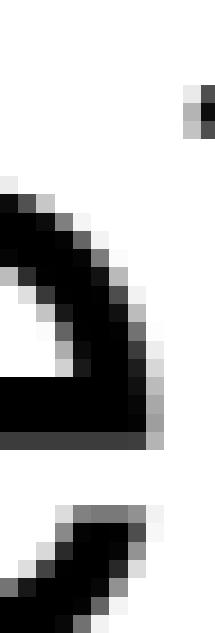
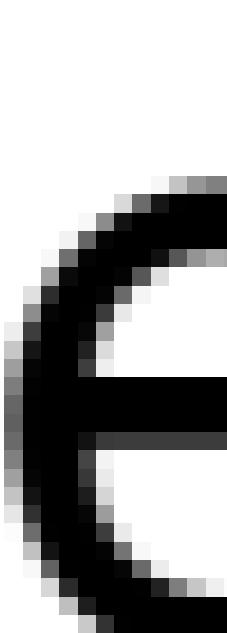
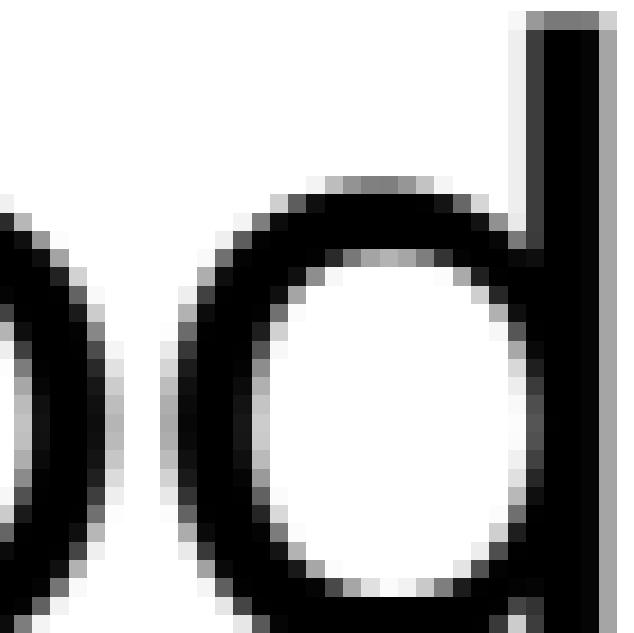


Legend











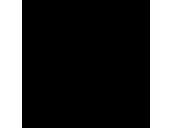
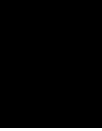
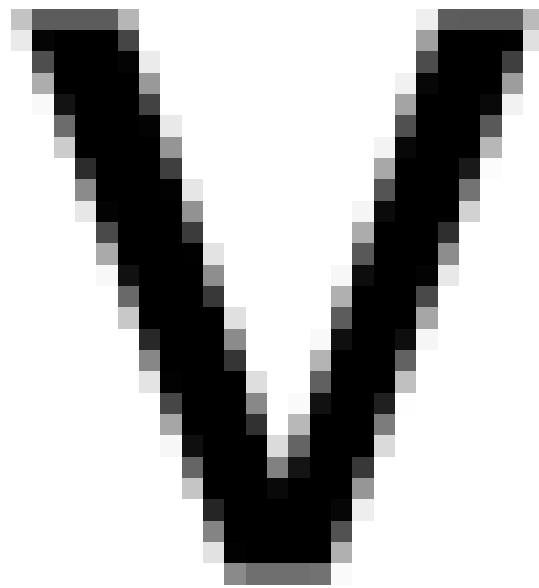
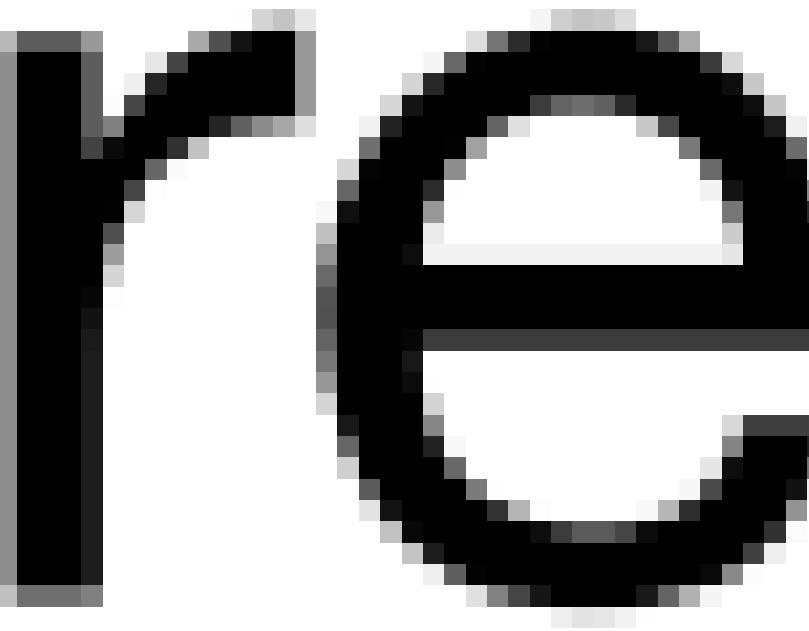
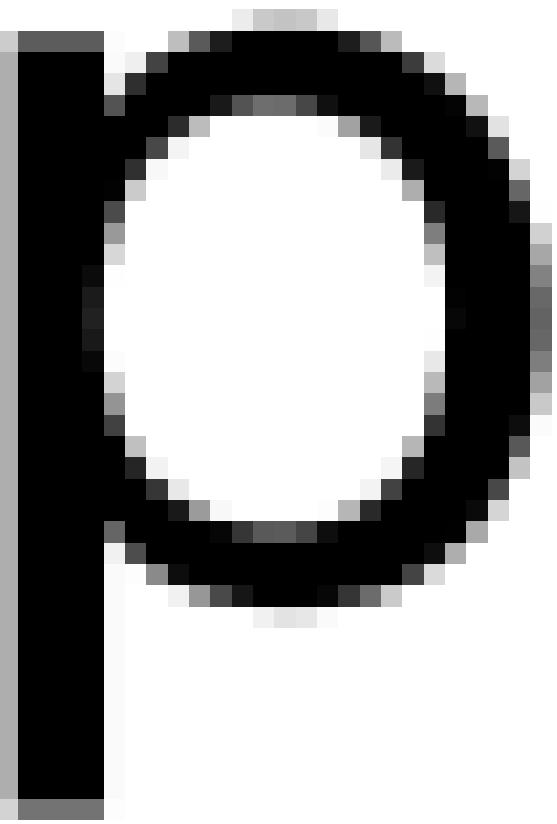
Playist . Songlist

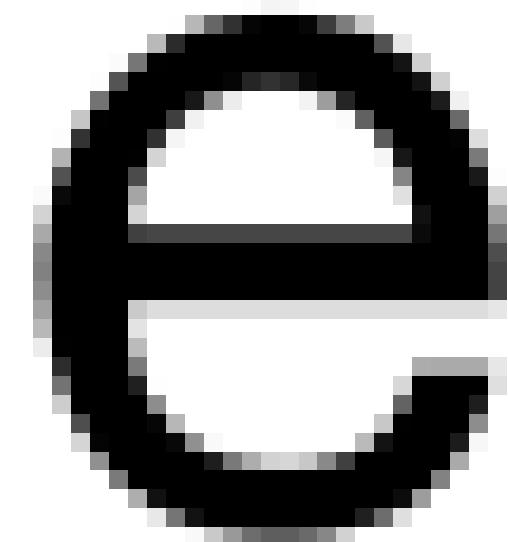












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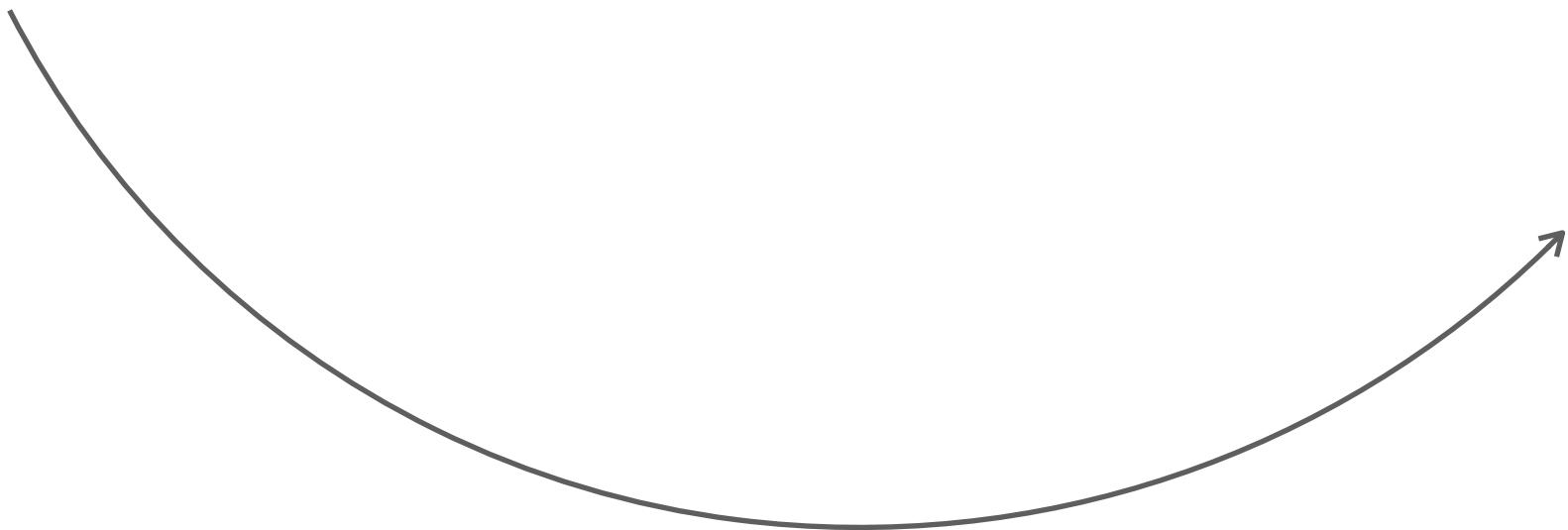
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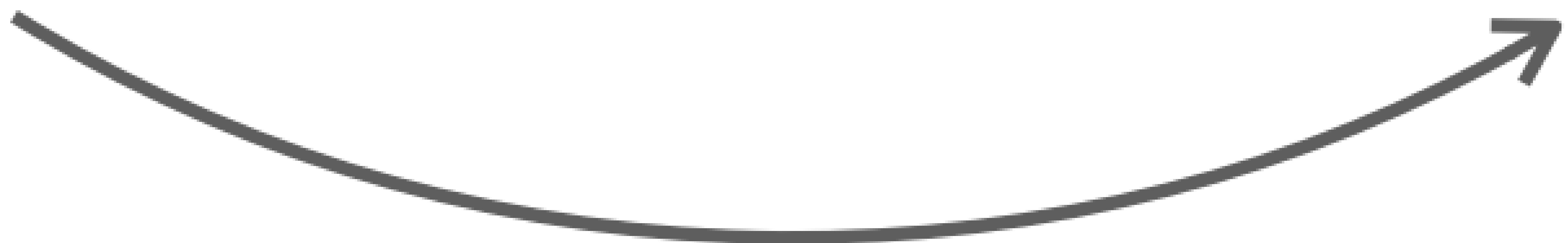




Note that in this case, `tail` does not need to be updated before the size function returns.







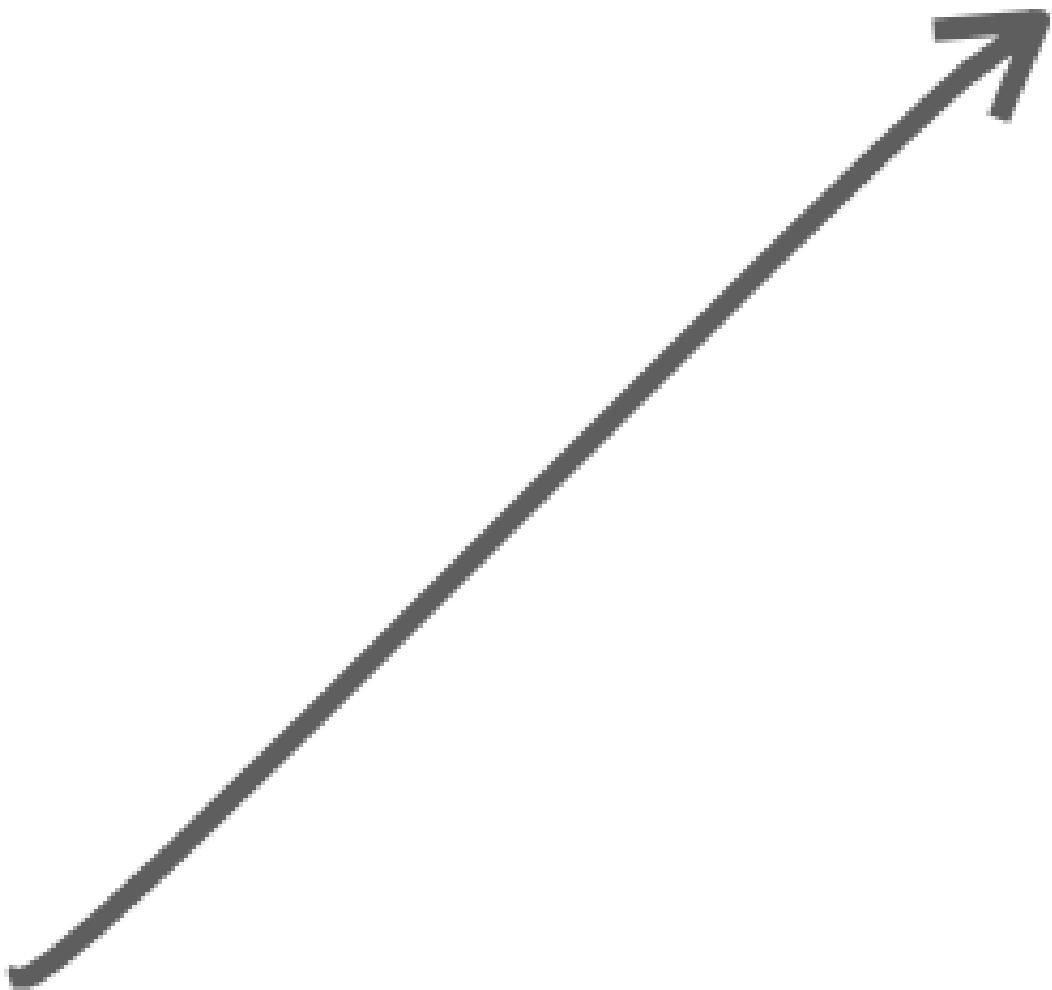
_id

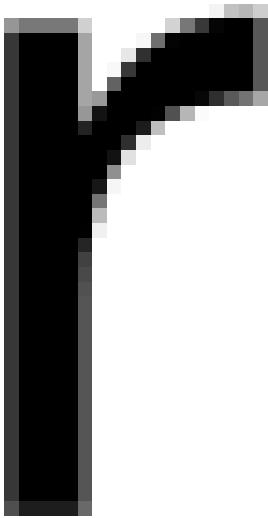
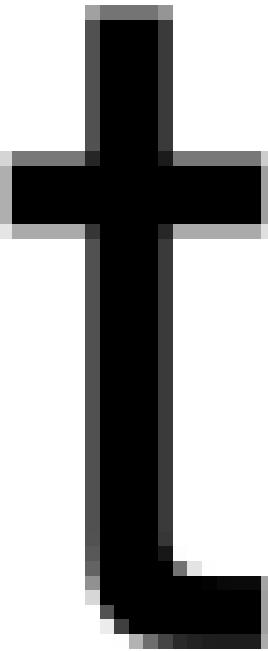
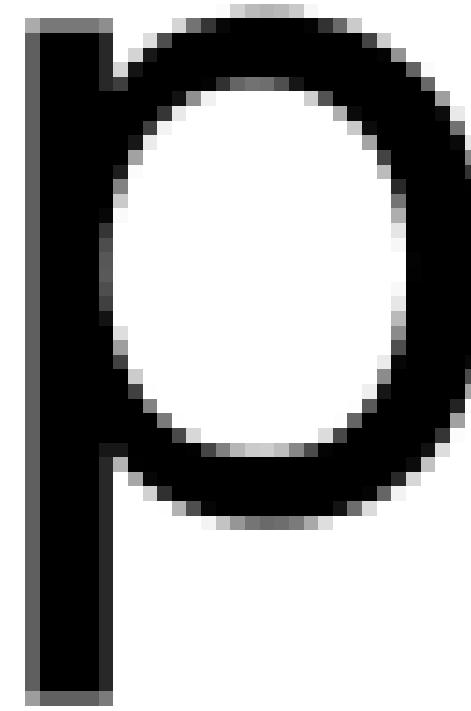
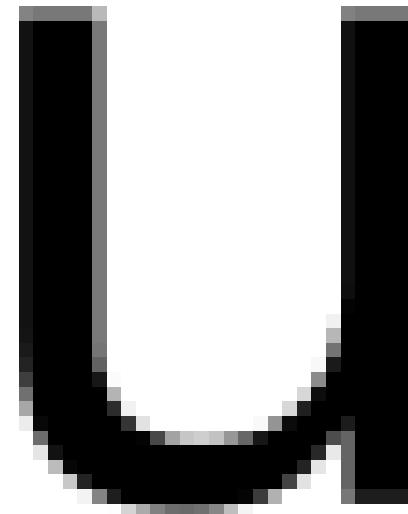
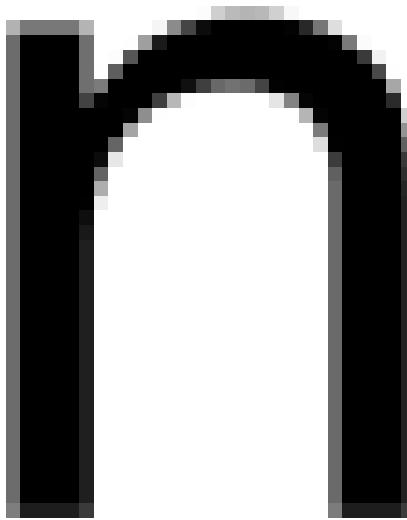
-1

_name

HEAD

_next







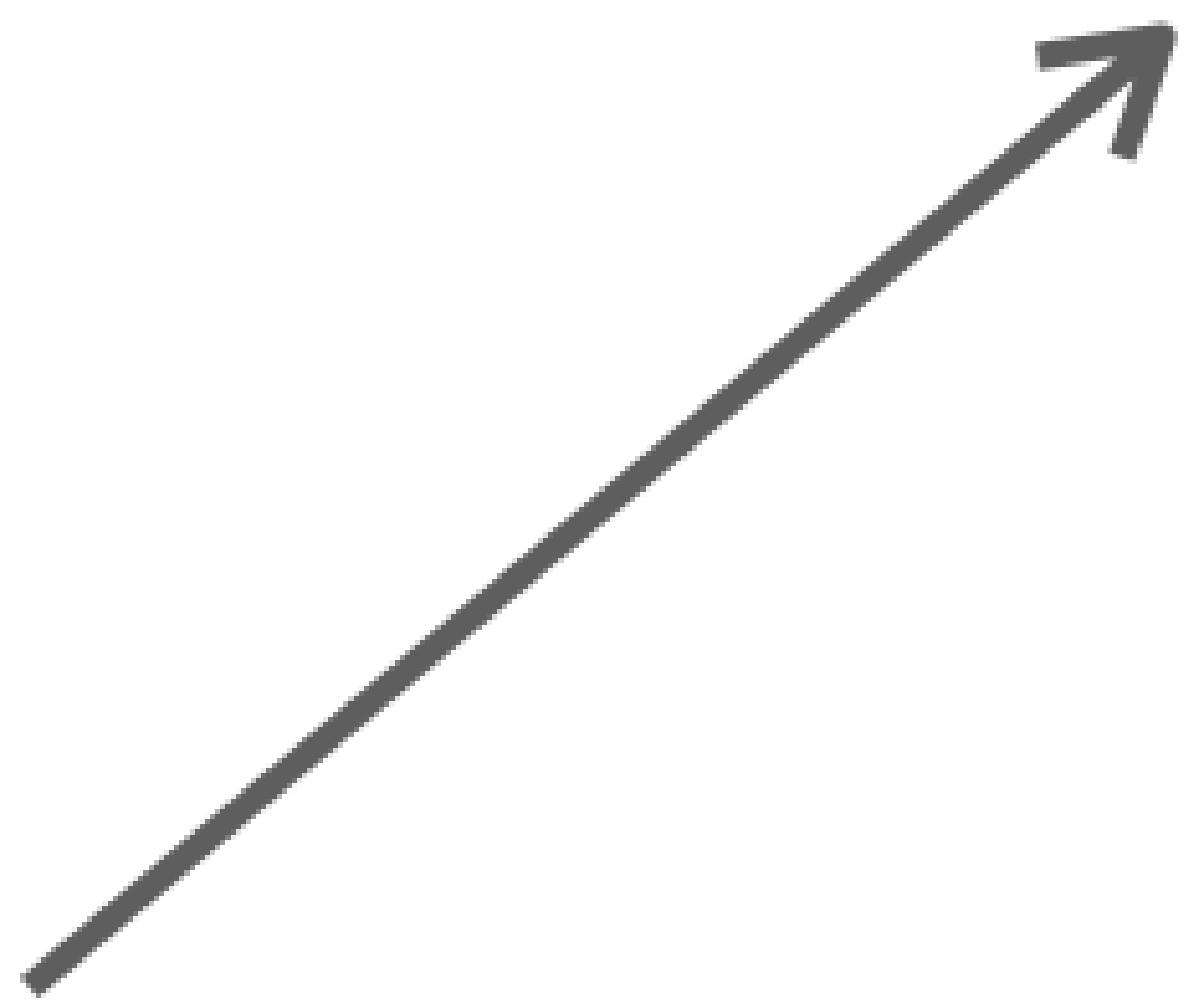
_id

10

_name

A

_next



_id

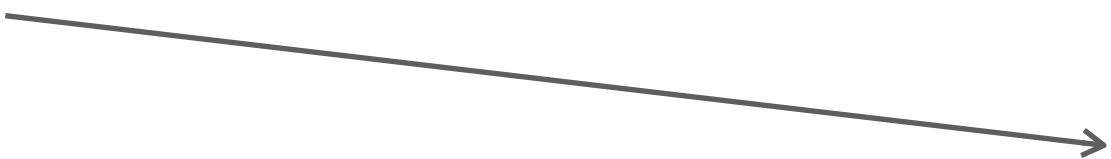
20

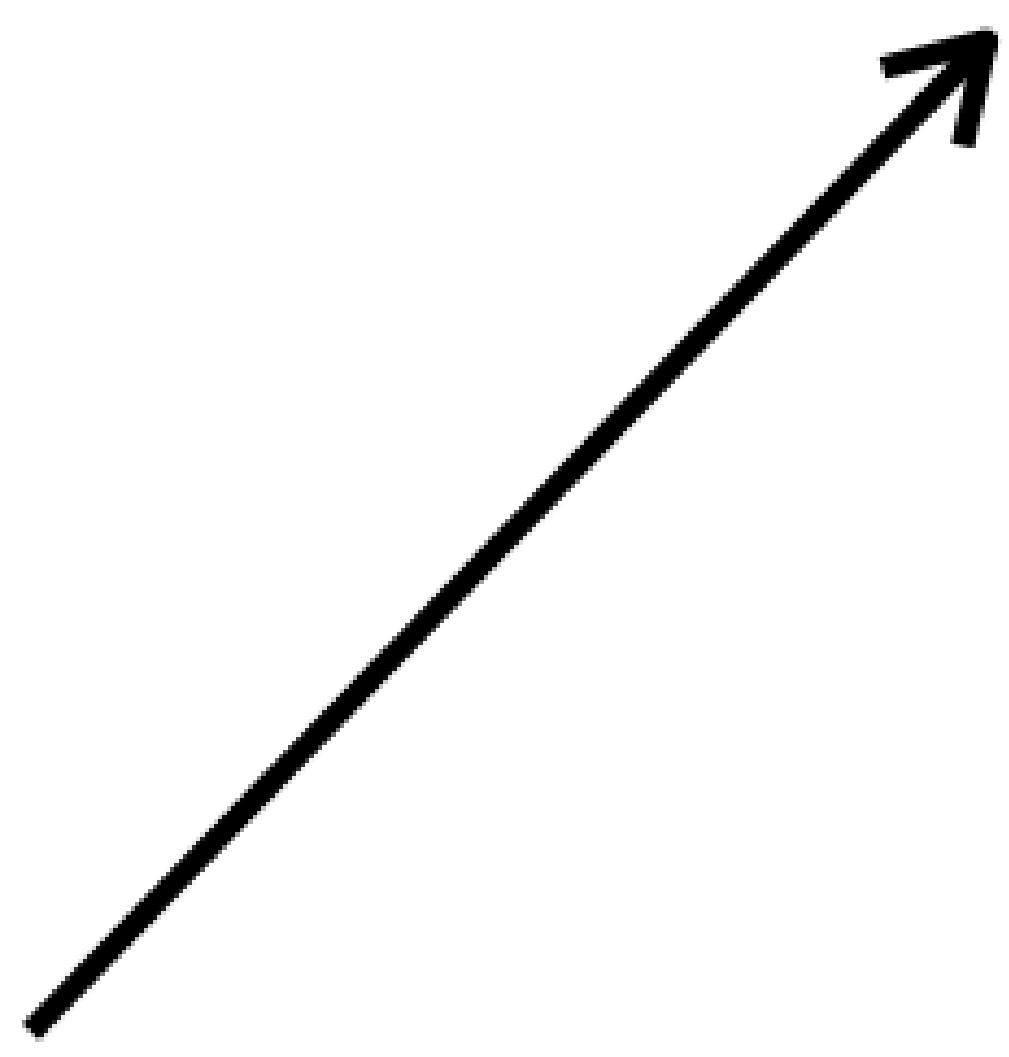
_name

B

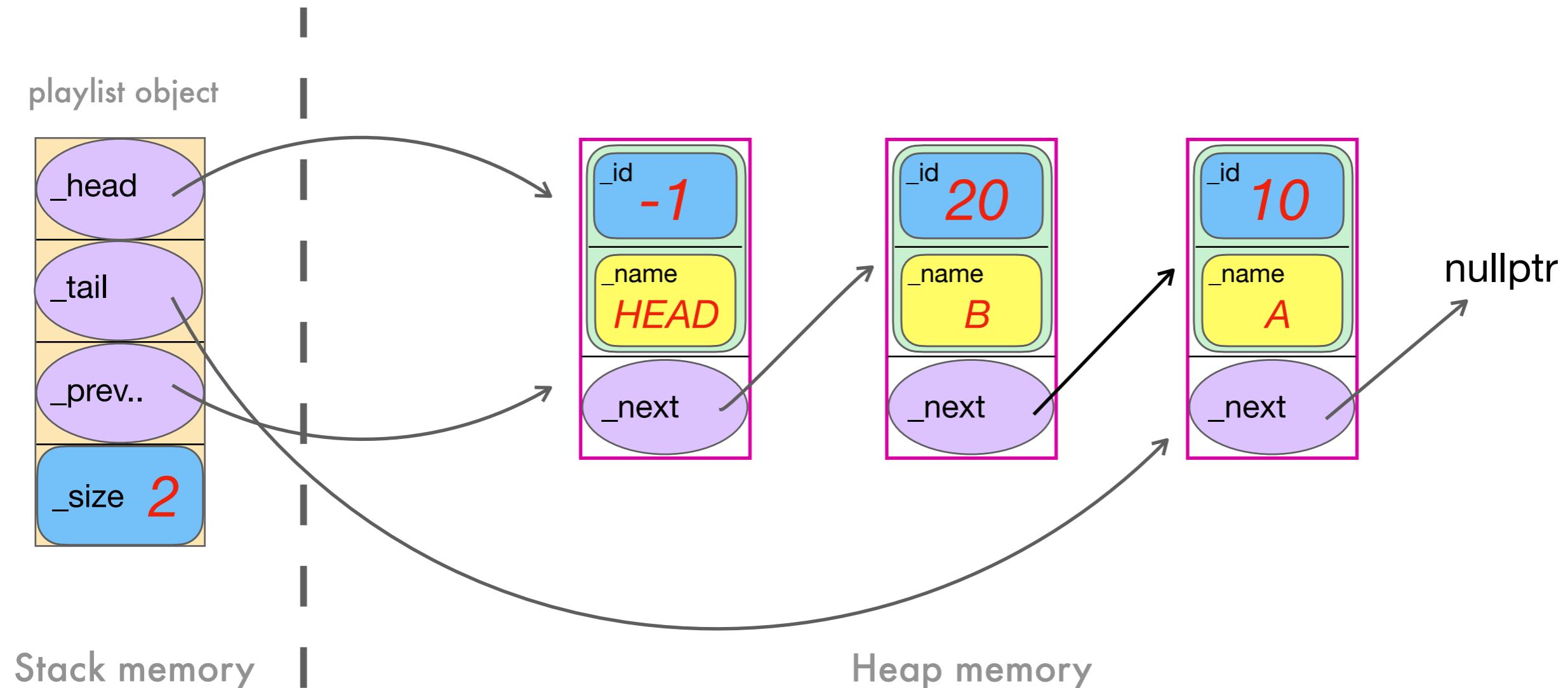
_next

new_node



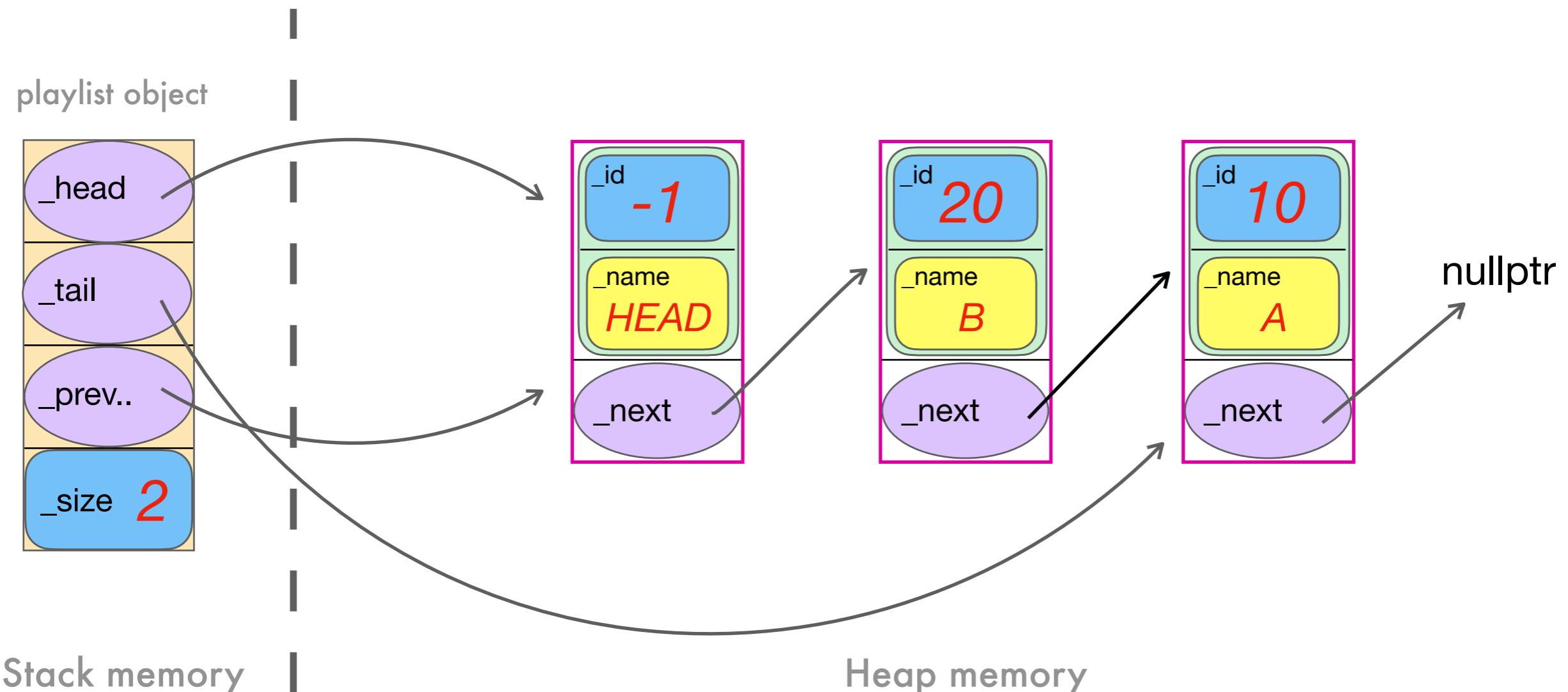


Note that in this case, `_tail` does not need to move, but we need to update the size before the function returns.

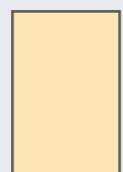


Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string

Legend



`Playlist`



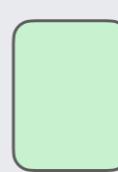
`Playlist::Node`



`Playlist::Node*`



`Playlist::SongEntry`



`size_t`



`std::string`



Legend