





























Plavist

Legend





Privacyist: No



Privacyist: Noode\*



Playvist: Song Entry



size\_

\_\_\_\_\_

head



tsini

\_\_\_\_\_

**OROV.**



size

stack memory

Heap memory

playivist • obiect









std::string































































































W



























































































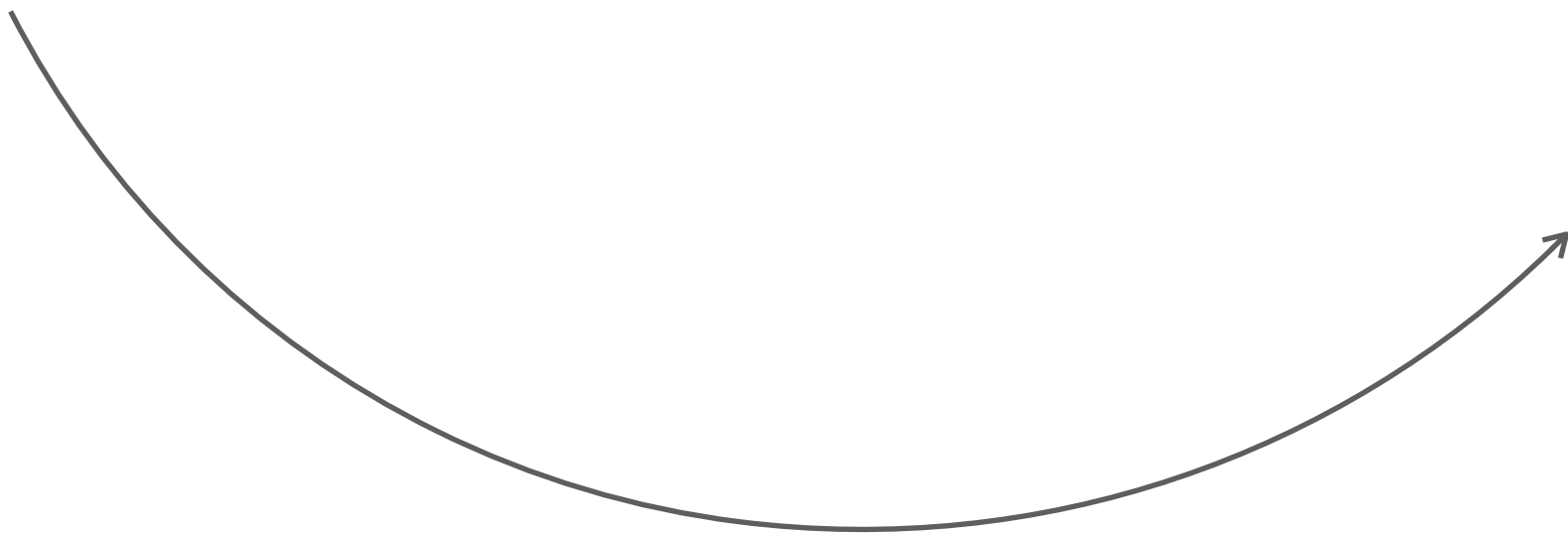














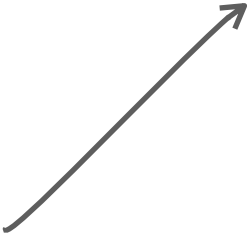
\_id

*-1*

\_name

*HEAD*

\_next



n u i p t r



\_id

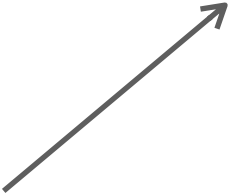
10

\_name

A

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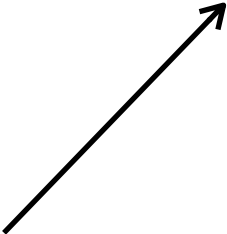




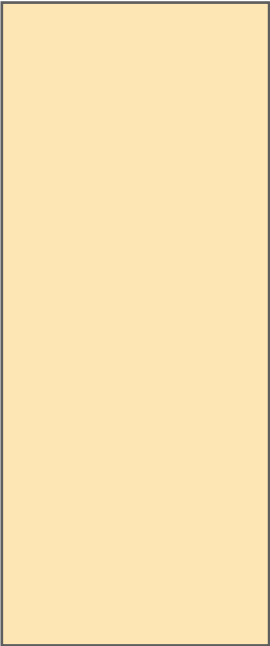


new\_node







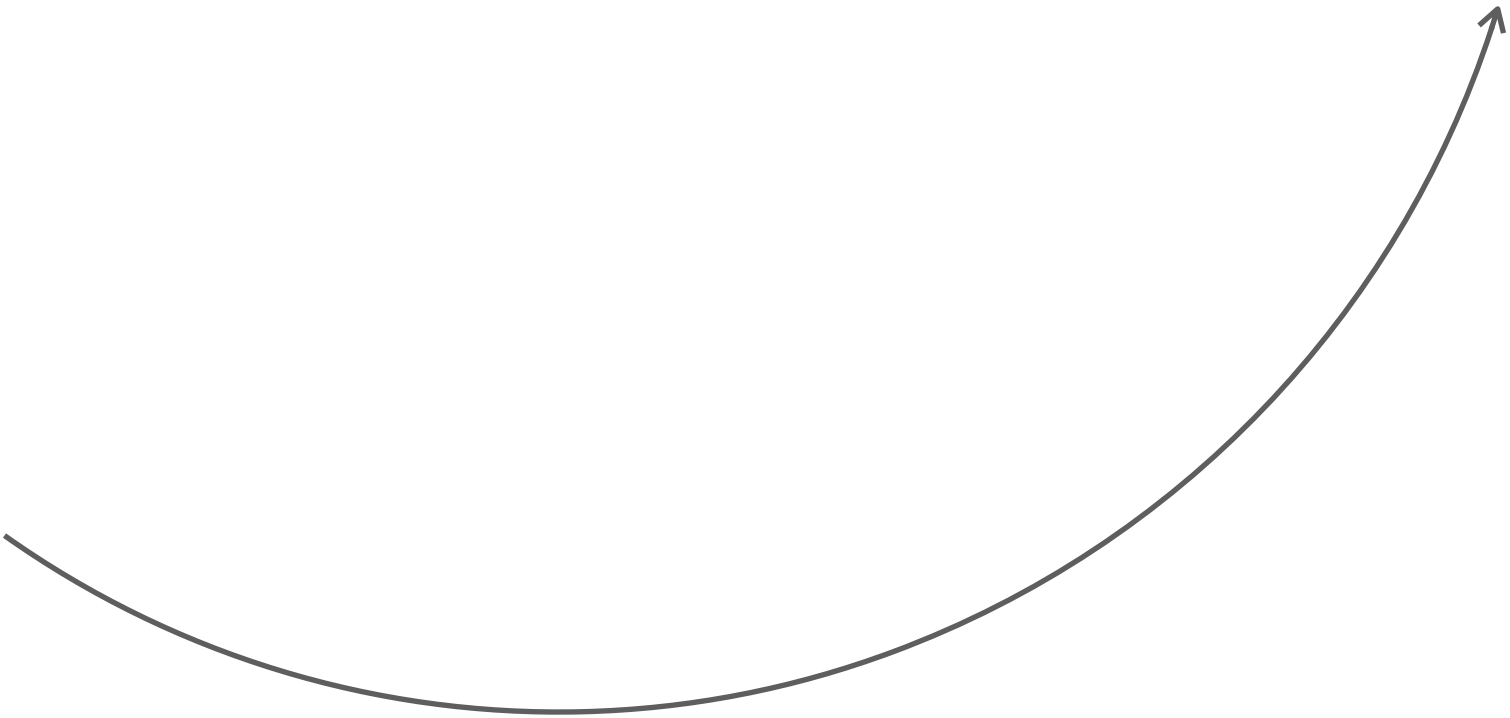


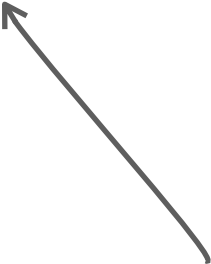
if  $u_i$  is not in  $S$ .

Note that in this case, it does not need to

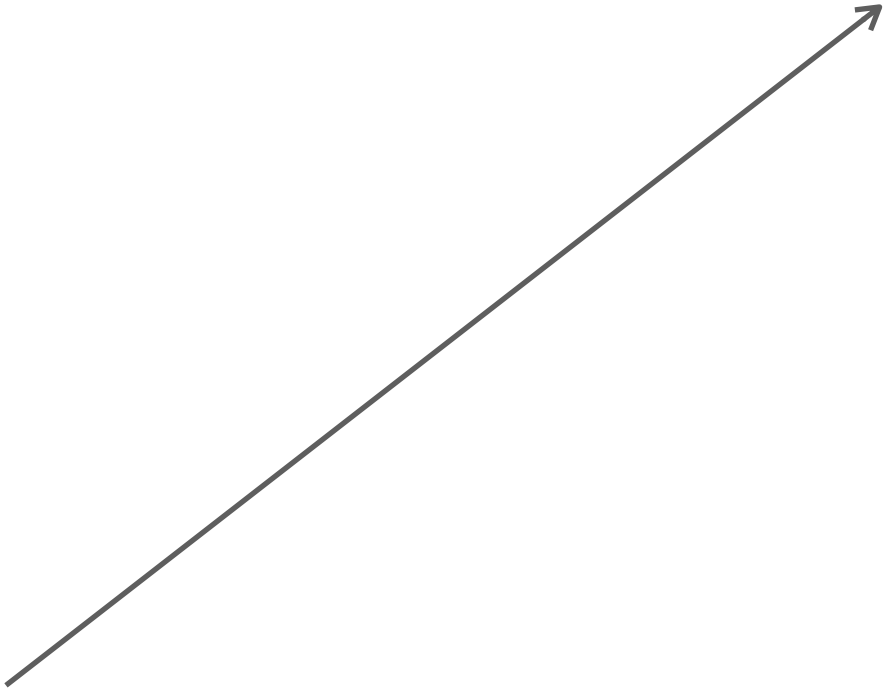


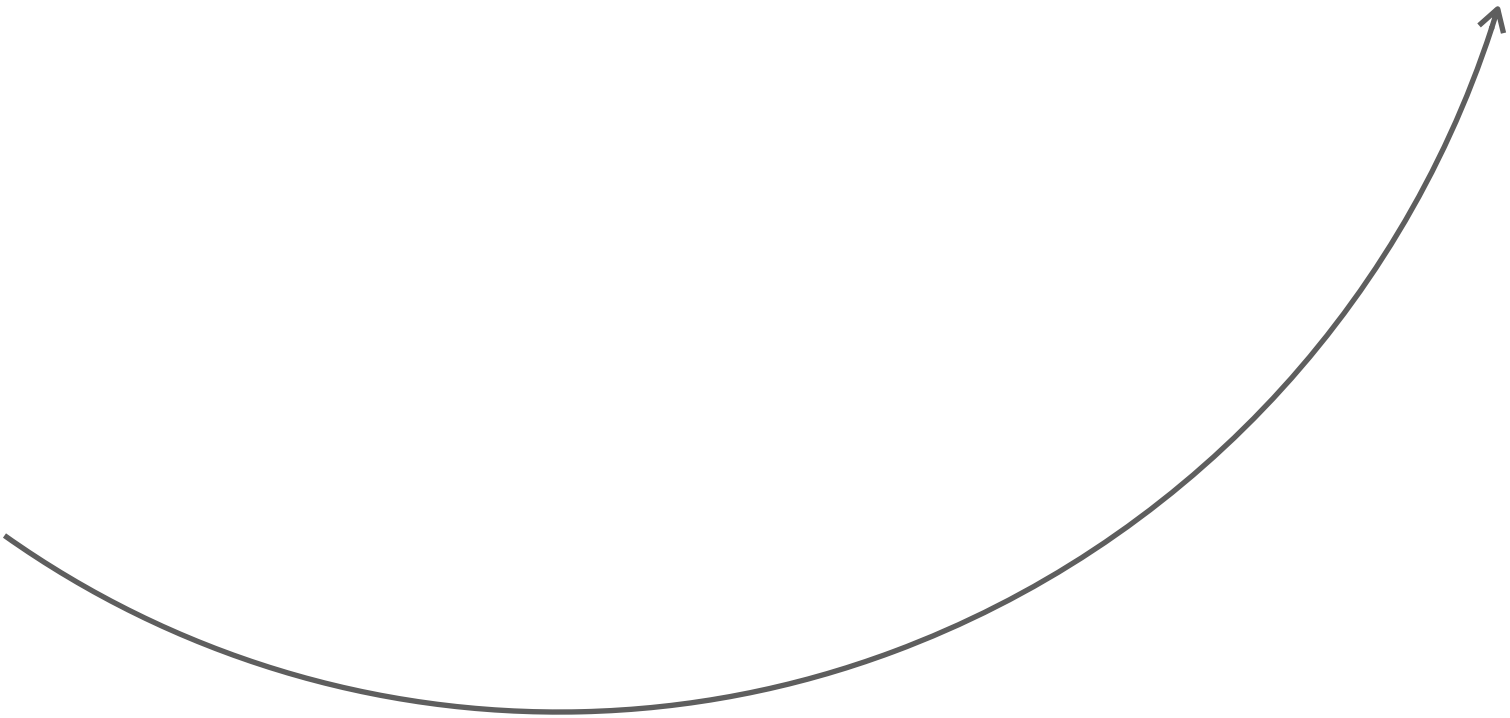
move, but we need to update the size before the

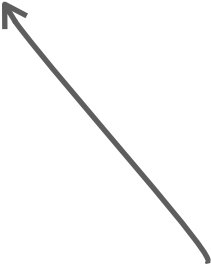




2







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