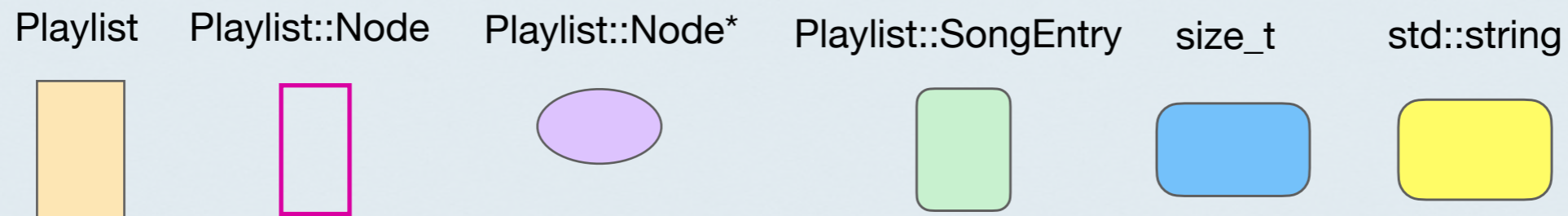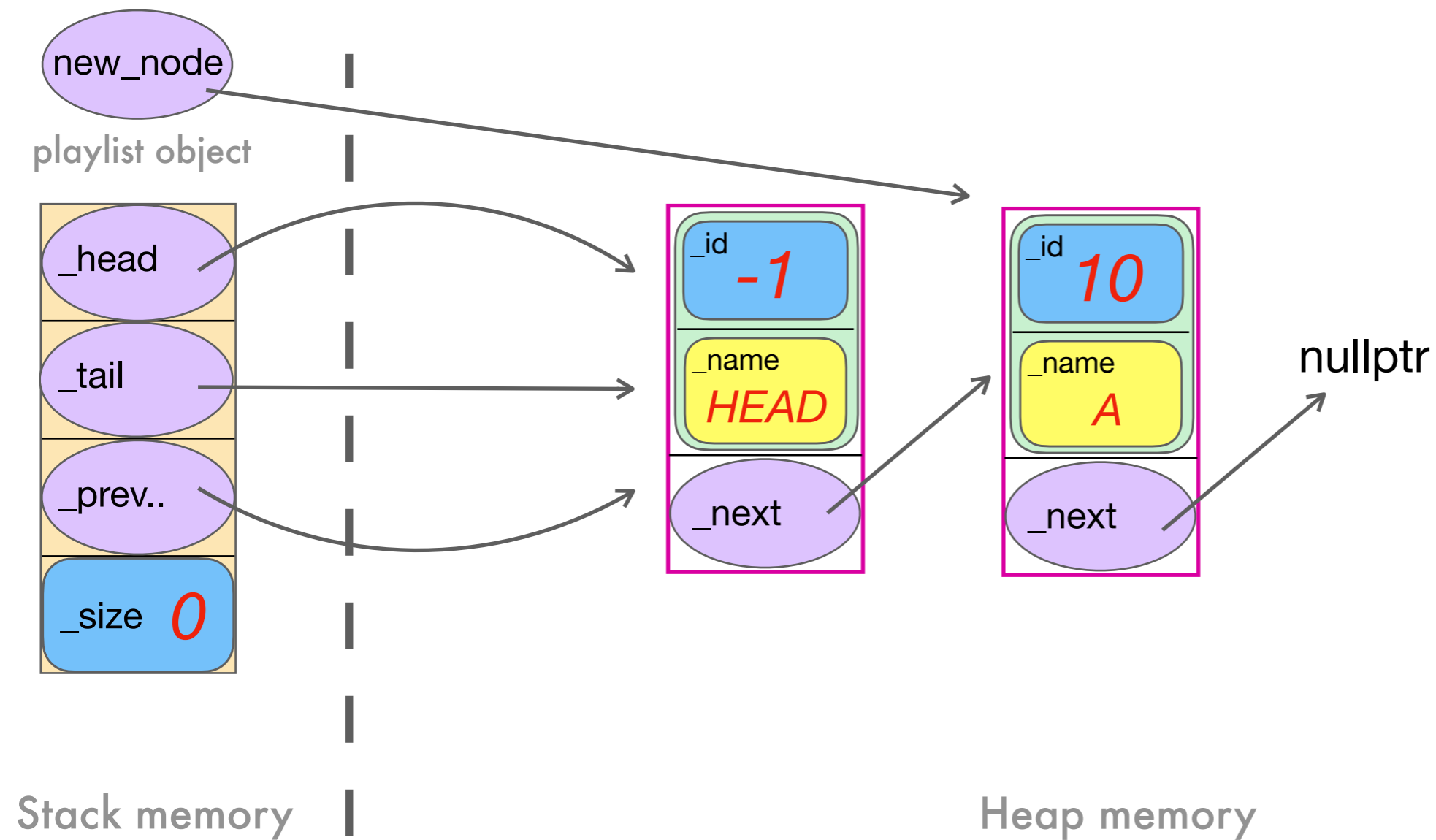# Woa. Let's clean up that picture.

new_node

playlist object

_head

_tail

_prev..

_size   0

Stack memory

_id   -1

_name   HEAD

_next

_id   10

_name   A

_next

nullptr

Heap memory

Legend

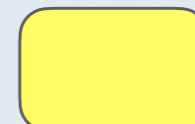Playlist   Playlist::Node   Playlist::Node*   Playlist::SongEntry   size_t   std::string

new_node

playlist object

_head

_tail

_prev..

_size 0

_id -1

_name HEAD

_next

_id 10

_name A

_next

nullptr

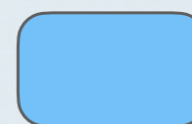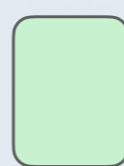Stack memory

Heap memory

Legend

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