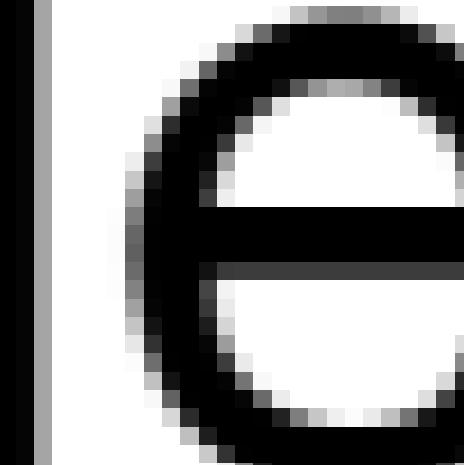
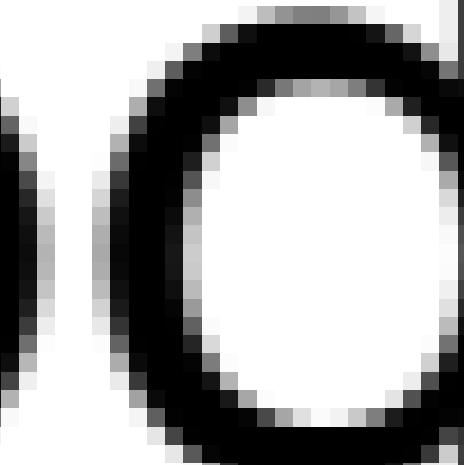
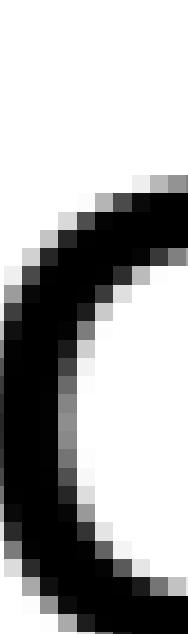
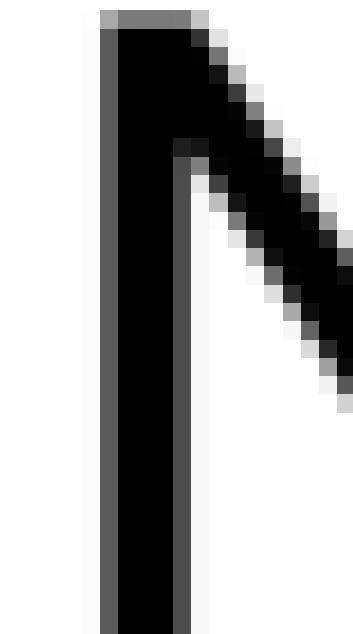
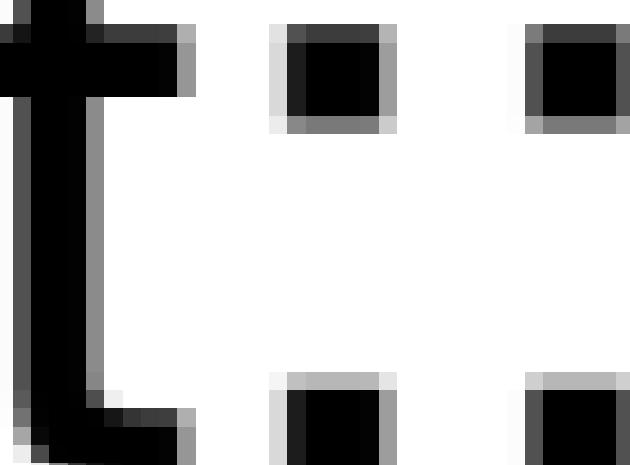
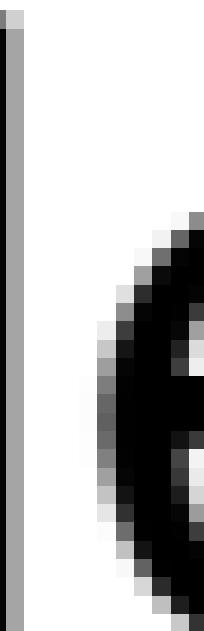
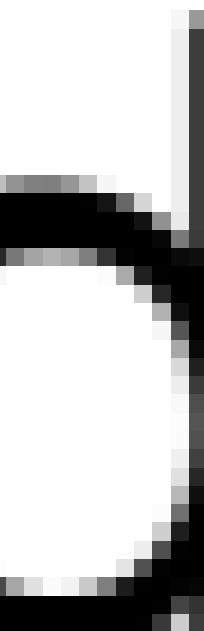
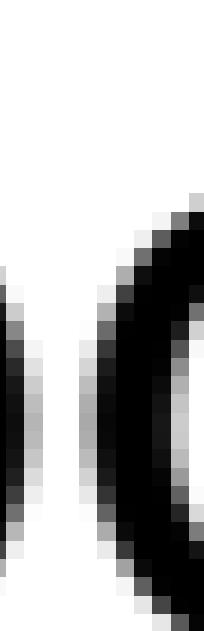
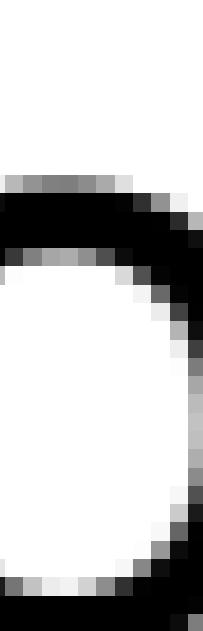
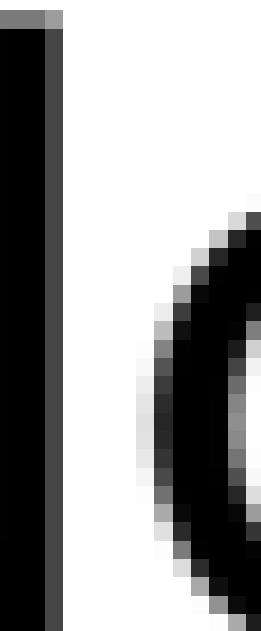
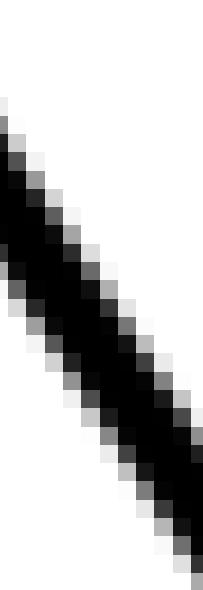
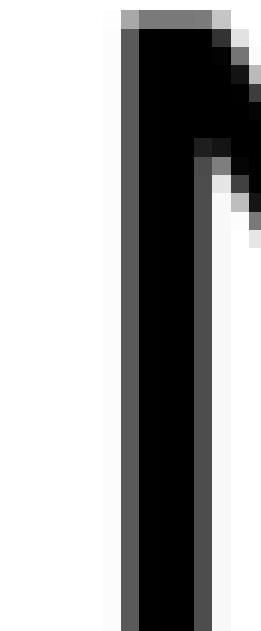
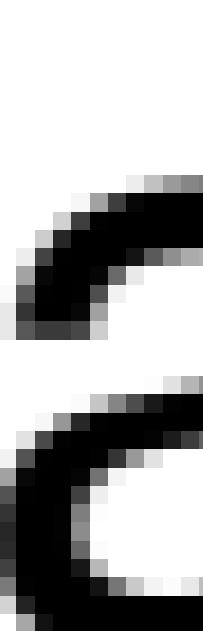


Legend





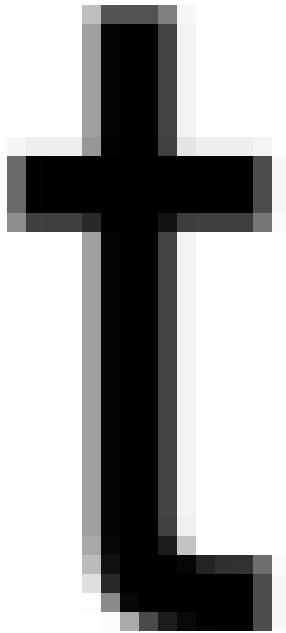
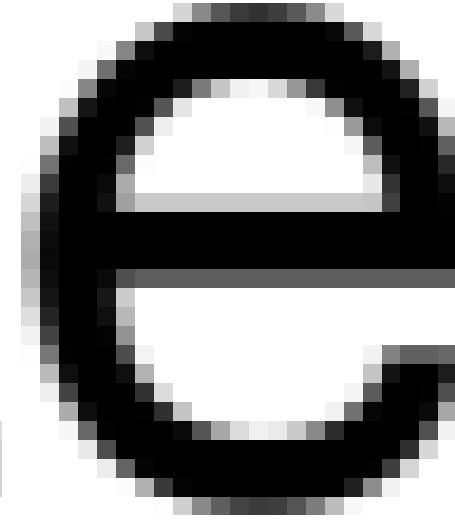
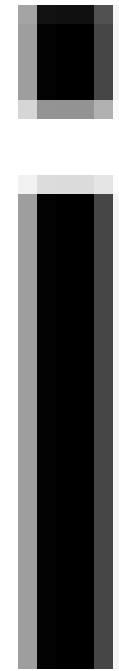
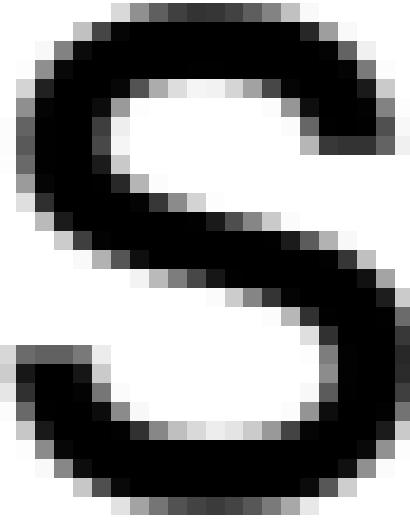






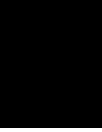
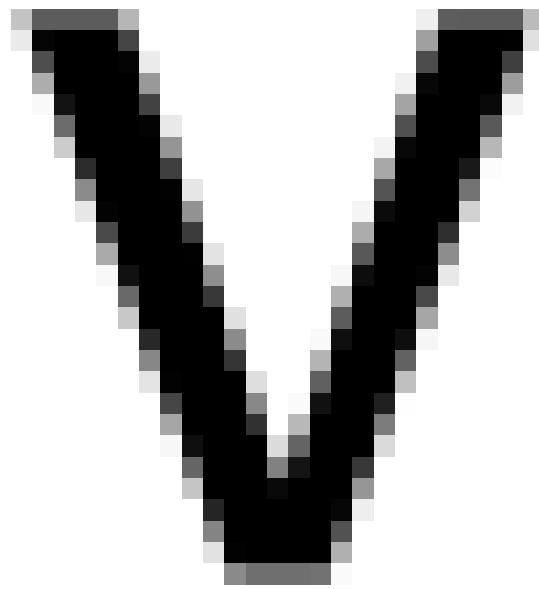
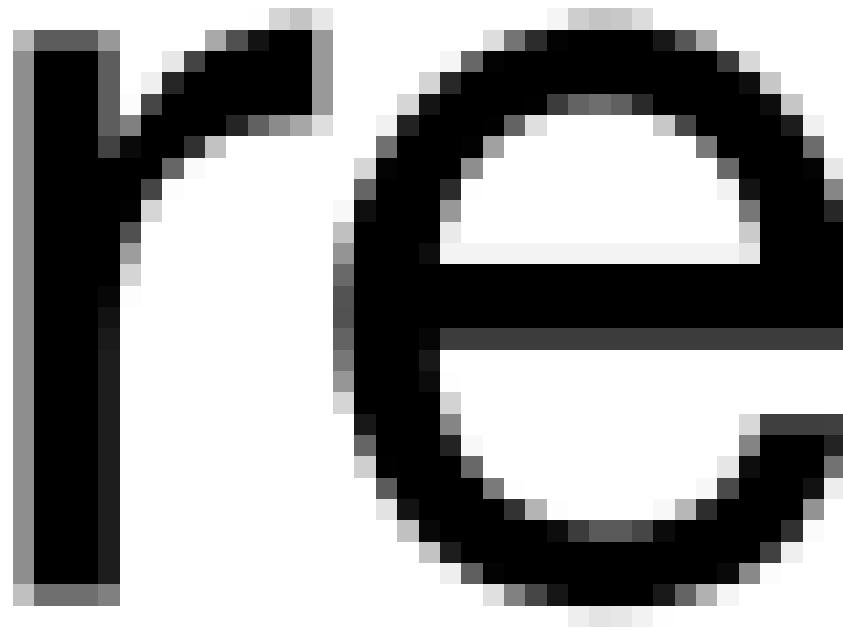
Playist . Songlist

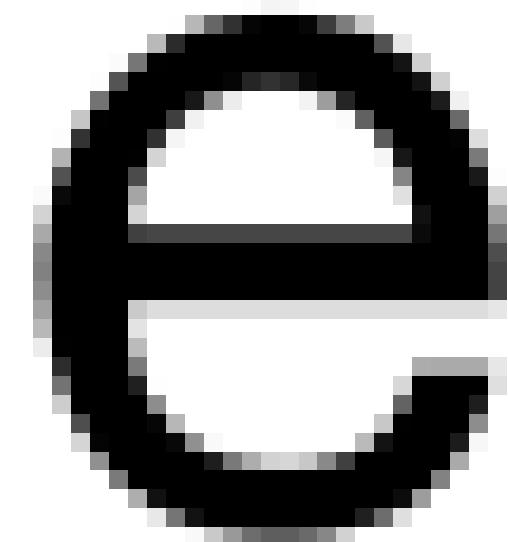
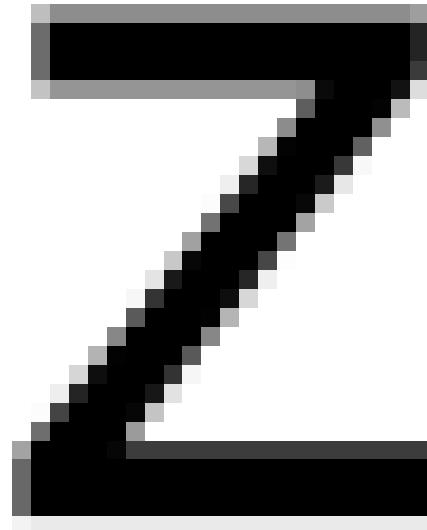












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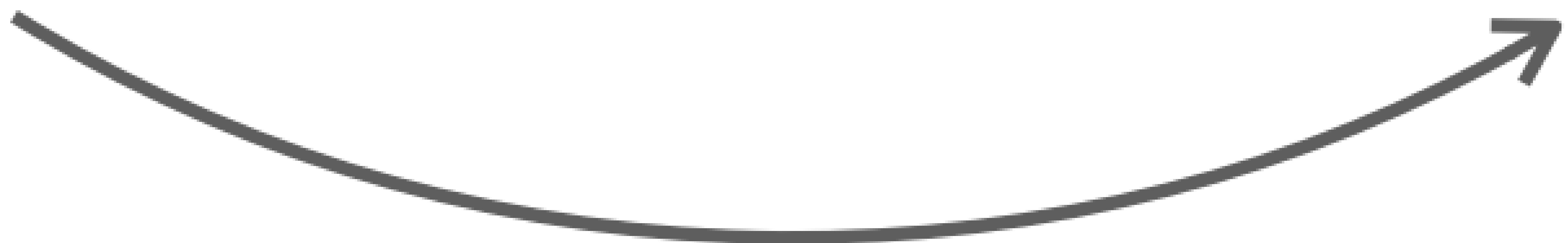




insert\_at\_cursor() will “new up” (allocate  
memory for) a new node which contains the user’s  
SongEntry..







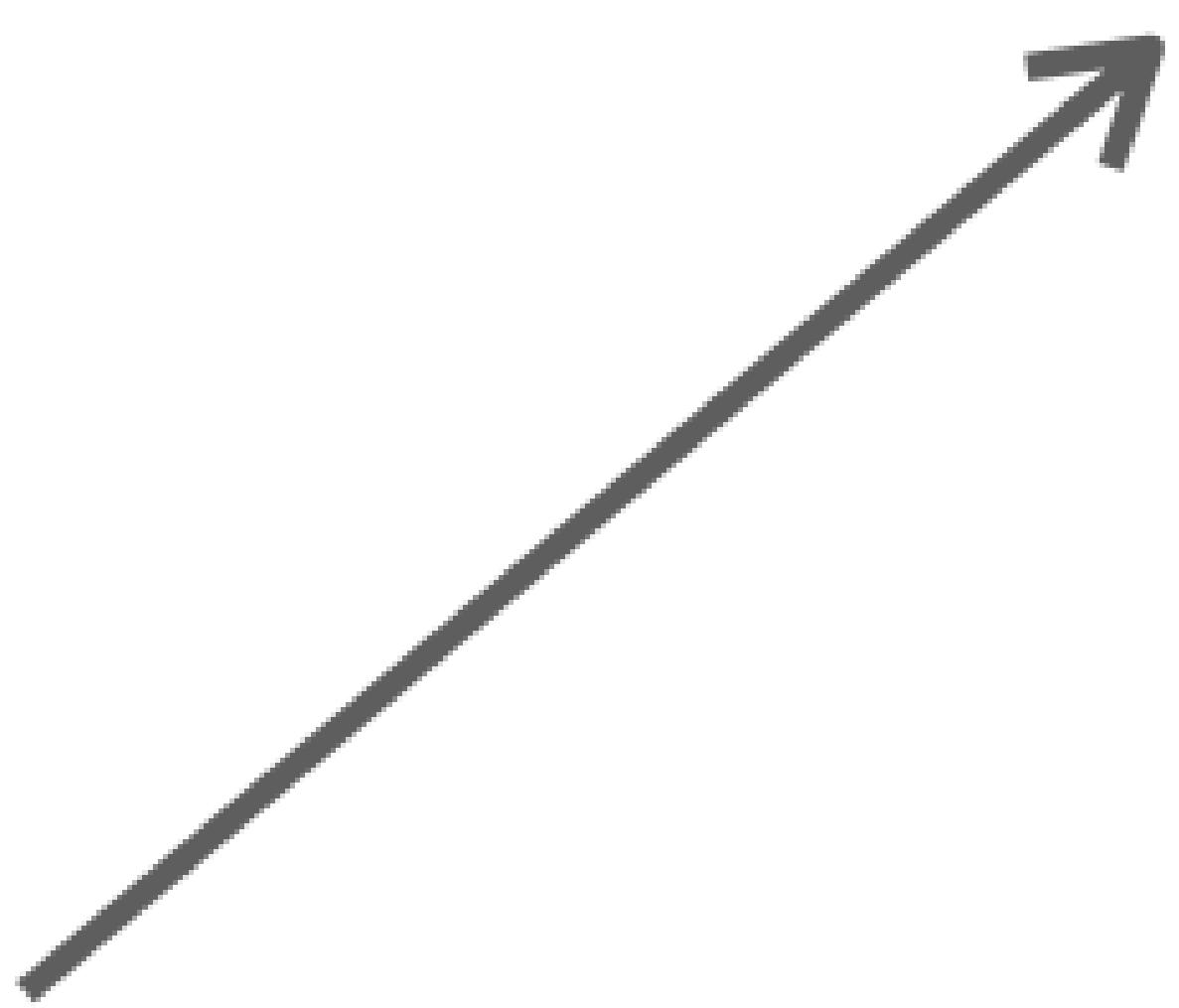
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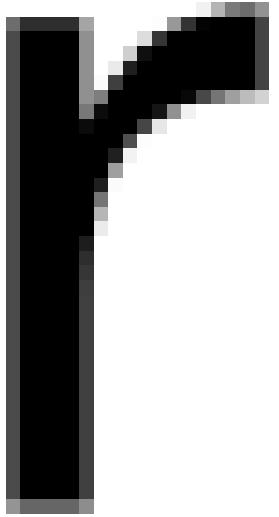
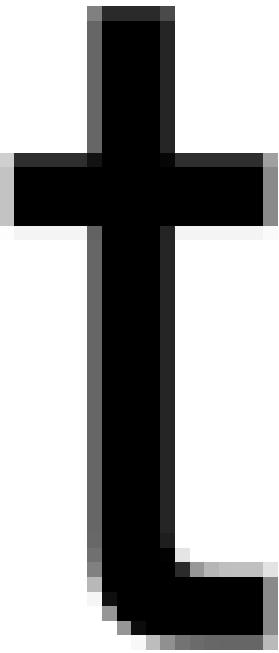
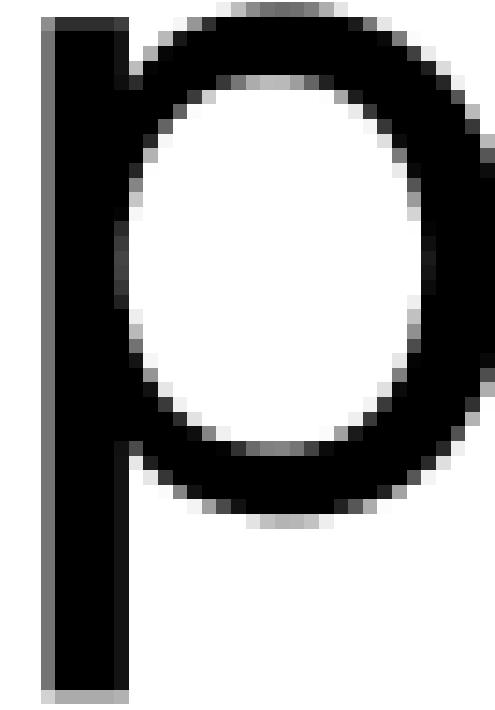
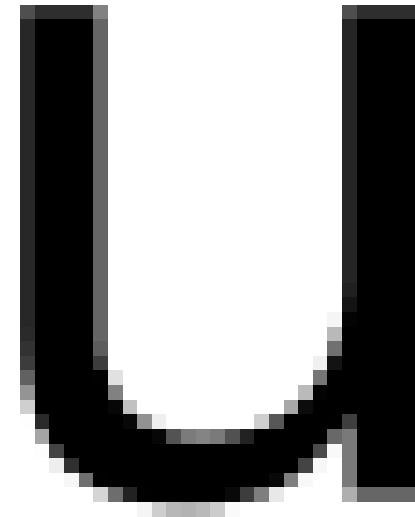
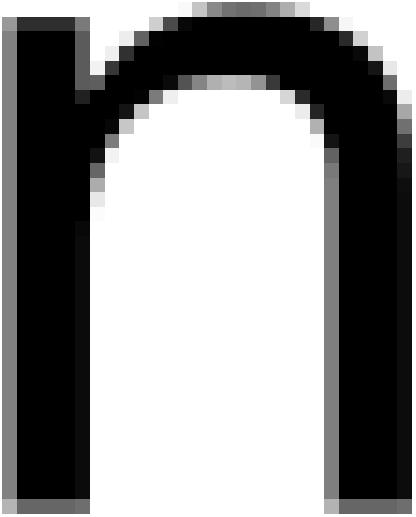
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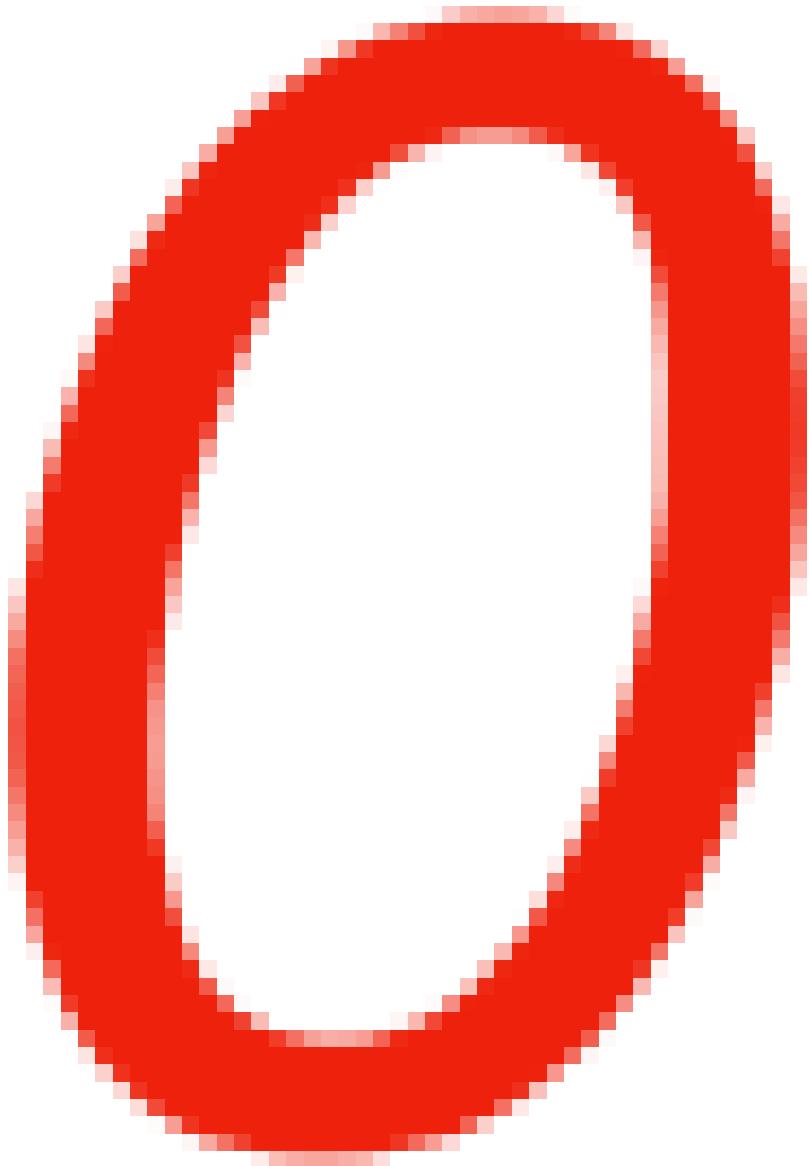
\_name

**HEAD**

\_next







\_id

---

\_name

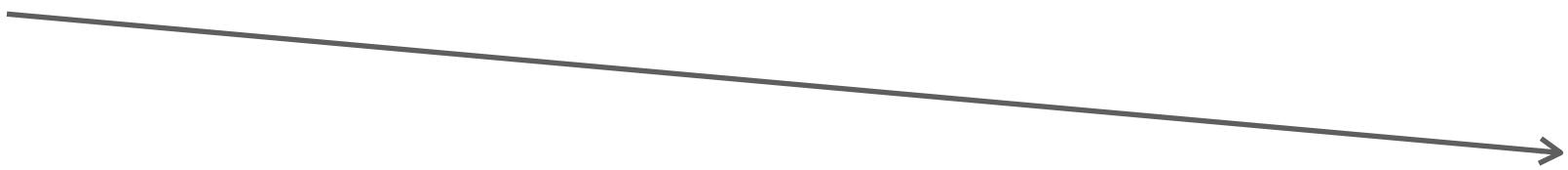
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\_next

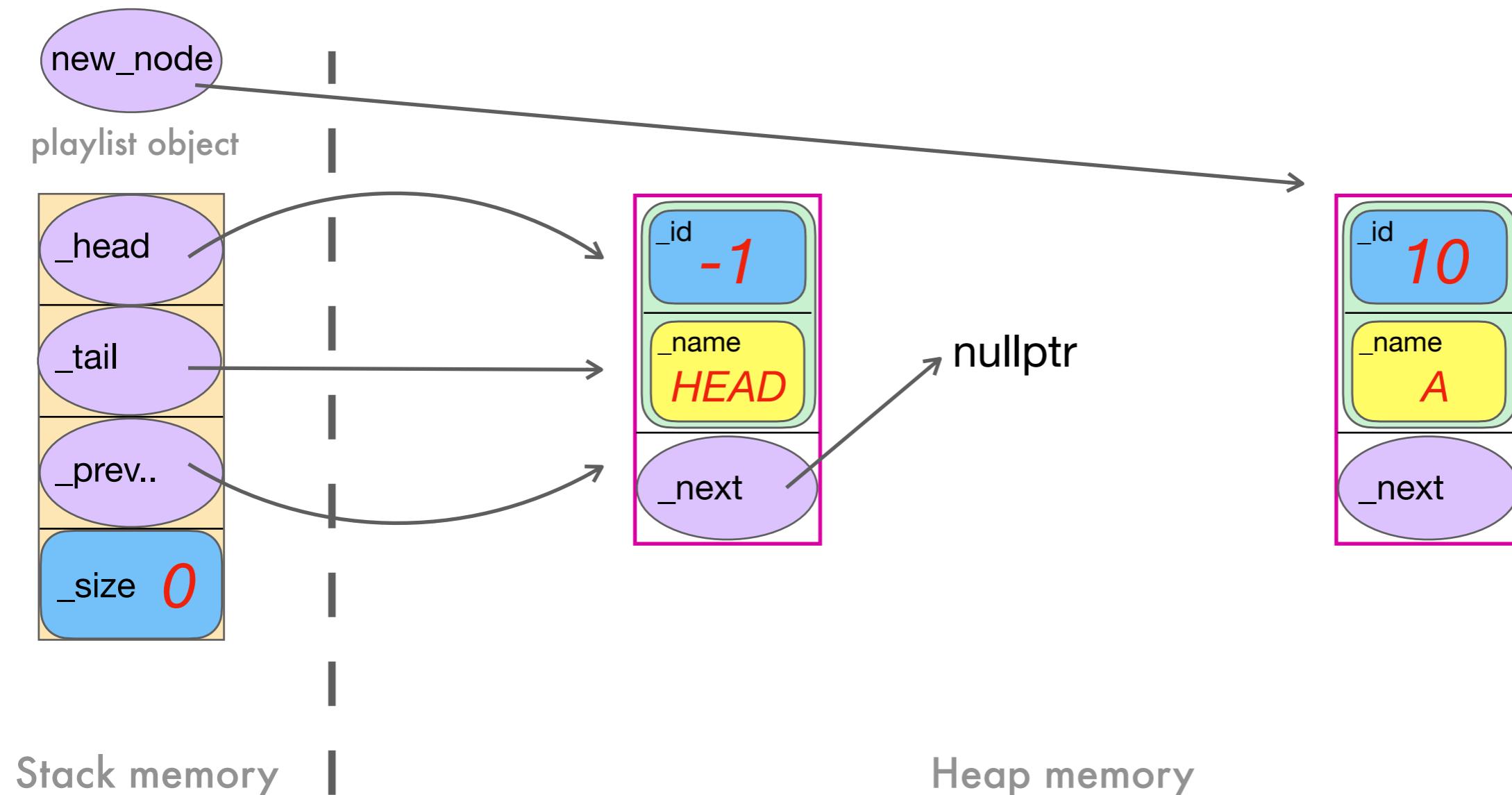
10

A

`new_node`

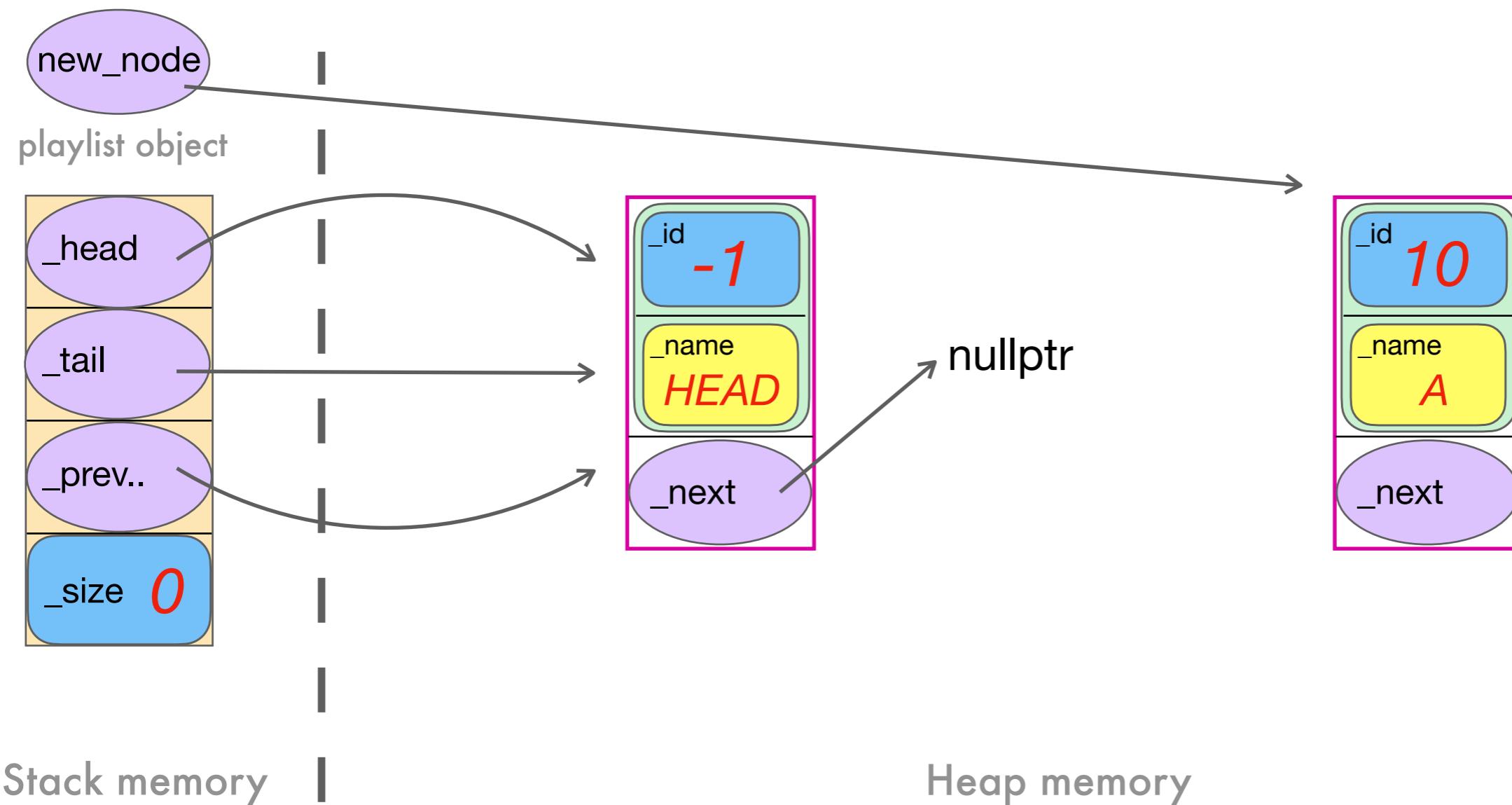


`insert_at_cursor()` will “new up” (allocate memory for) a new node which contains the user’s `SongEntry`..



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

Legend



Playlist

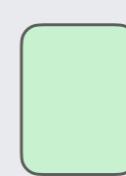
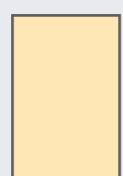
Playlist::Node

Playlist::Node\*

Playlist::SongEntry

size\_t

std::string



Legend