

















Privacyist

Legend



Privacyist: No



Payvist: Noode*



Playvist: Song Entry



size_

head

+

2

1

1

1

1

OROV .



size

stack memory

Heap memory

playivist • obiect



std::string































































































































































































































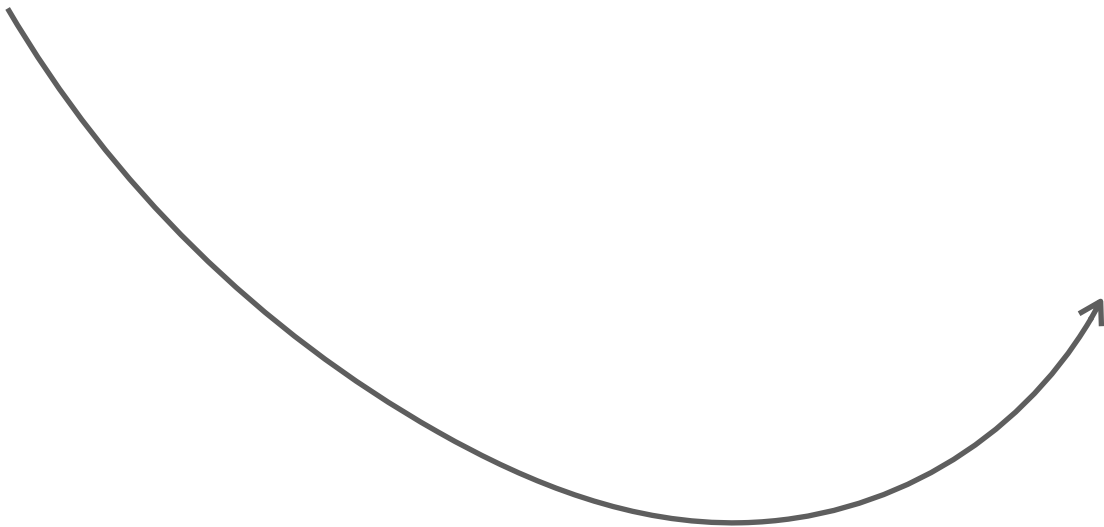














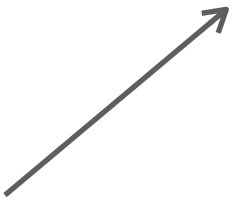
_id

-1

_name

HEAD

_next

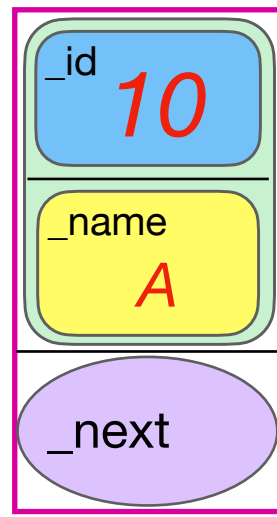


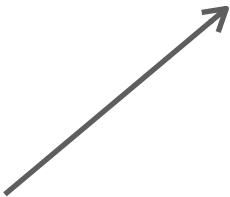
n u i p t r



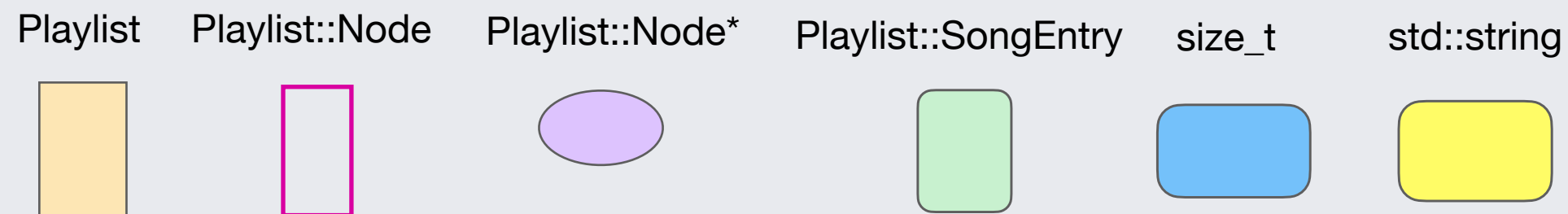
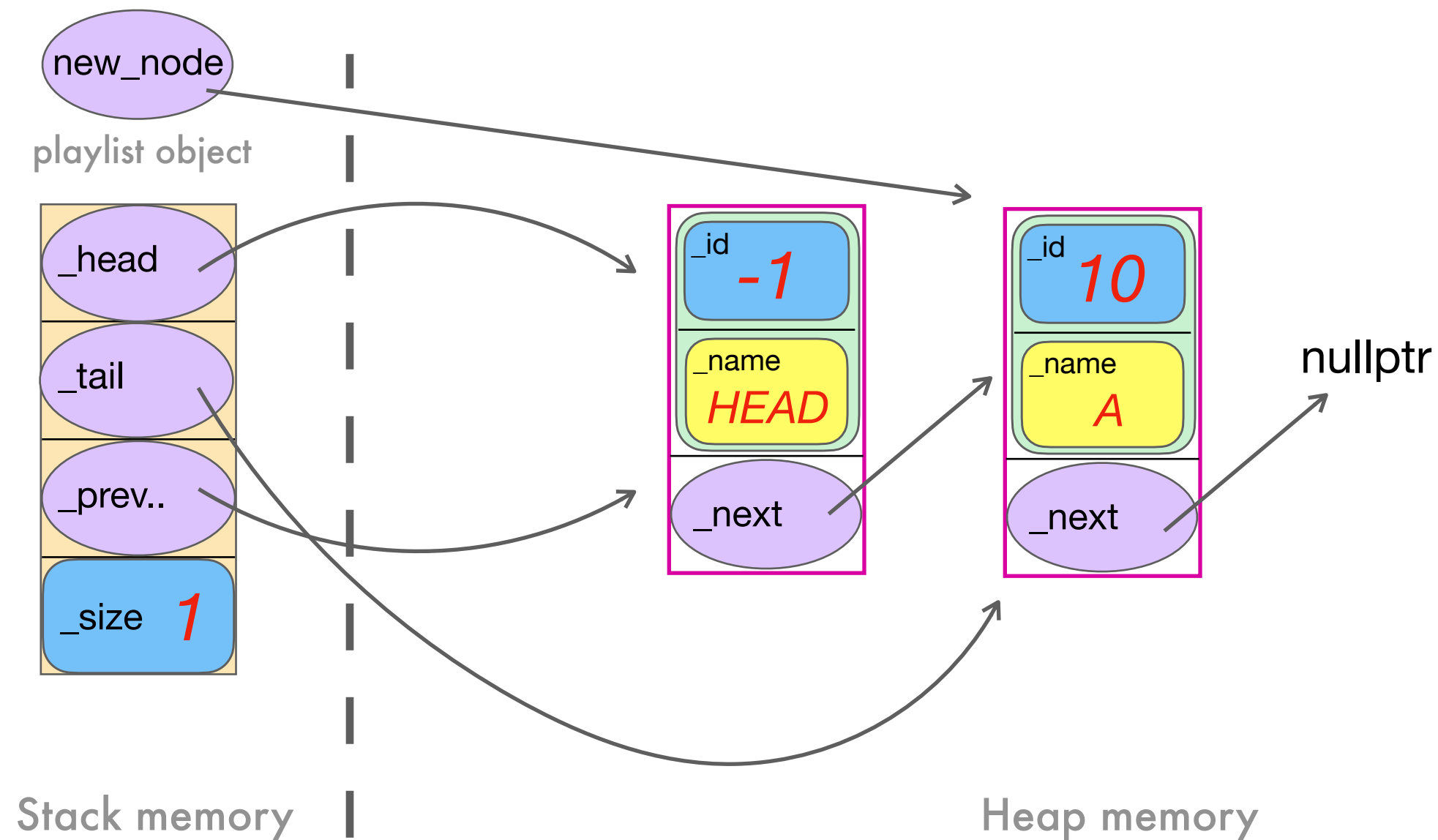
new_node

The diagram illustrates a pointer variable 'new_node' pointing to a node structure. The 'new_node' is represented by a purple oval on the left. A black arrow points from the right side of this oval to the top of a node structure on the right. The node structure is a vertical stack of three components: a light blue box for '_id' containing the value '10' in red, a yellow box for '_name' containing the value 'A' in red, and a purple oval for '_next'.

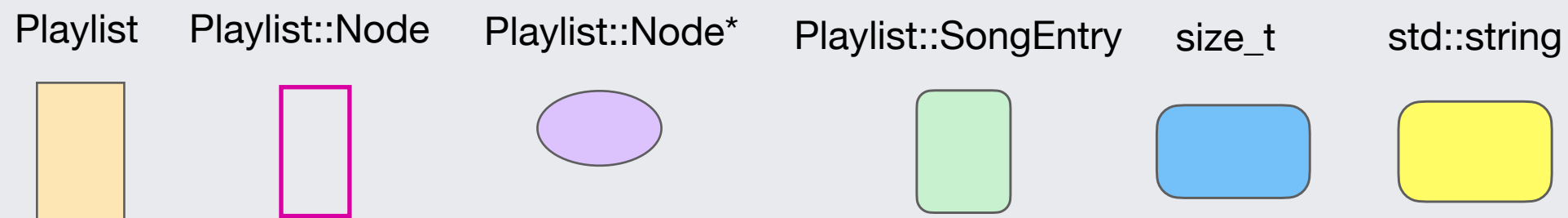
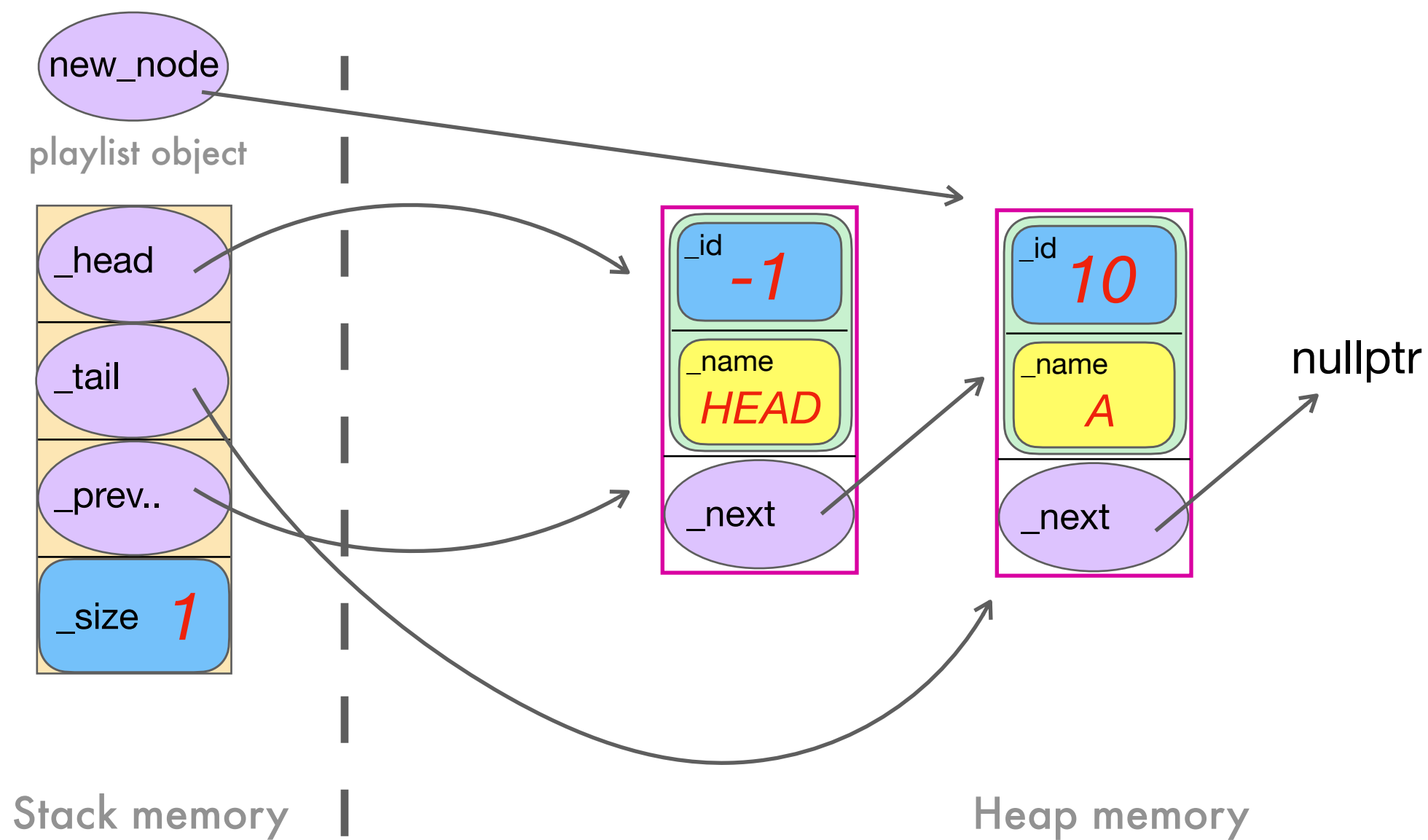




Neither `_head` nor `_previous_to_current` move. Indeed, `_head` will never move. It always points at the head sentinel node and is our way in to the list.



Legend



Legend