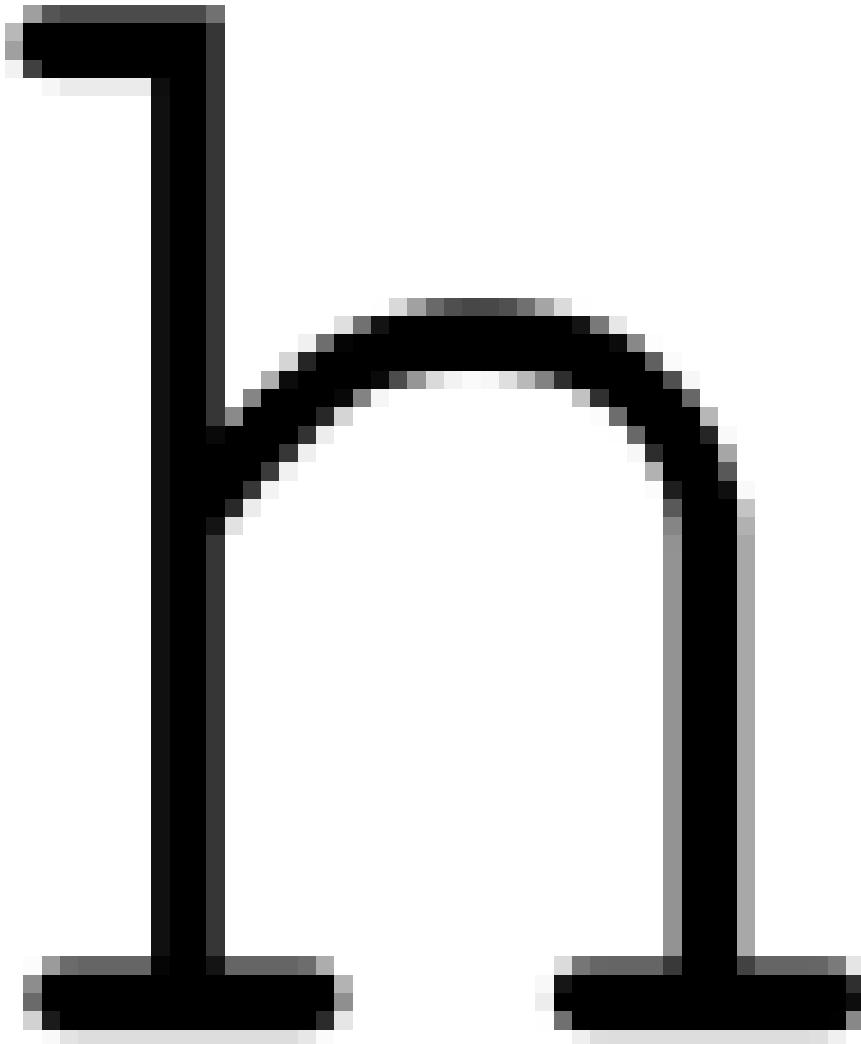


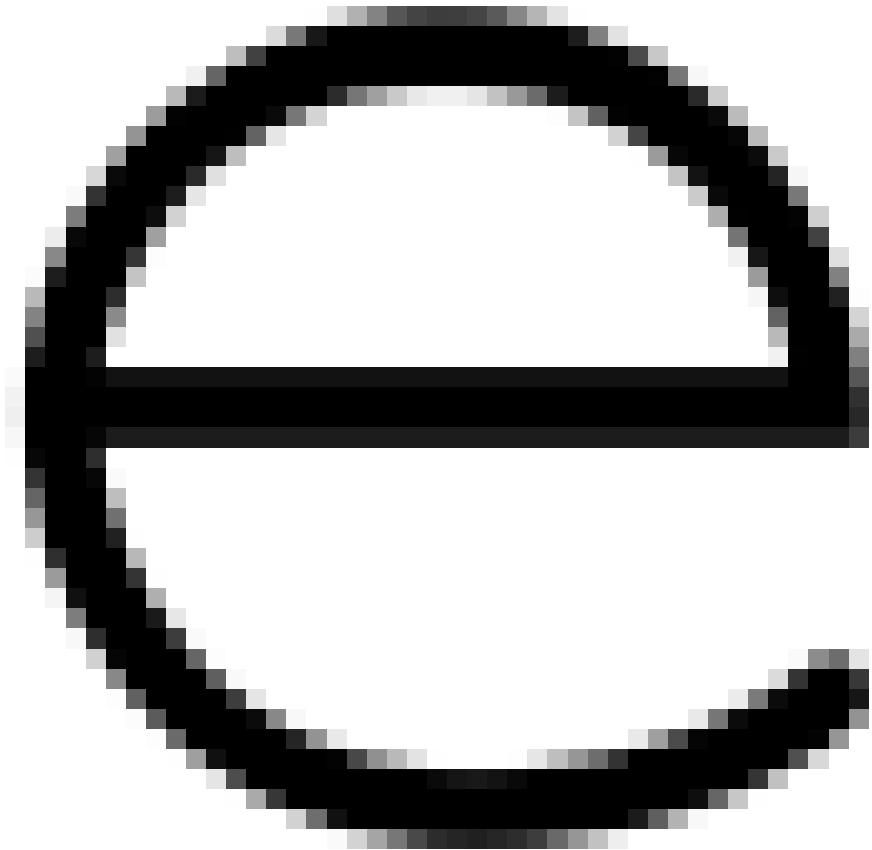


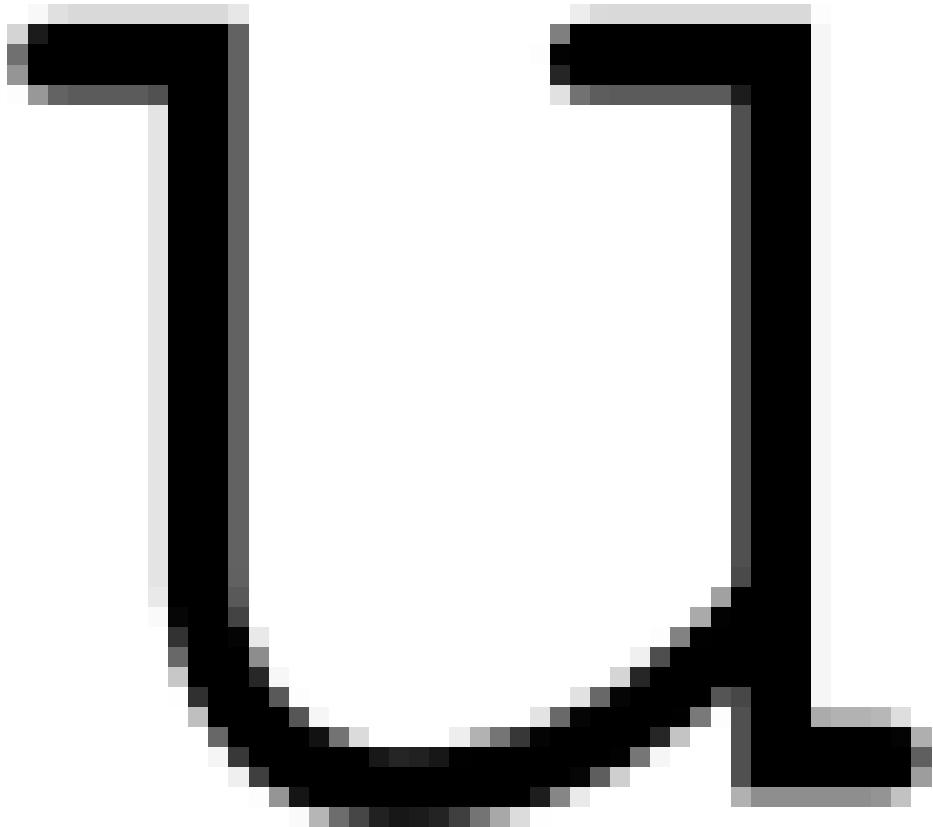


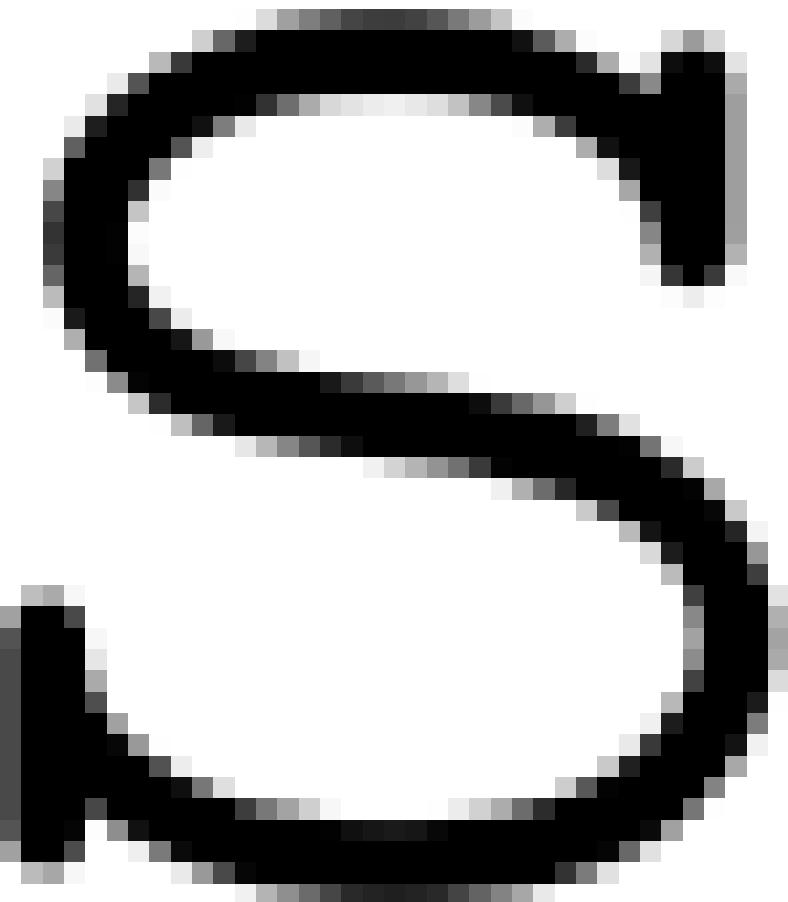


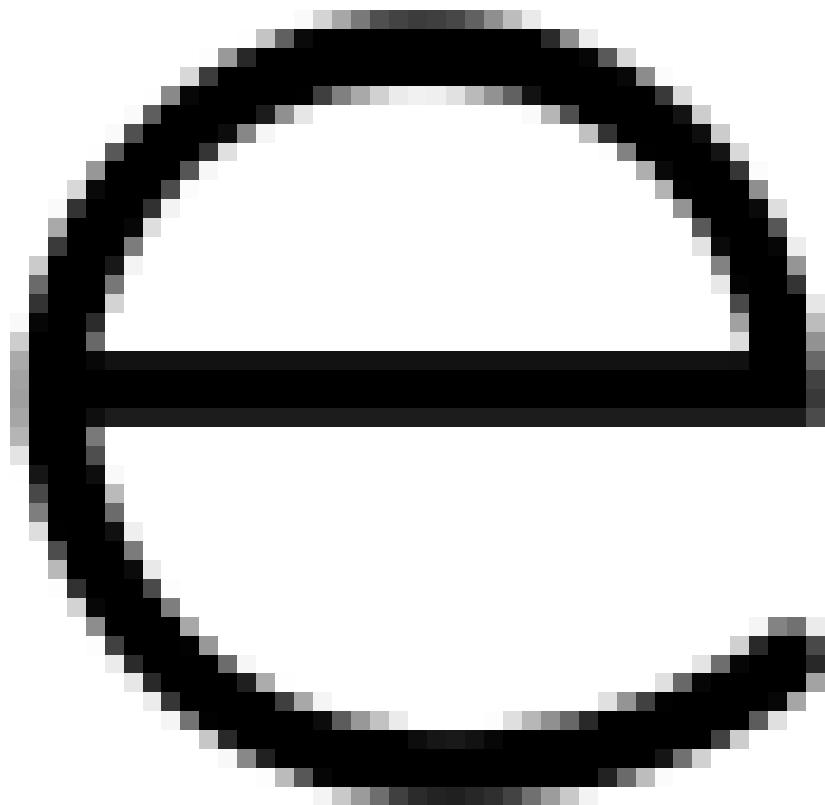


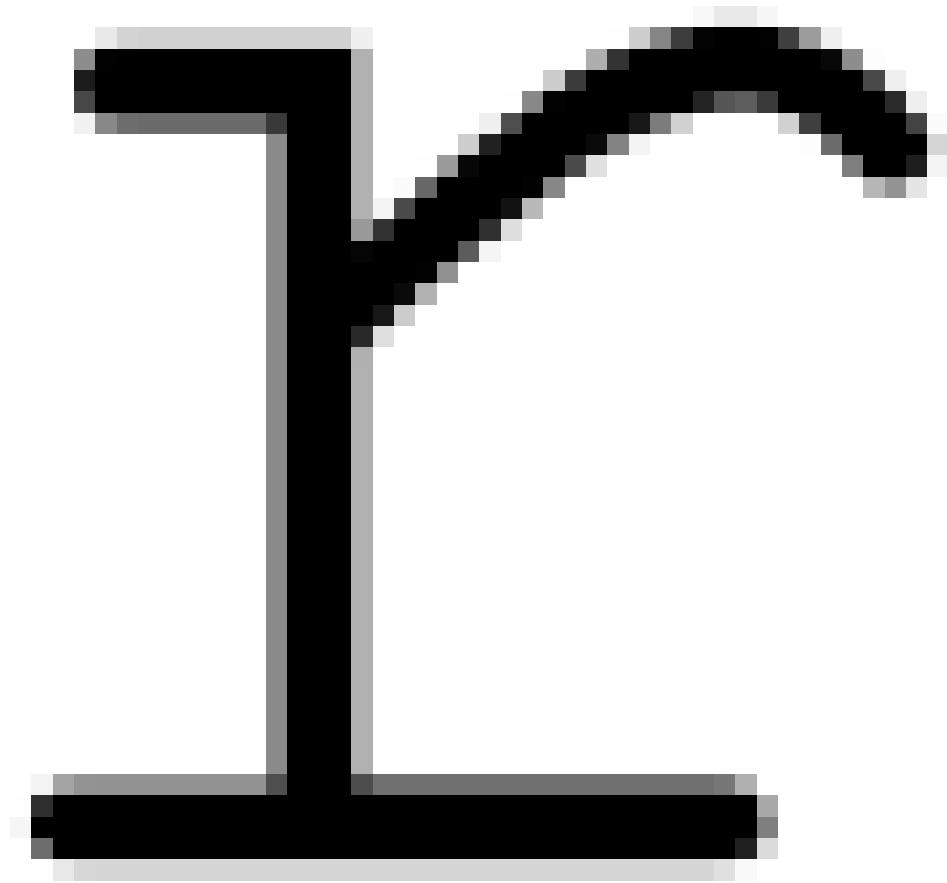


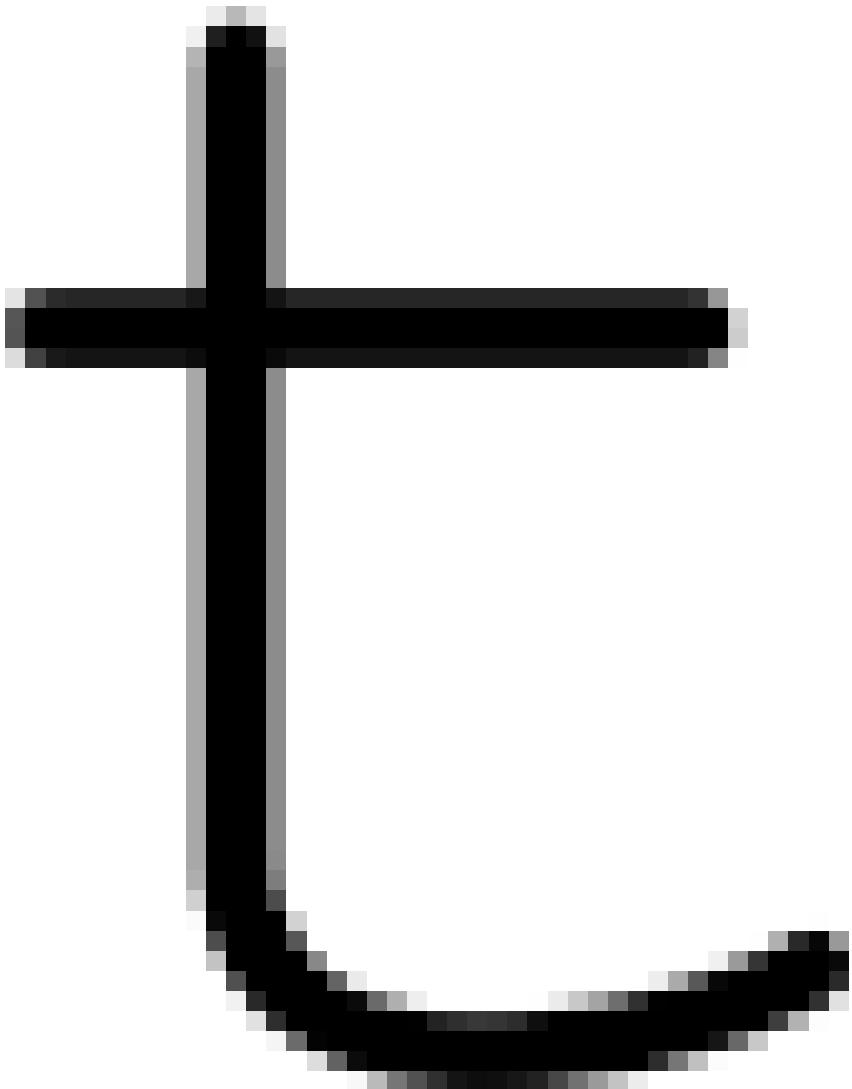


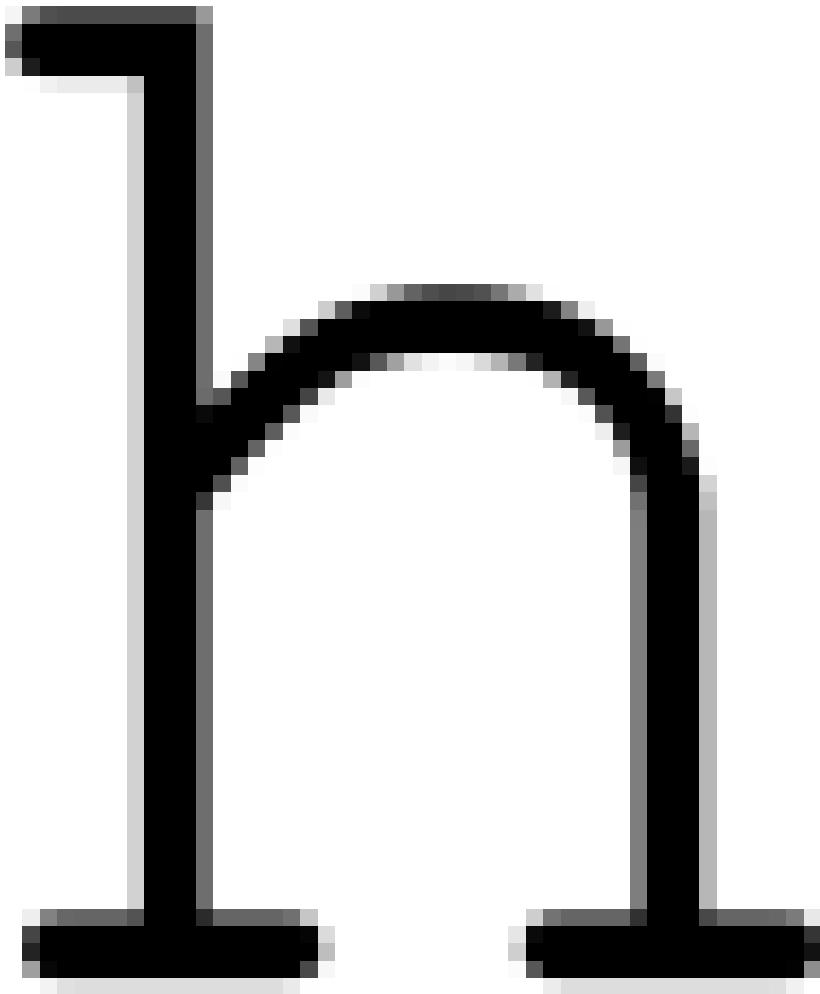




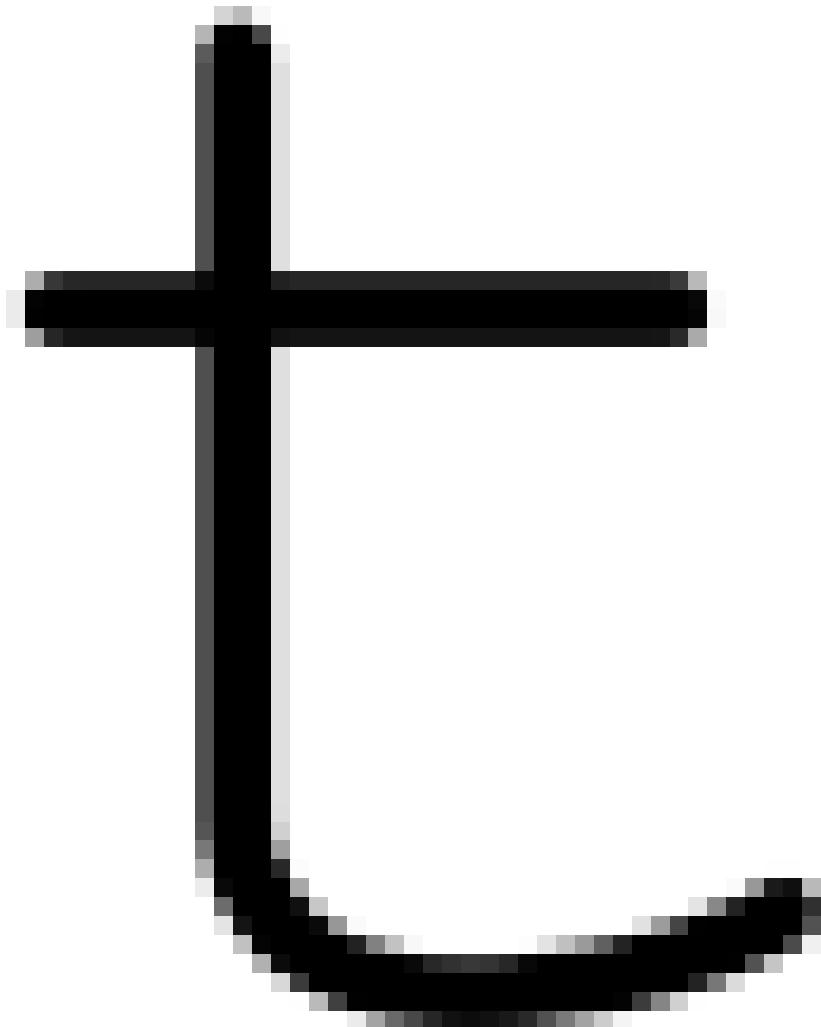


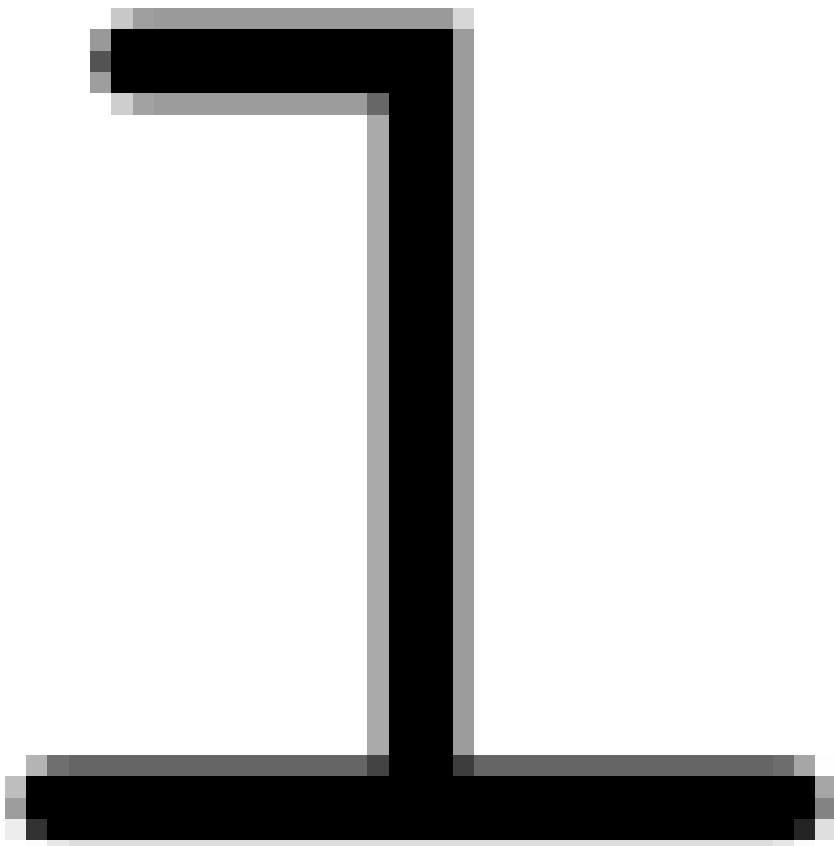
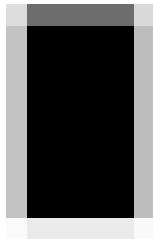


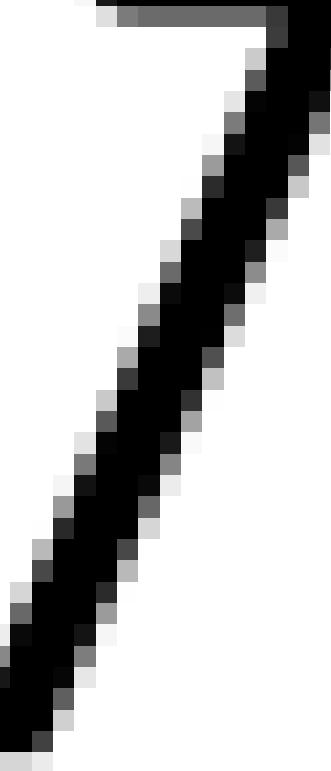
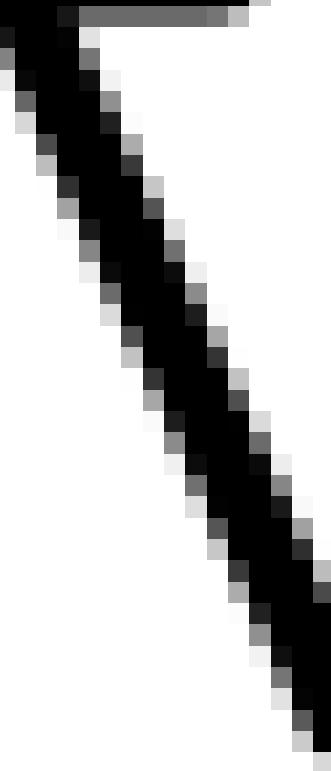


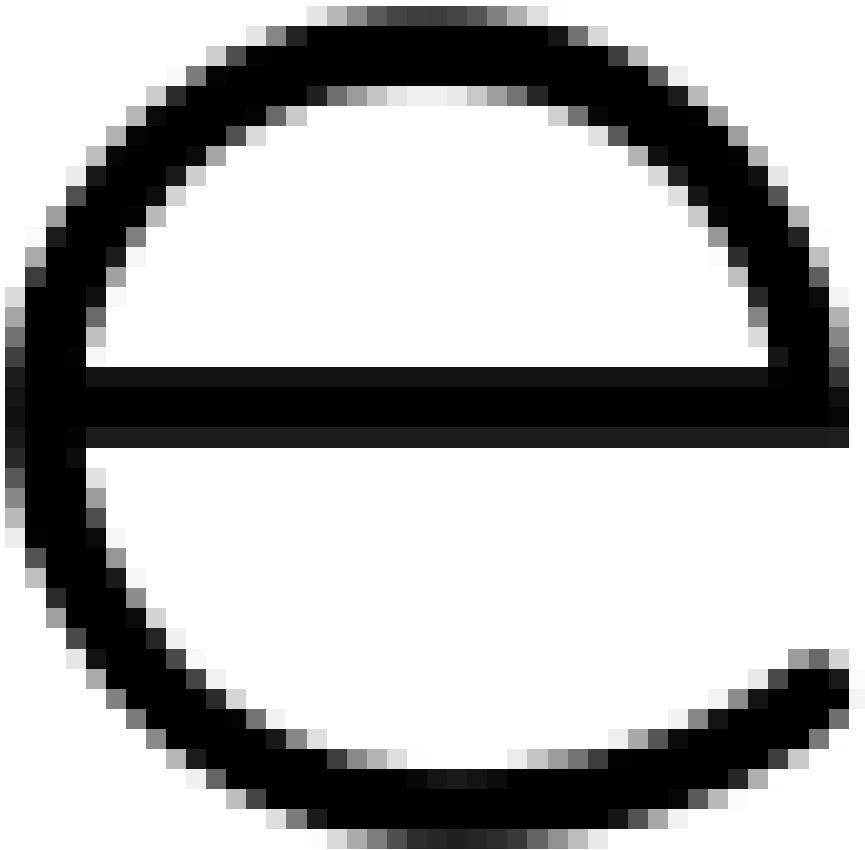




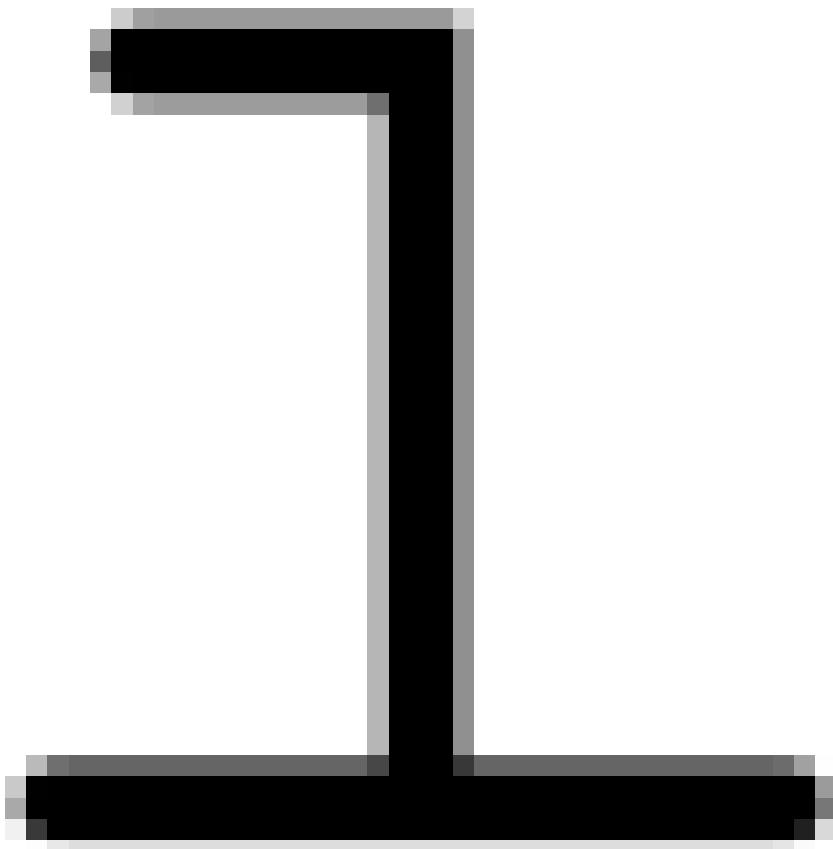
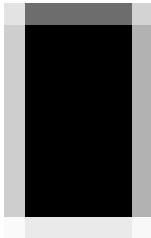


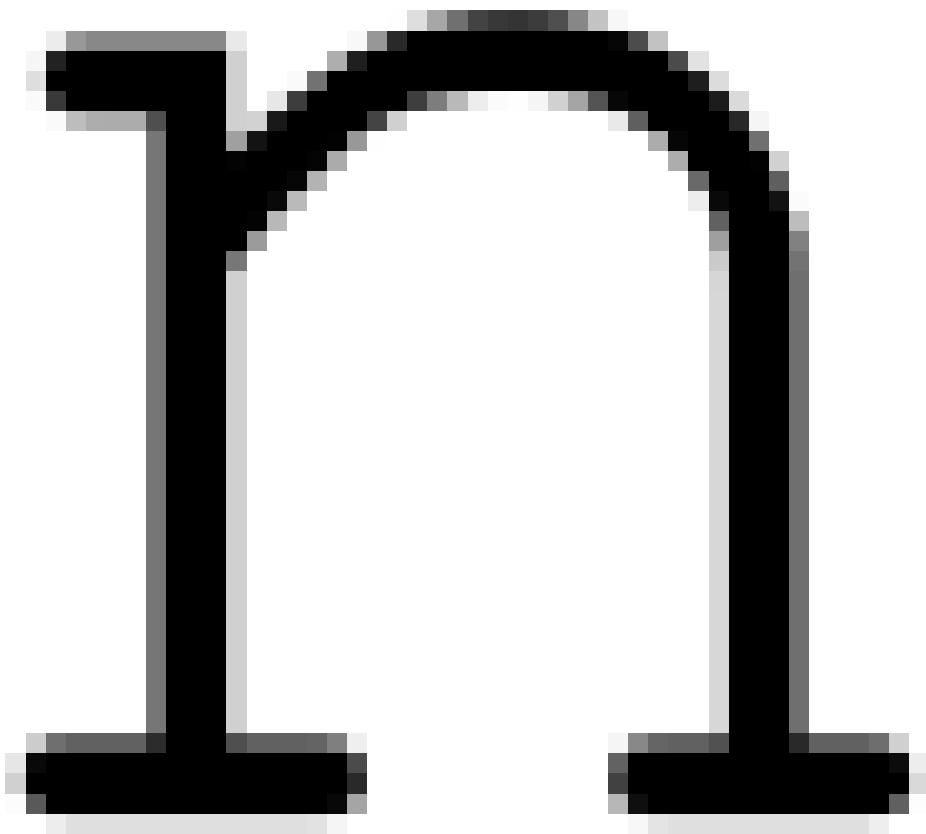


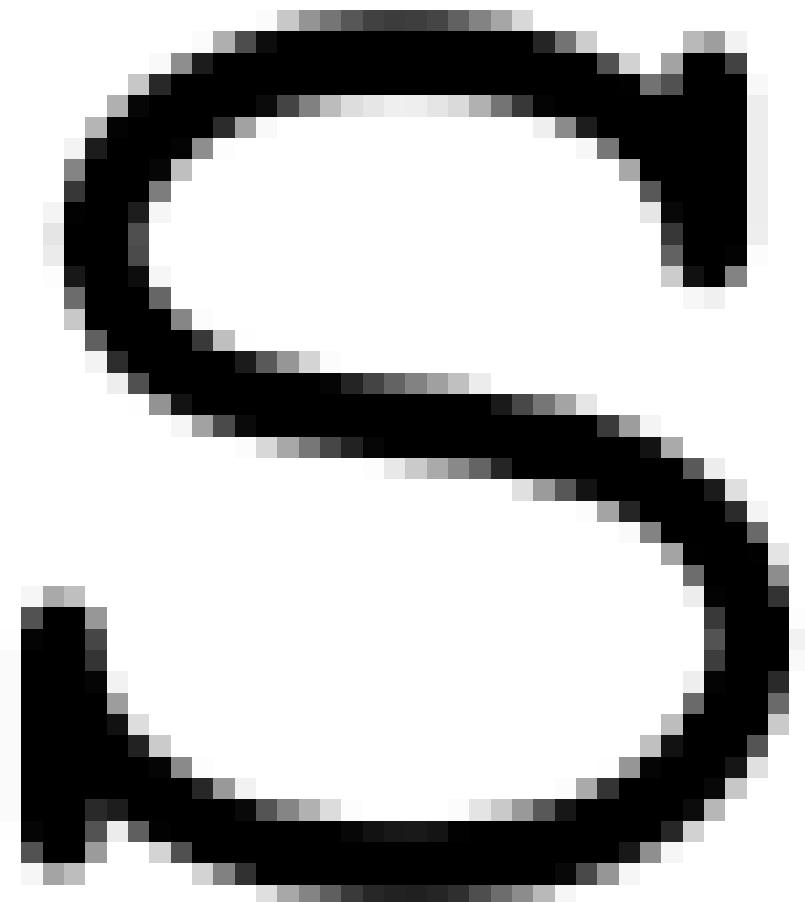


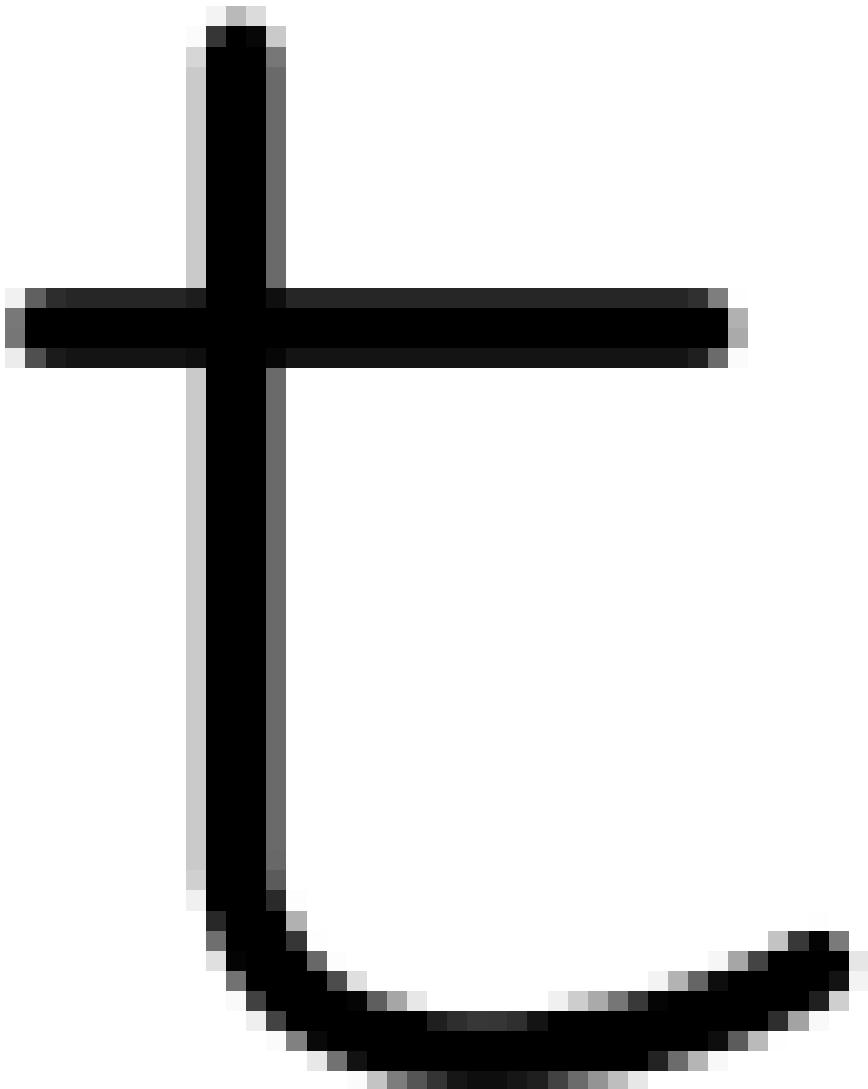






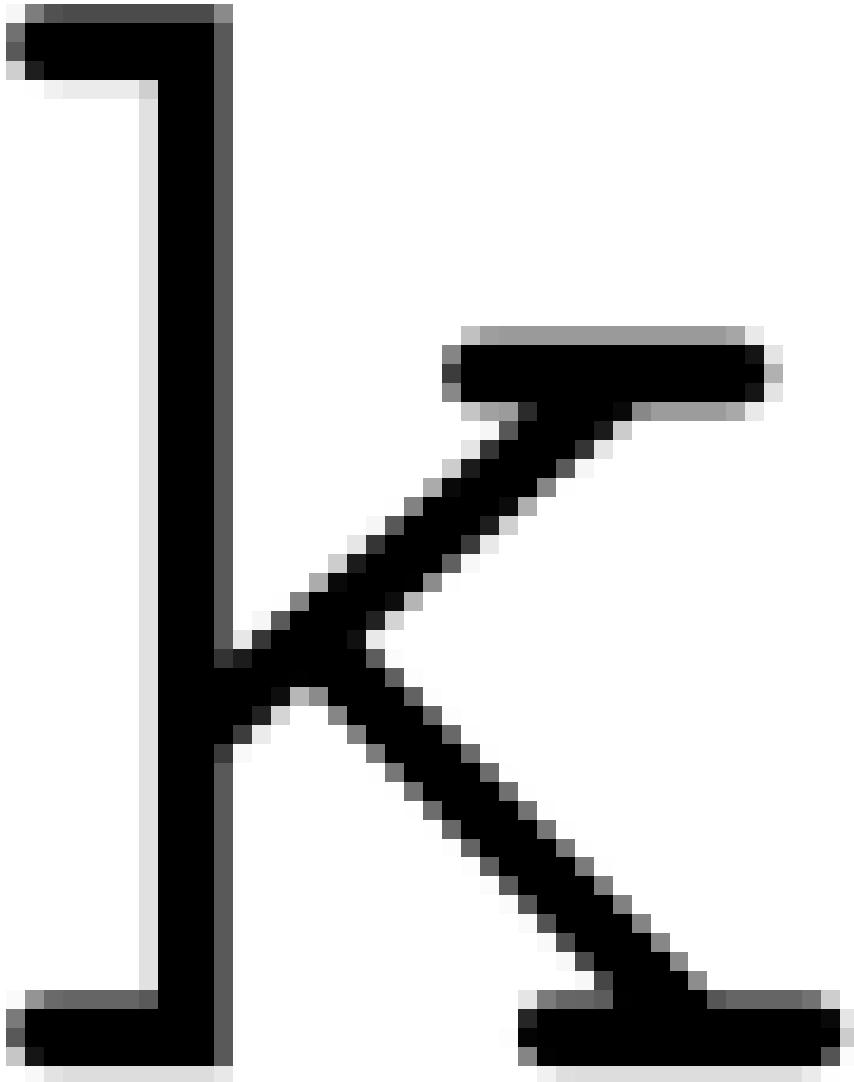




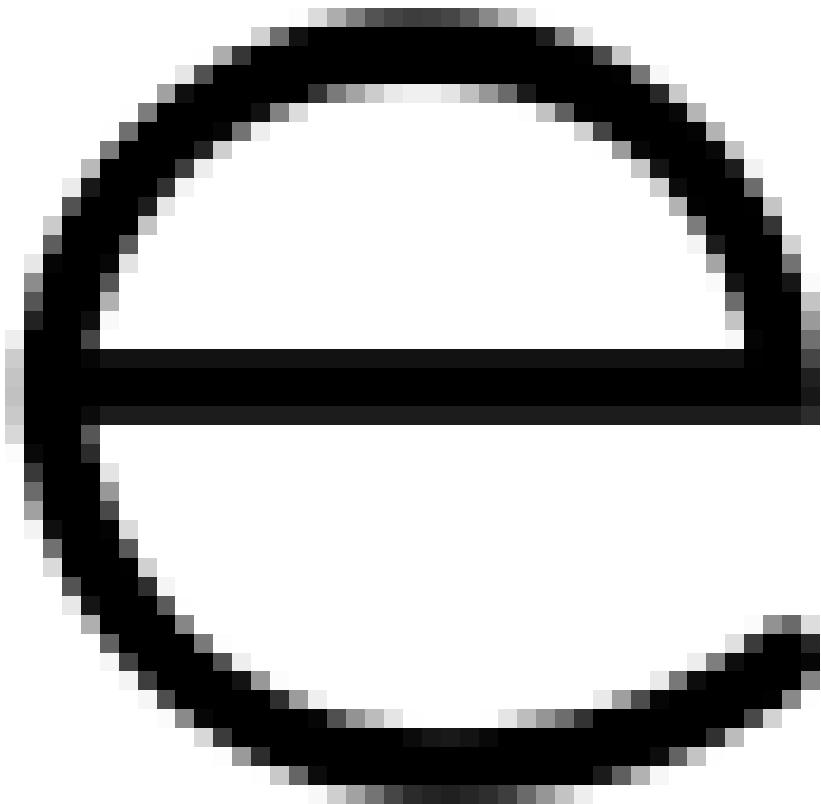


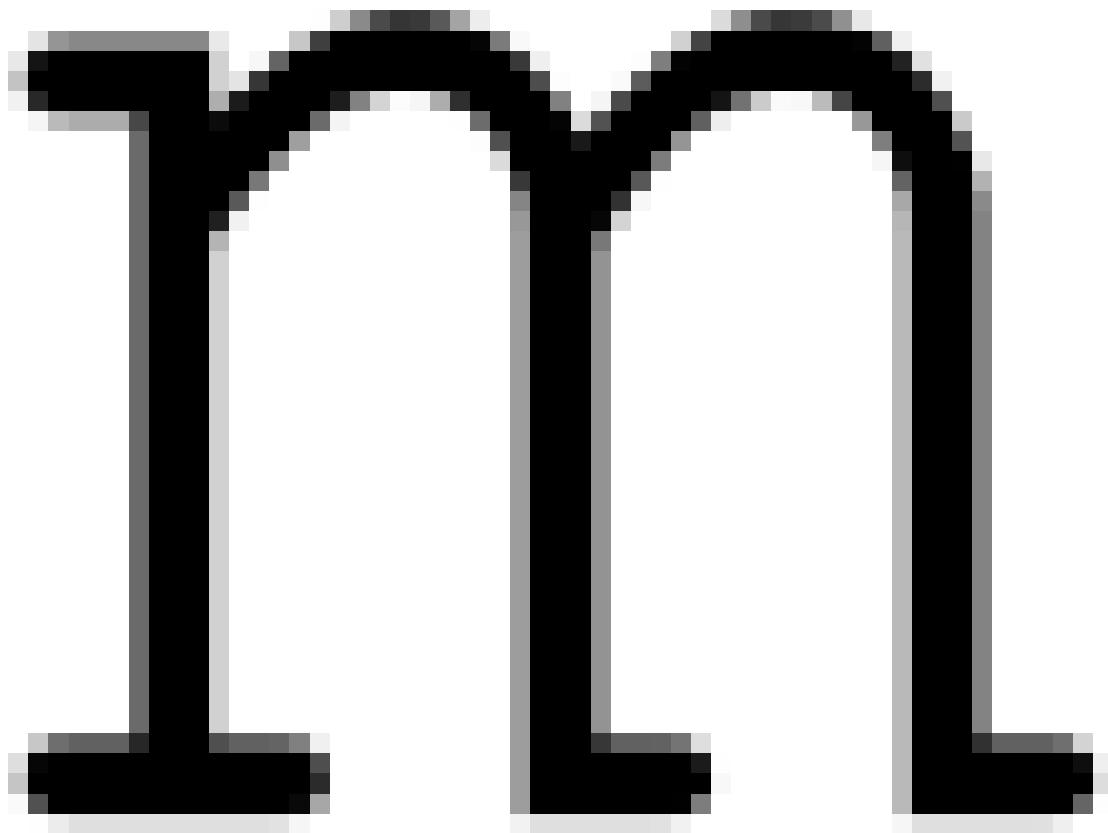


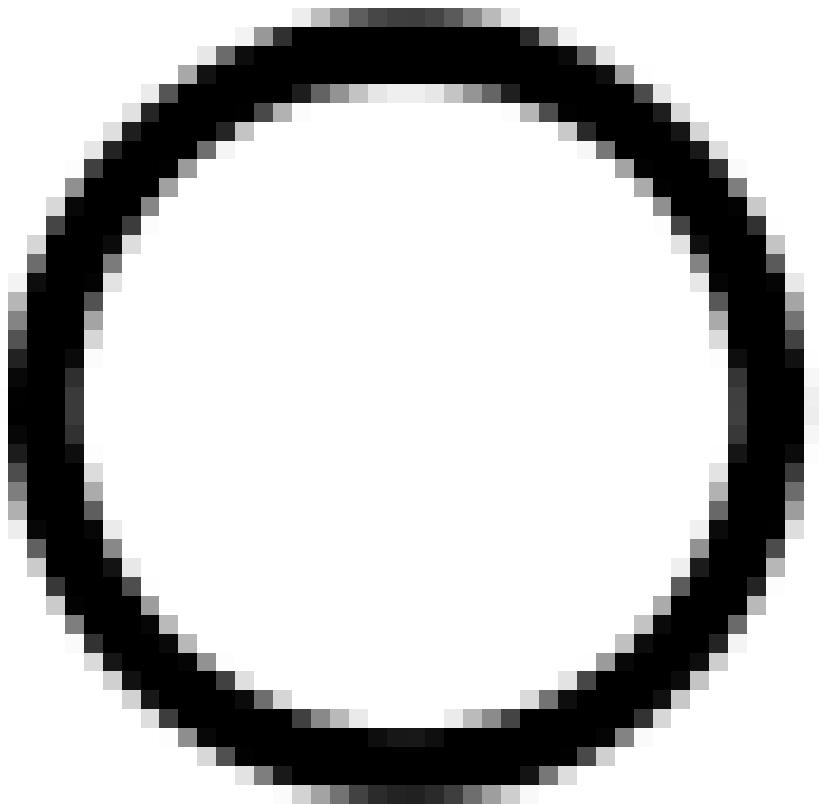


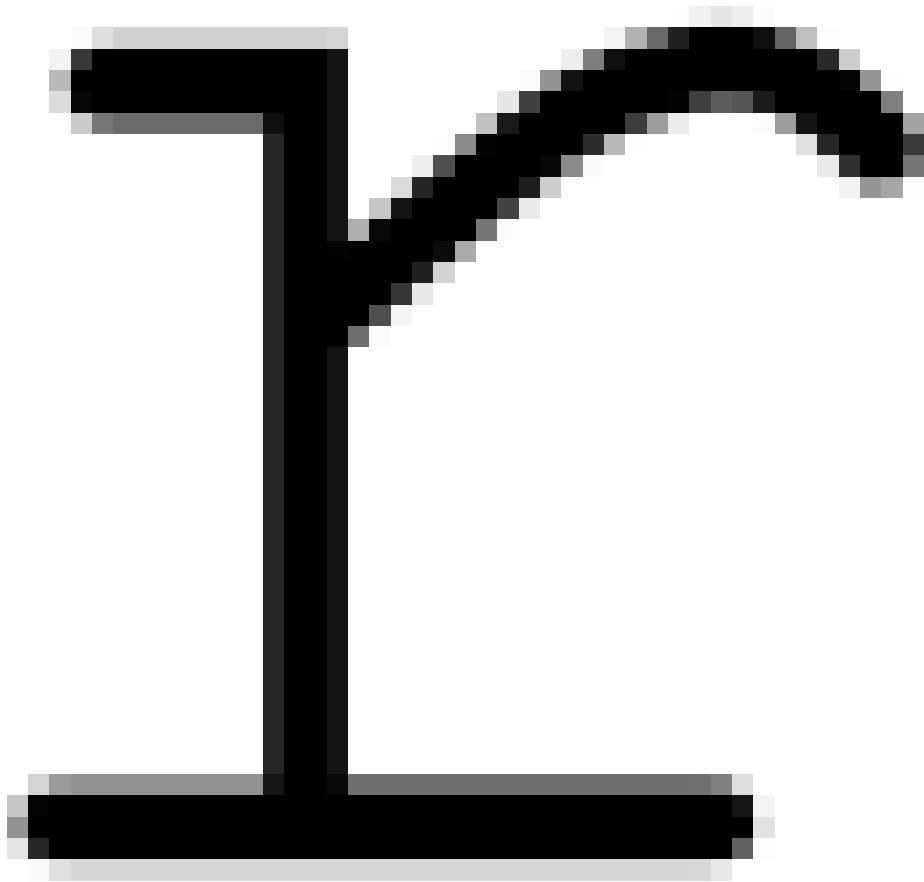


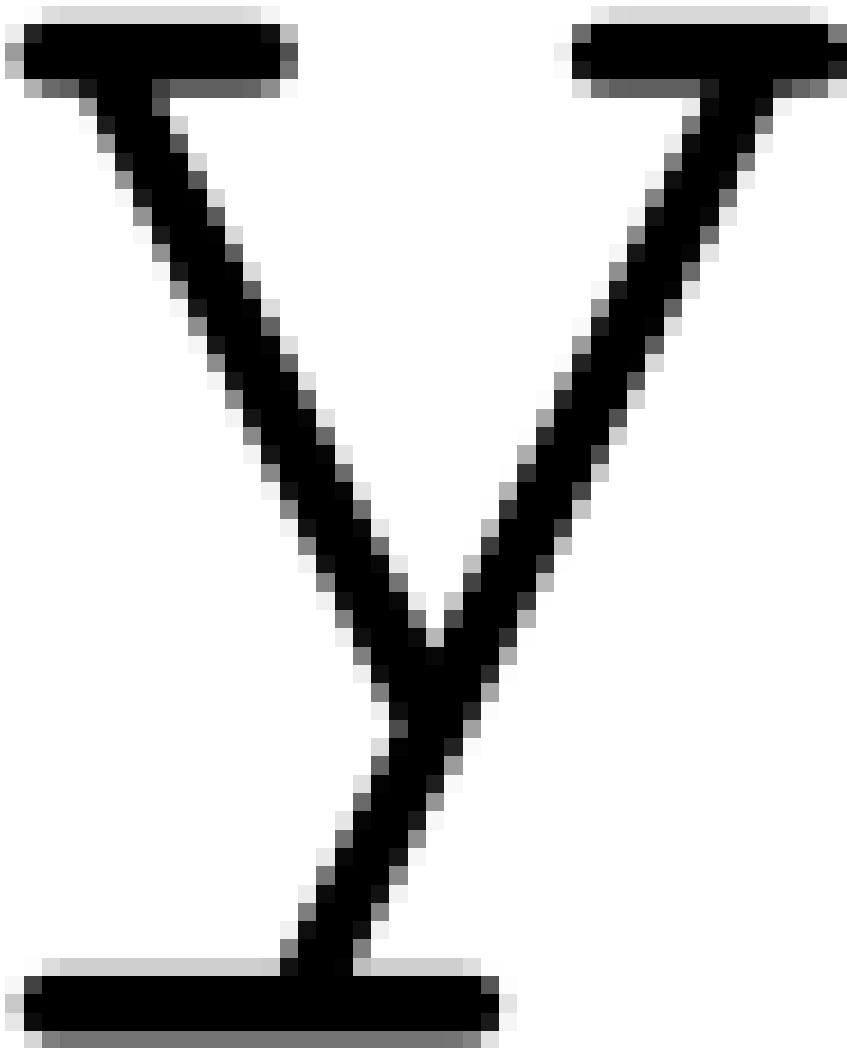


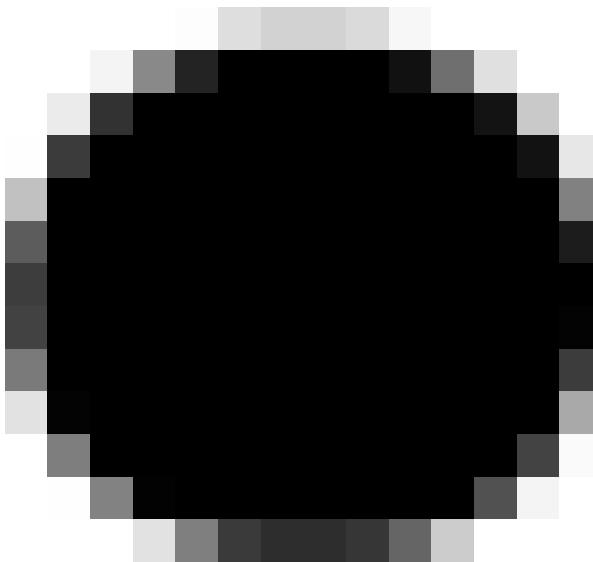












We'll consider a local playlist object created by the user that lives in stack memory.

