







Plavist

Legend





Privacyist: No



Privacyist: Noode\*



Playvist: Song Entry



size\_

\_\_\_\_\_

head



\_\_\_\_\_

tsini

**ORW.**



size

stack memory

Heap memory

playivist • obiect





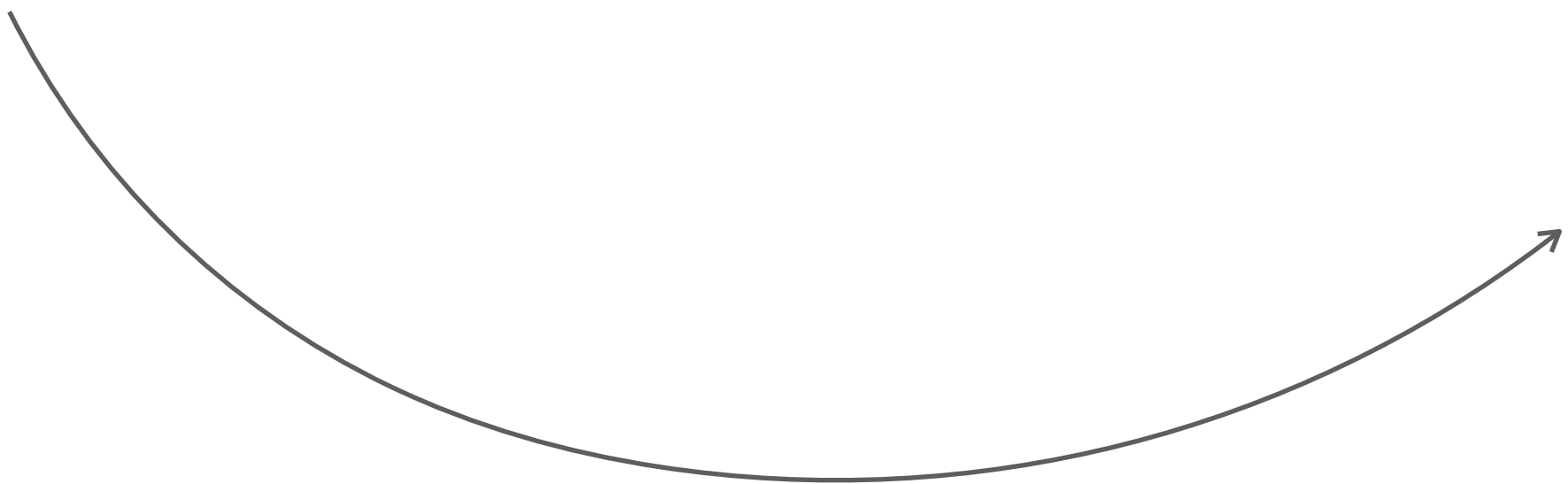




std::string

We have isolated the node to remove from the chain, and we can now safely deallocate that memory (**delete to\_delete;**) and update `_size`.







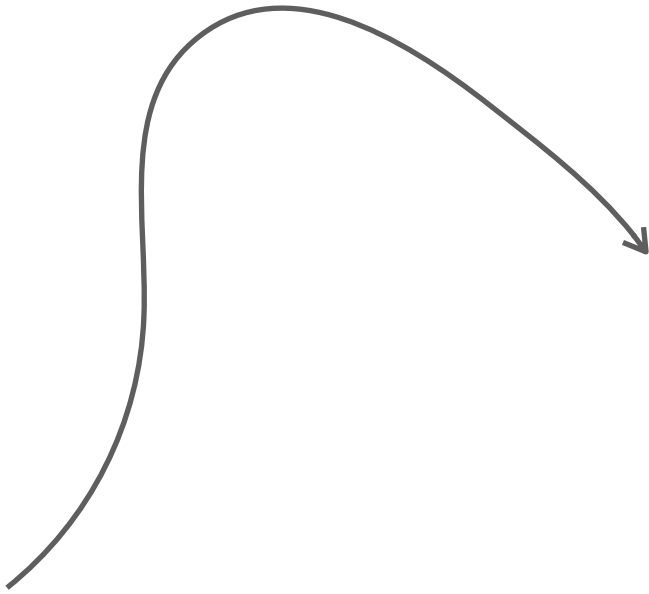
\_id

*-1*

\_name

*HEAD*

\_next





n u i p t r

2

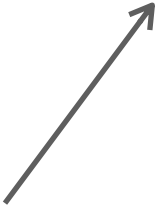
\_id

10

\_name

A

\_next



\_id

20

\_name

*B*

\_next



\_id

30

\_name

C

\_next





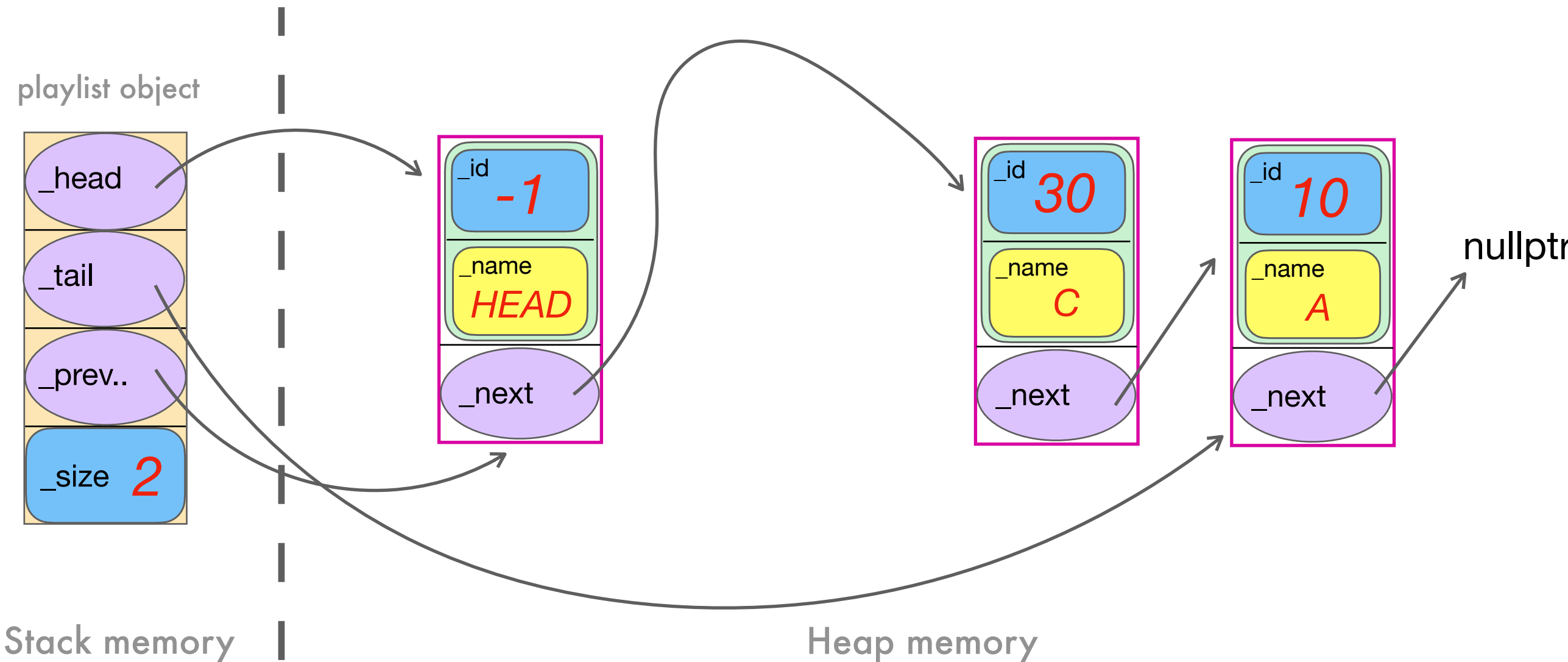


to\_delete



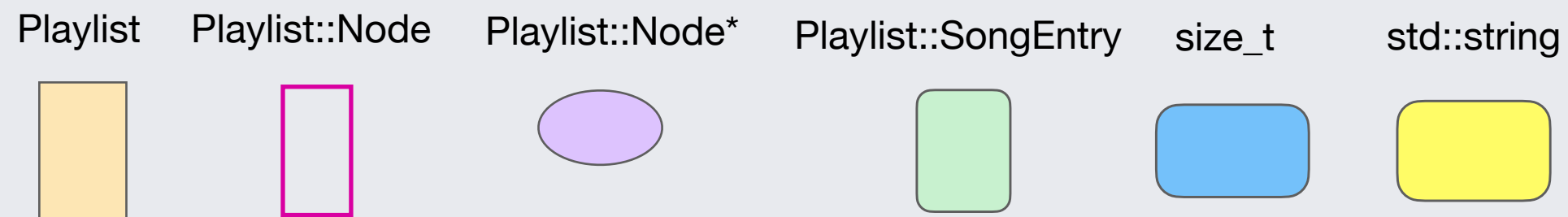
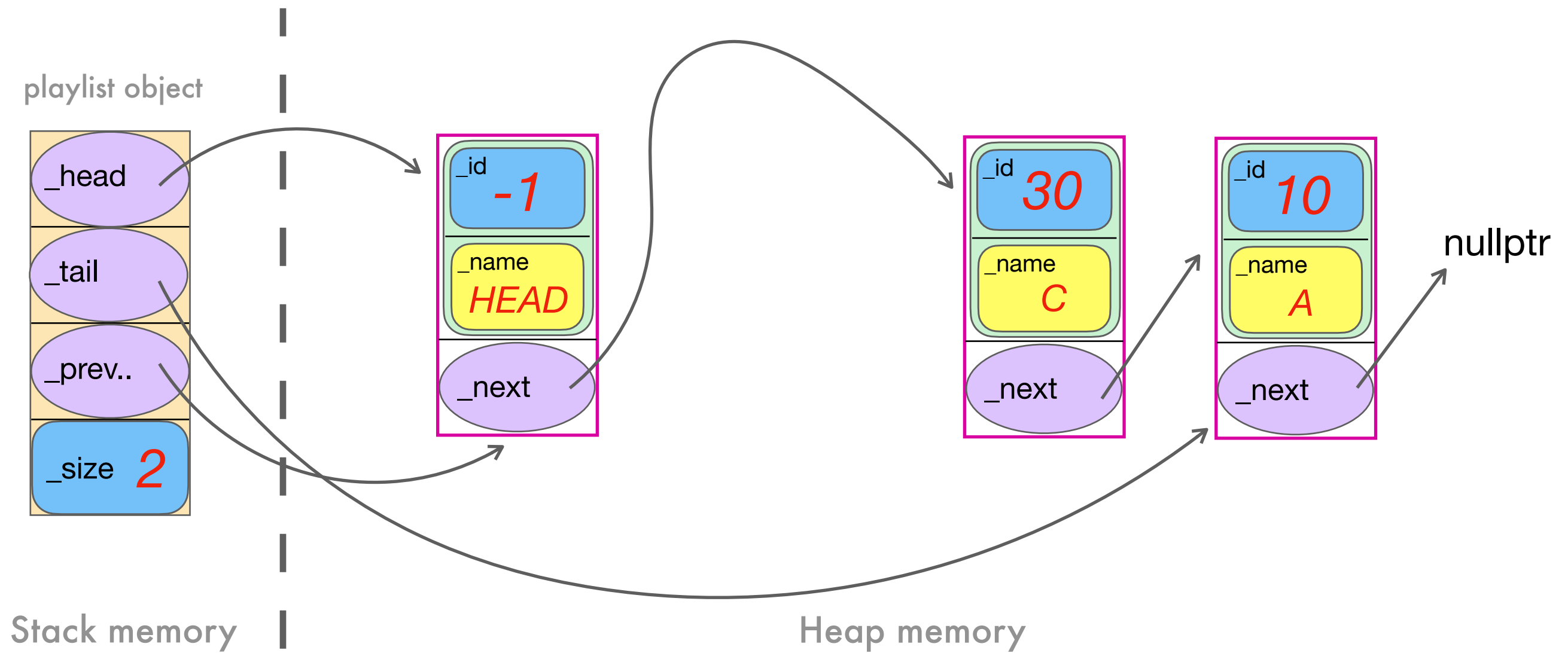
n u i p t r

We have isolated the node to remove from the chain, and we can now safely deallocate that memory (`delete to_delete;`) and update `_size`.



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

Legend



Legend