



Plavist

Legend

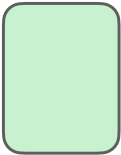




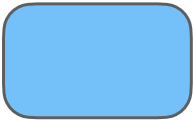
Privacyist: No



Privacyist: Noode\*



Playvist: Song Entry



size\_

\_\_\_\_\_

head



\_\_\_\_\_

tsini

— **ORW** .



size

stack memory

Heap memory

playivist • obiect









std::string

















































































































































































































































































































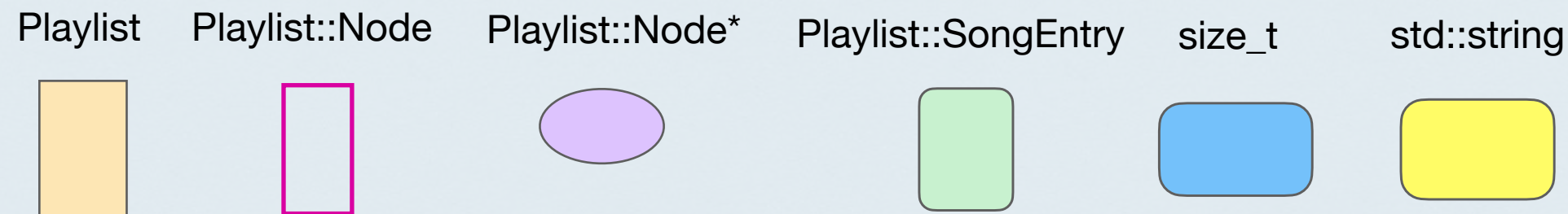
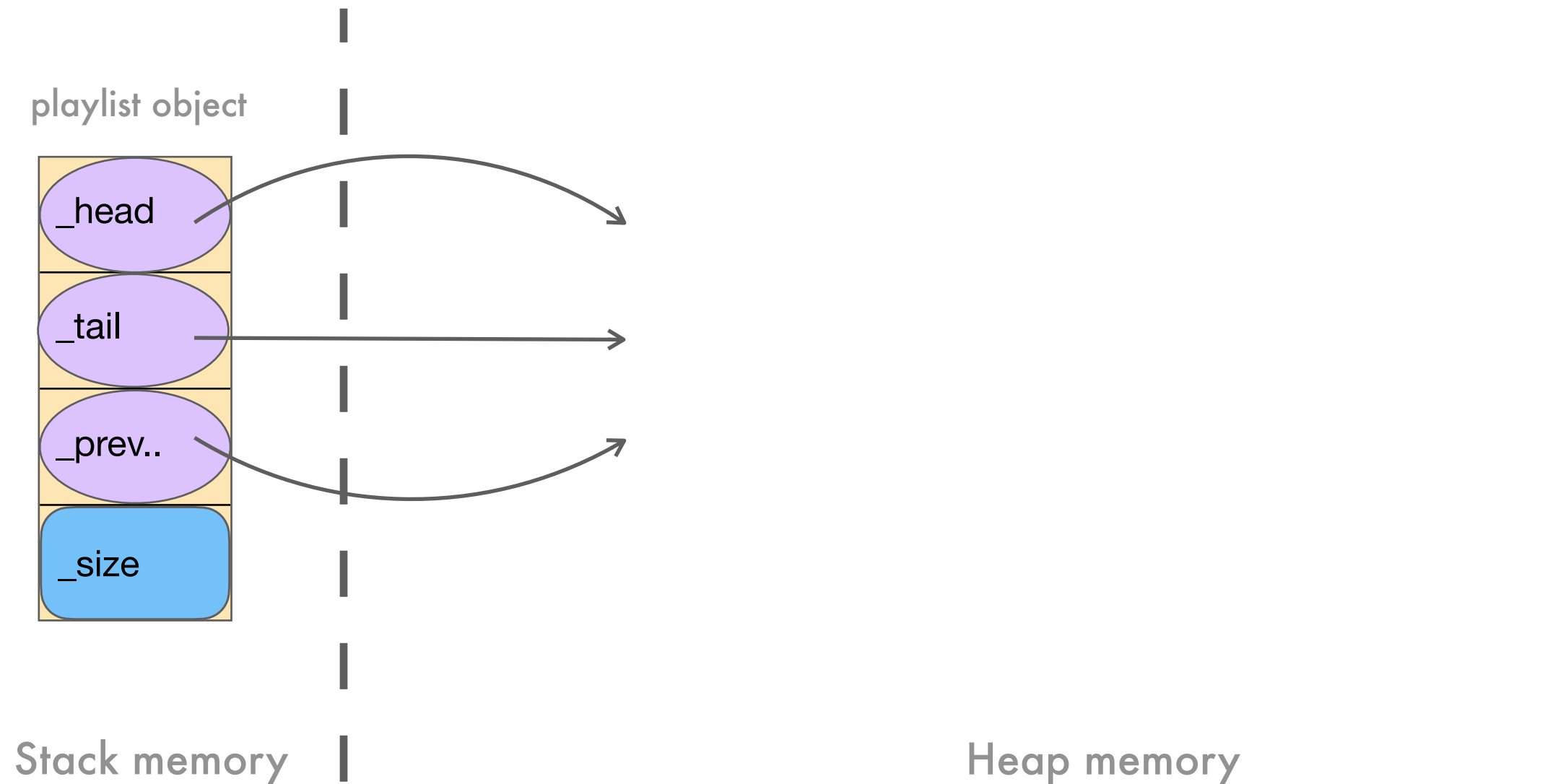




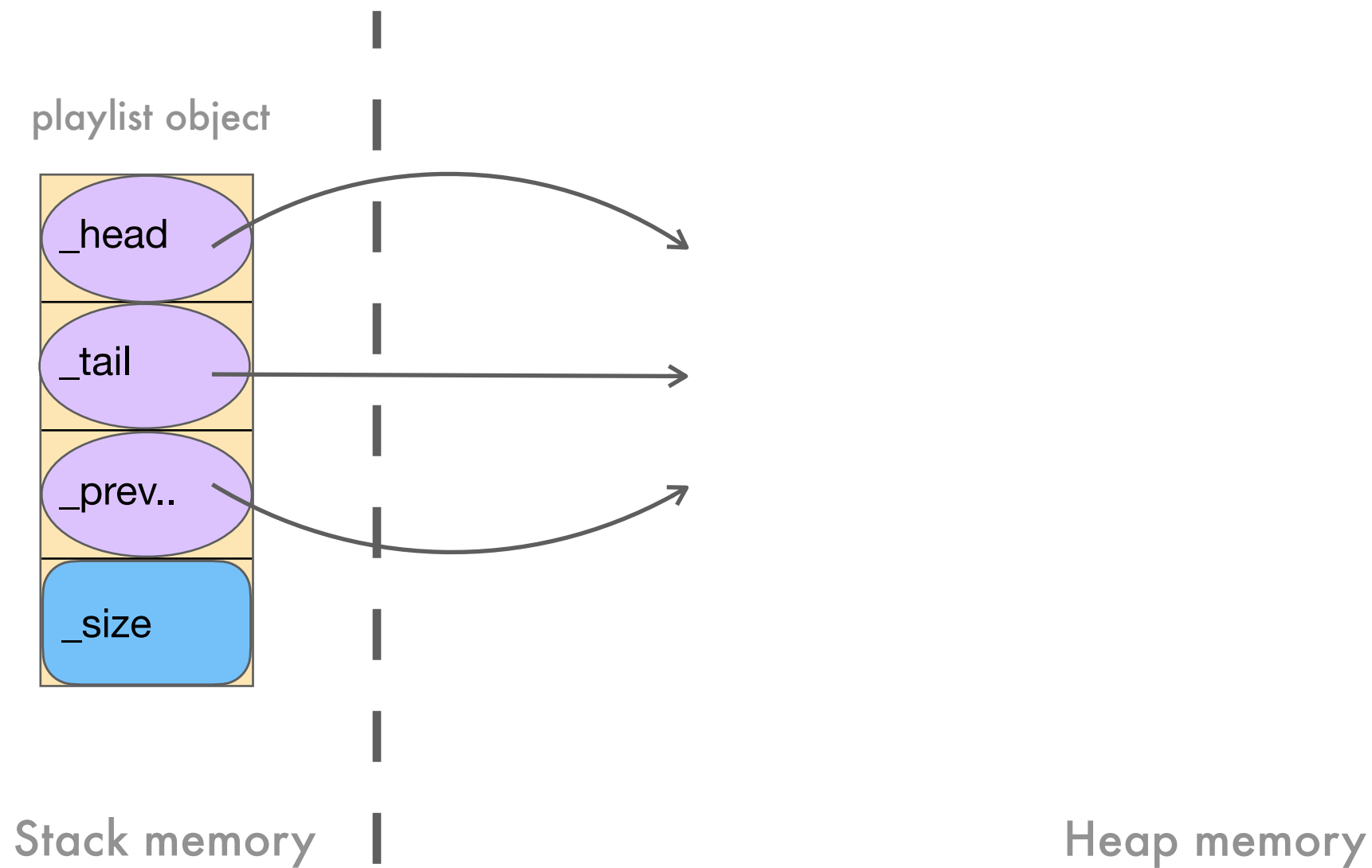




It will have node pointer (Node\*) data members that point into heap memory. The Playlist class will dynamically allocate (and deallocate) memory for Nodes in heap memory.



Legend



Playlist

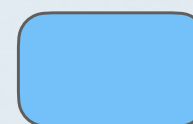
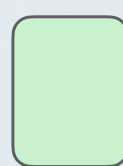
Playlist::Node

Playlist::Node\*

Playlist::SongEntry

size\_t

std::string



Legend