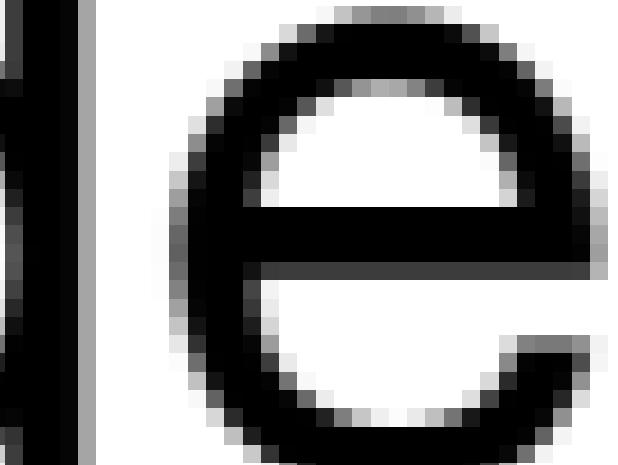
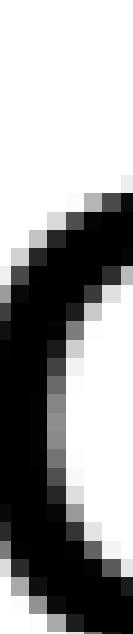
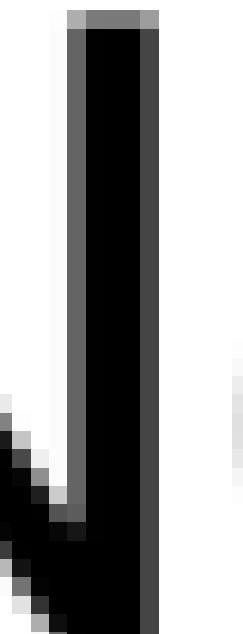
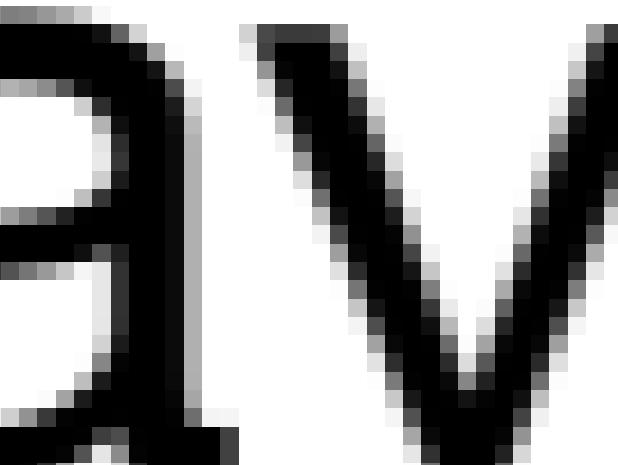
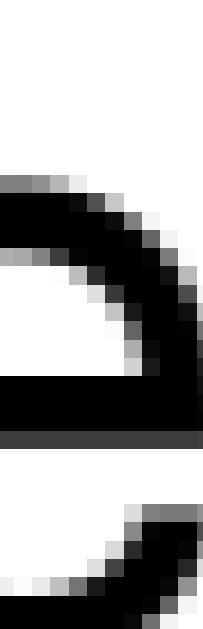
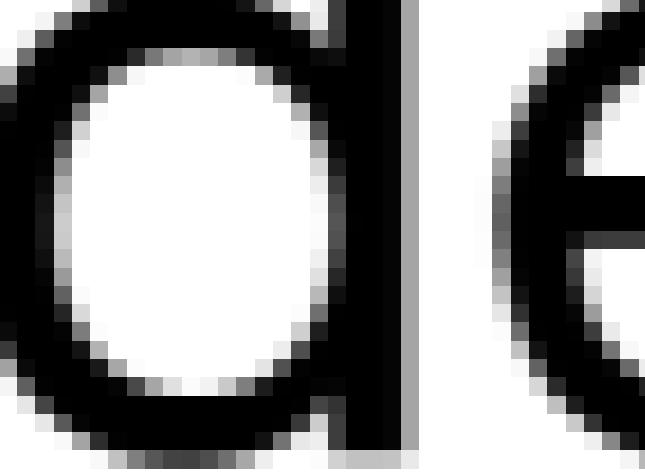
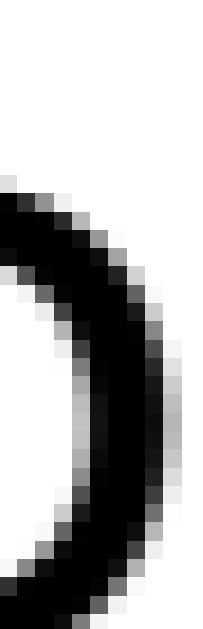
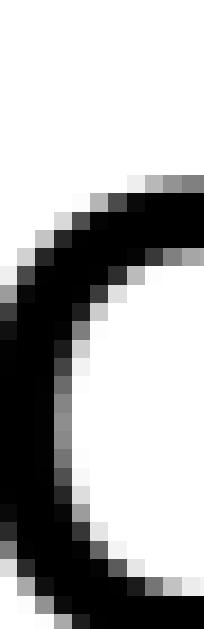
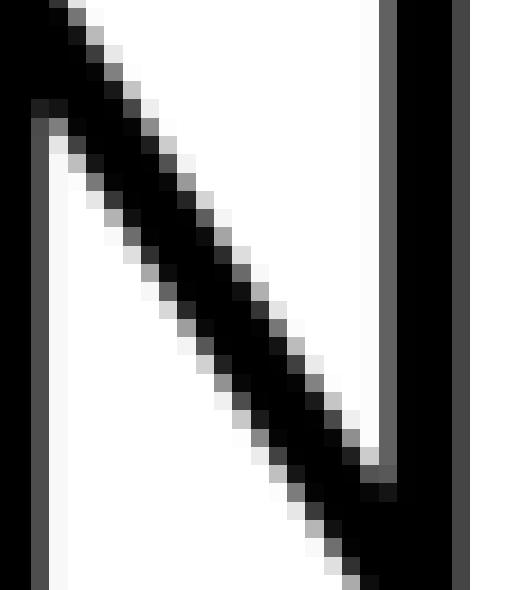
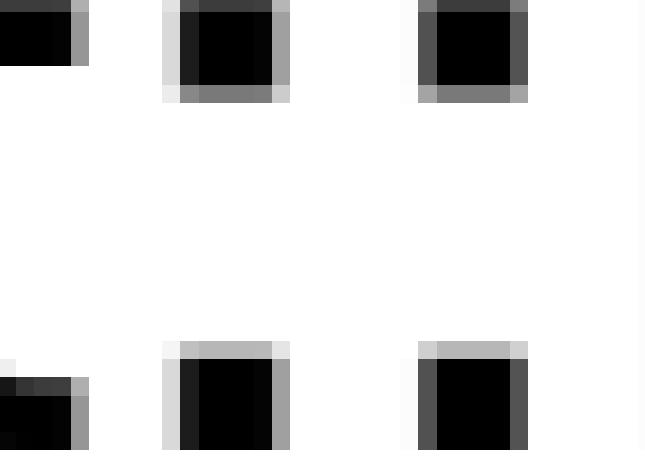
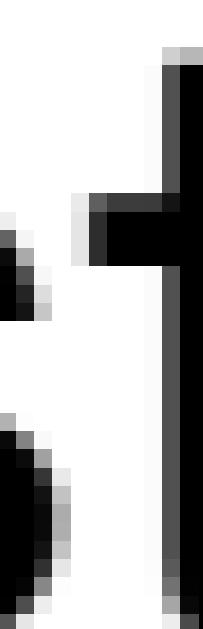
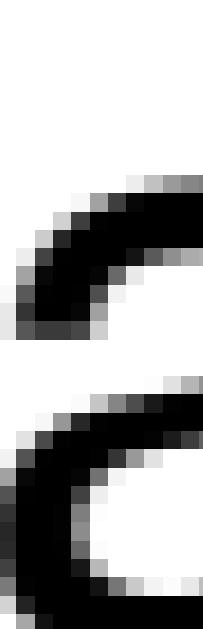


Legend





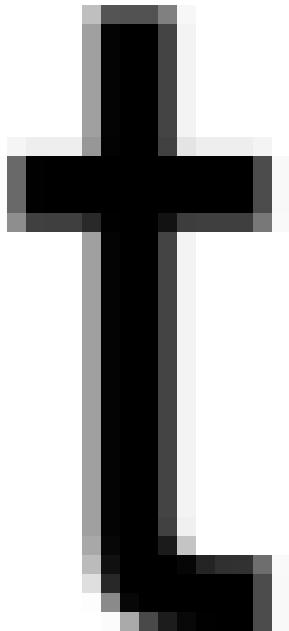
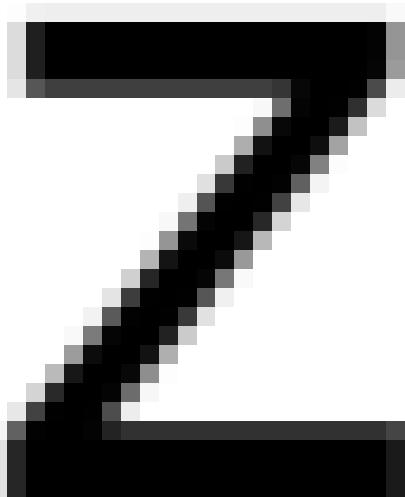
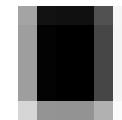






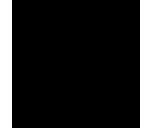
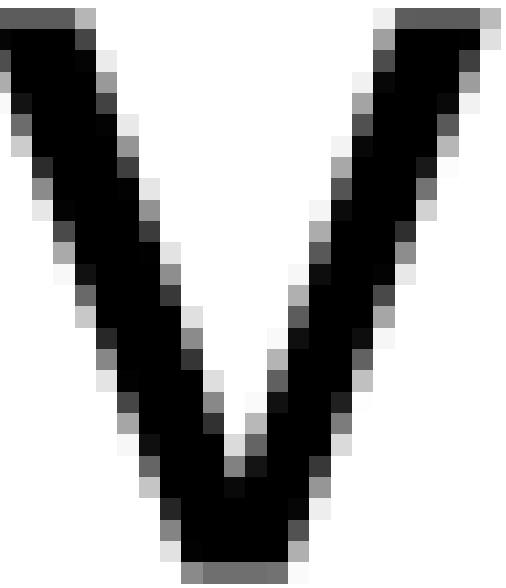
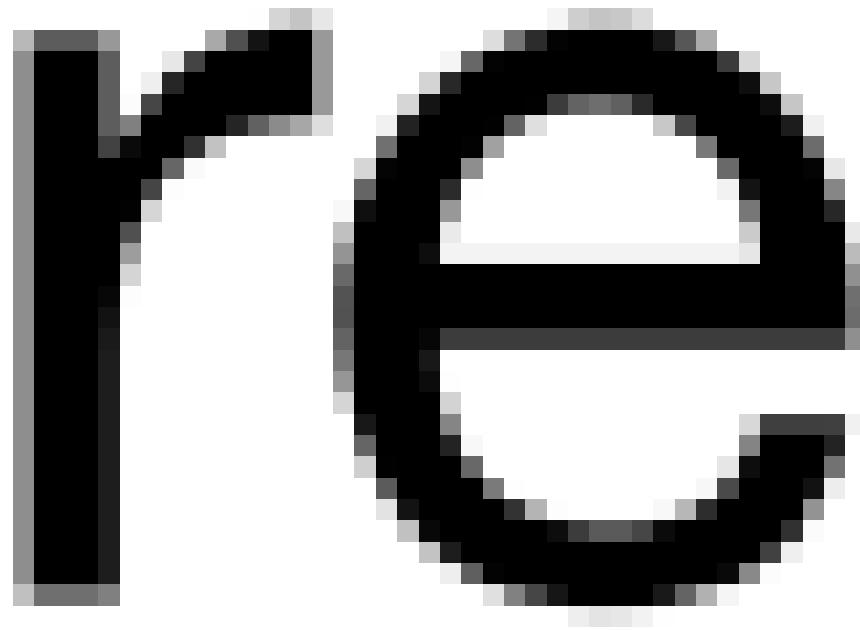
Playist . Songlist

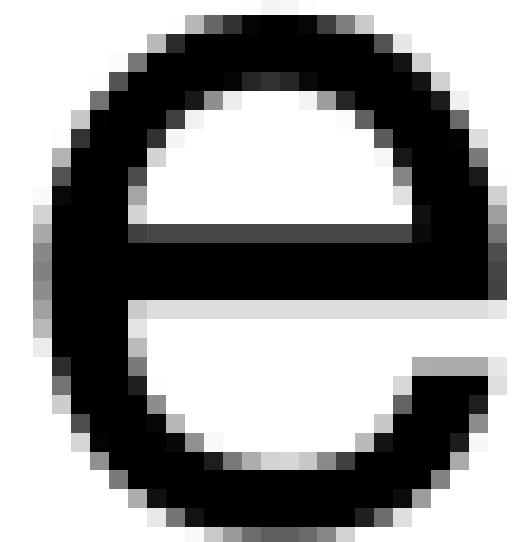
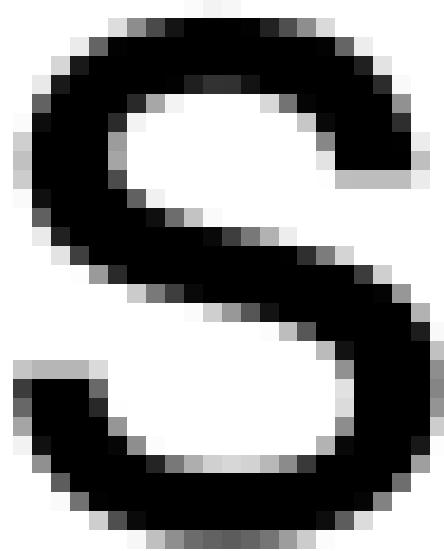












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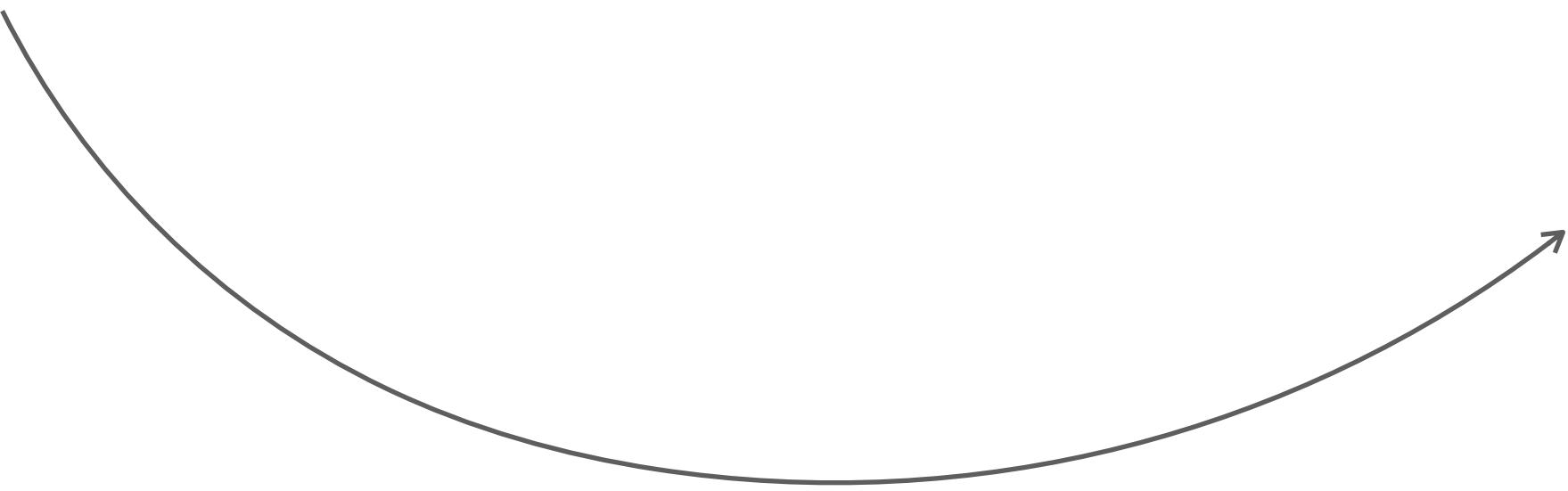




And insert once more:

```
playlist.insert_at_cursor(30, "C");
```







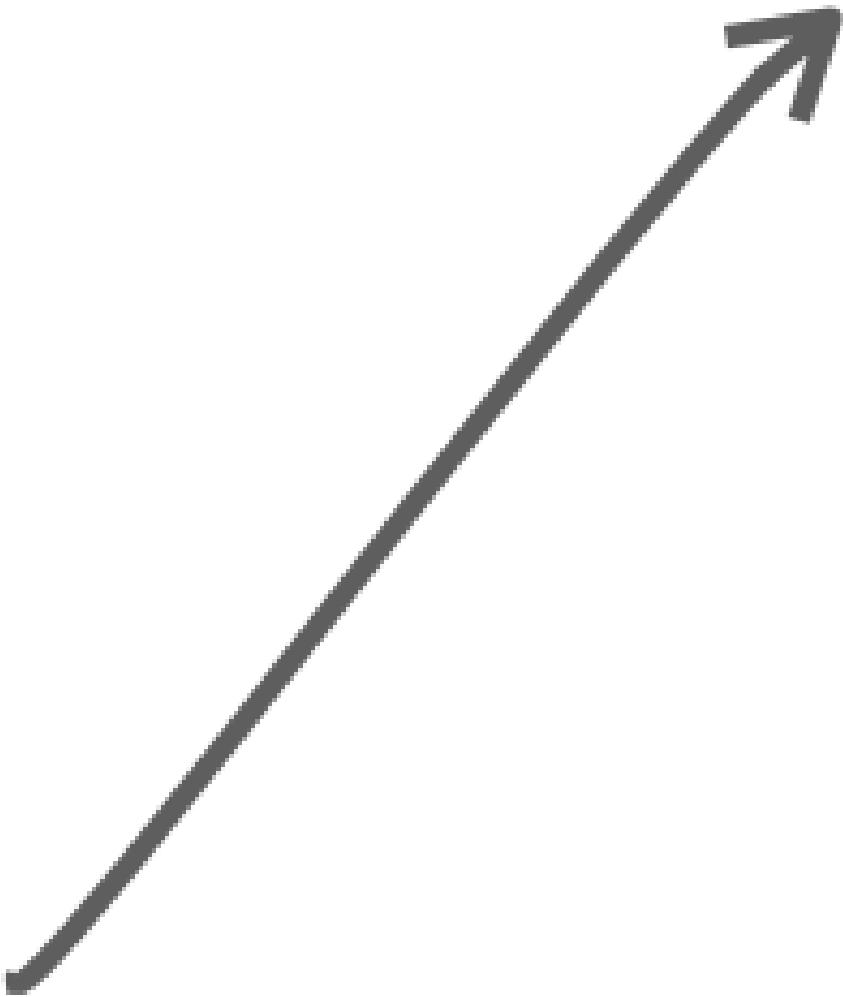
_id

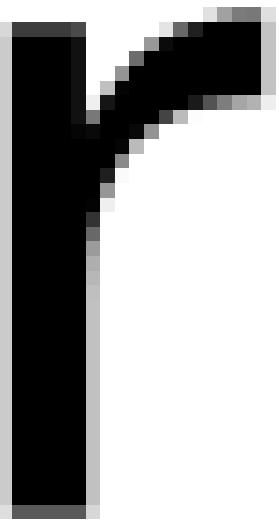
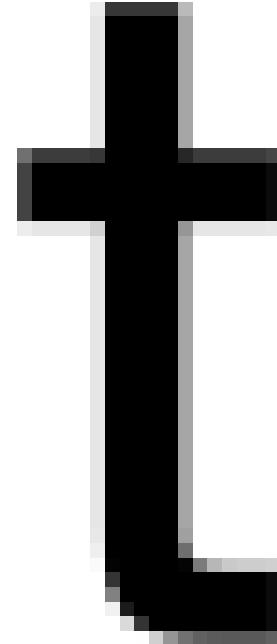
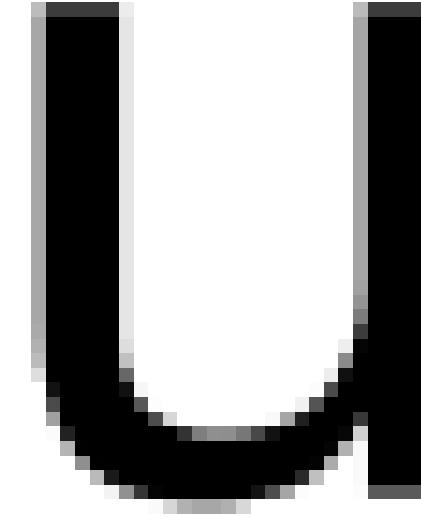
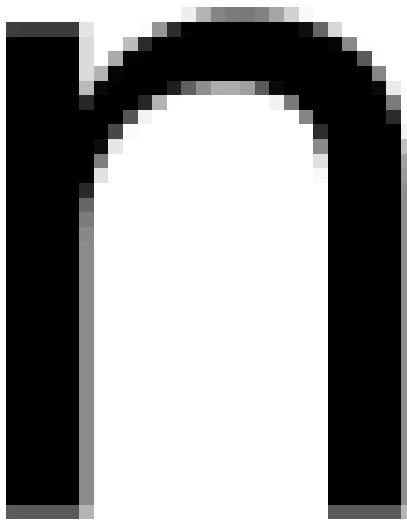
-1

_name

HEAD

_next







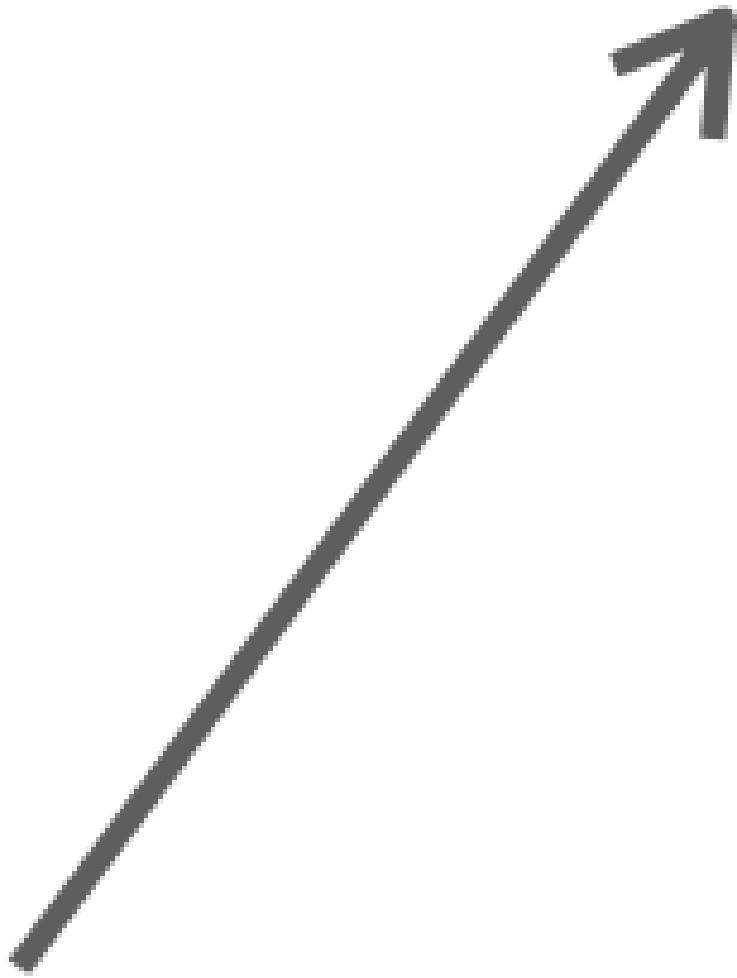
_id

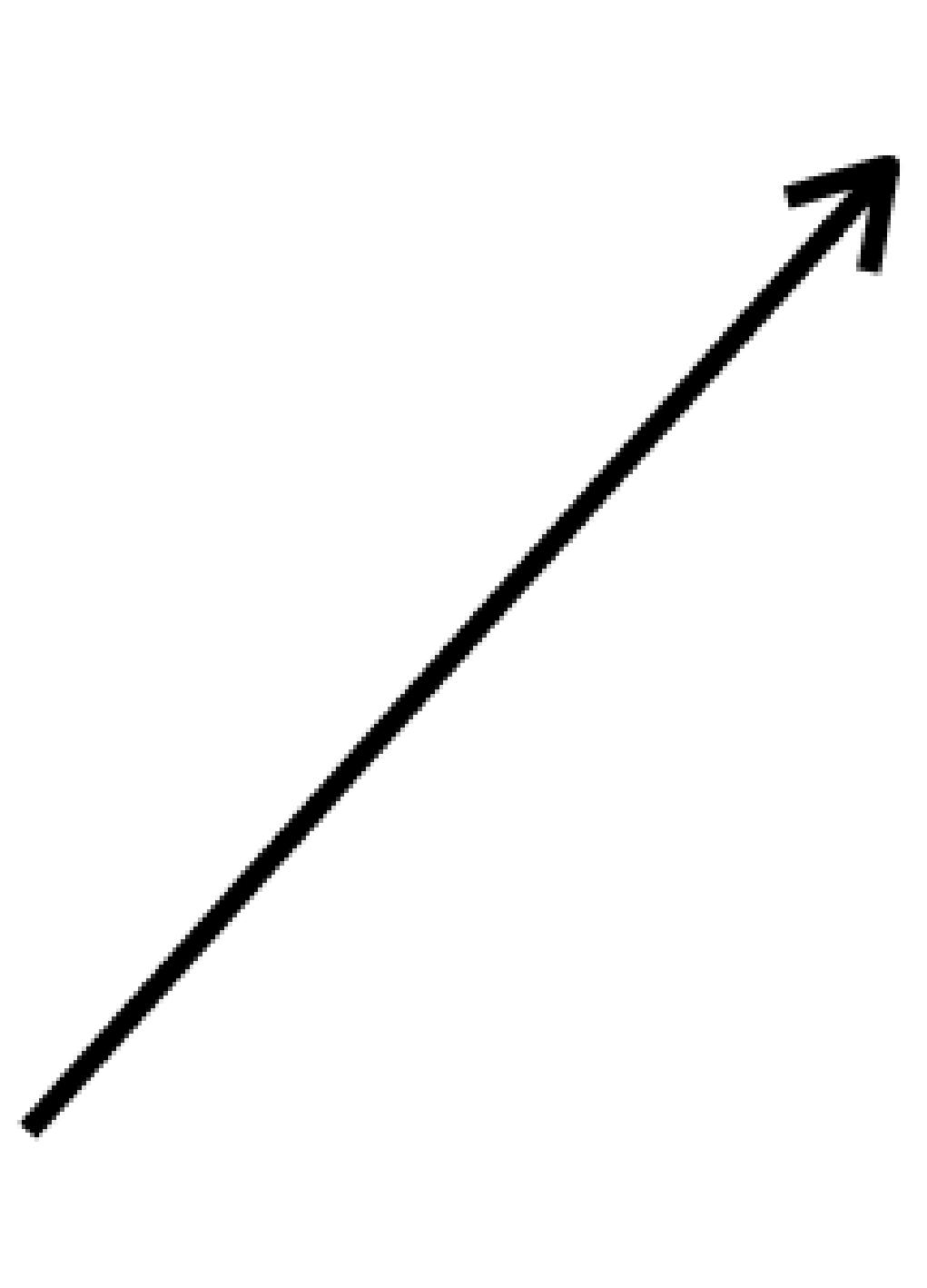
10

_name

A

_next





_id

30

_name

C

_next

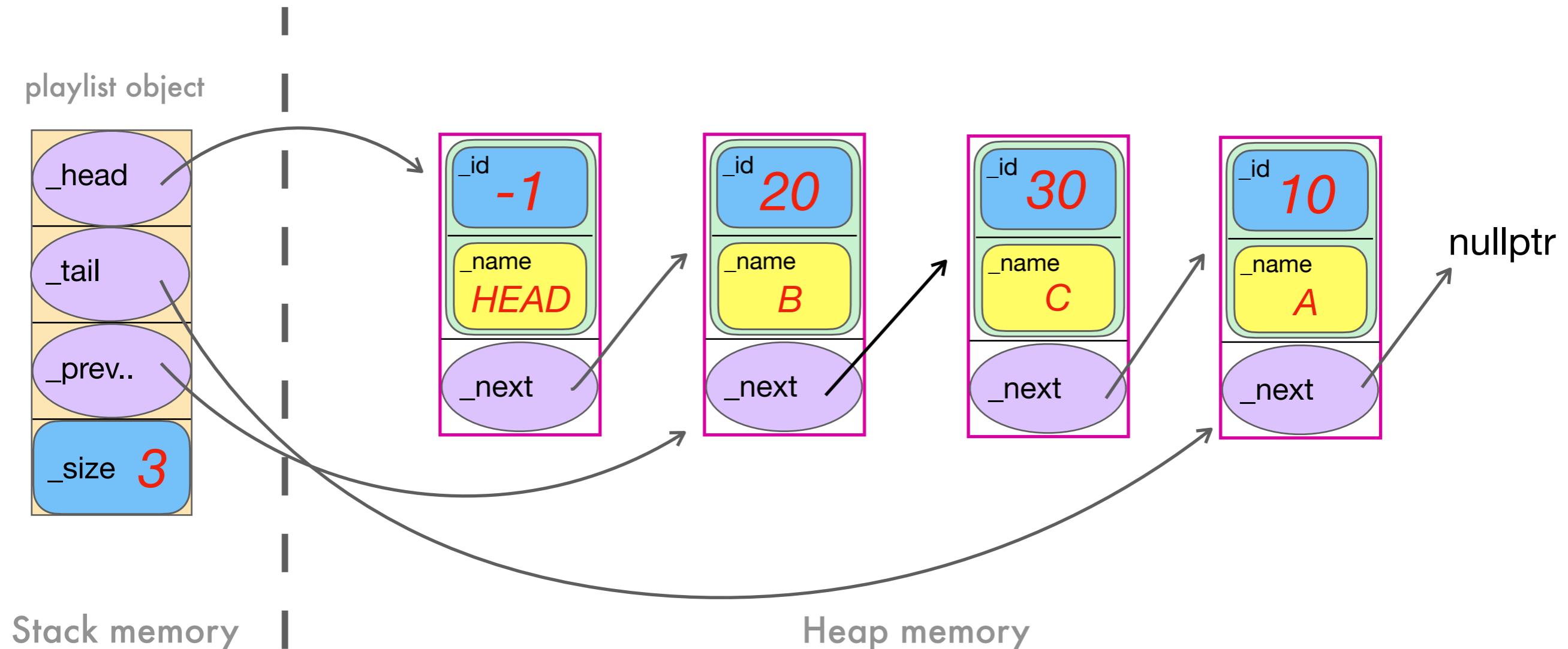
new_node





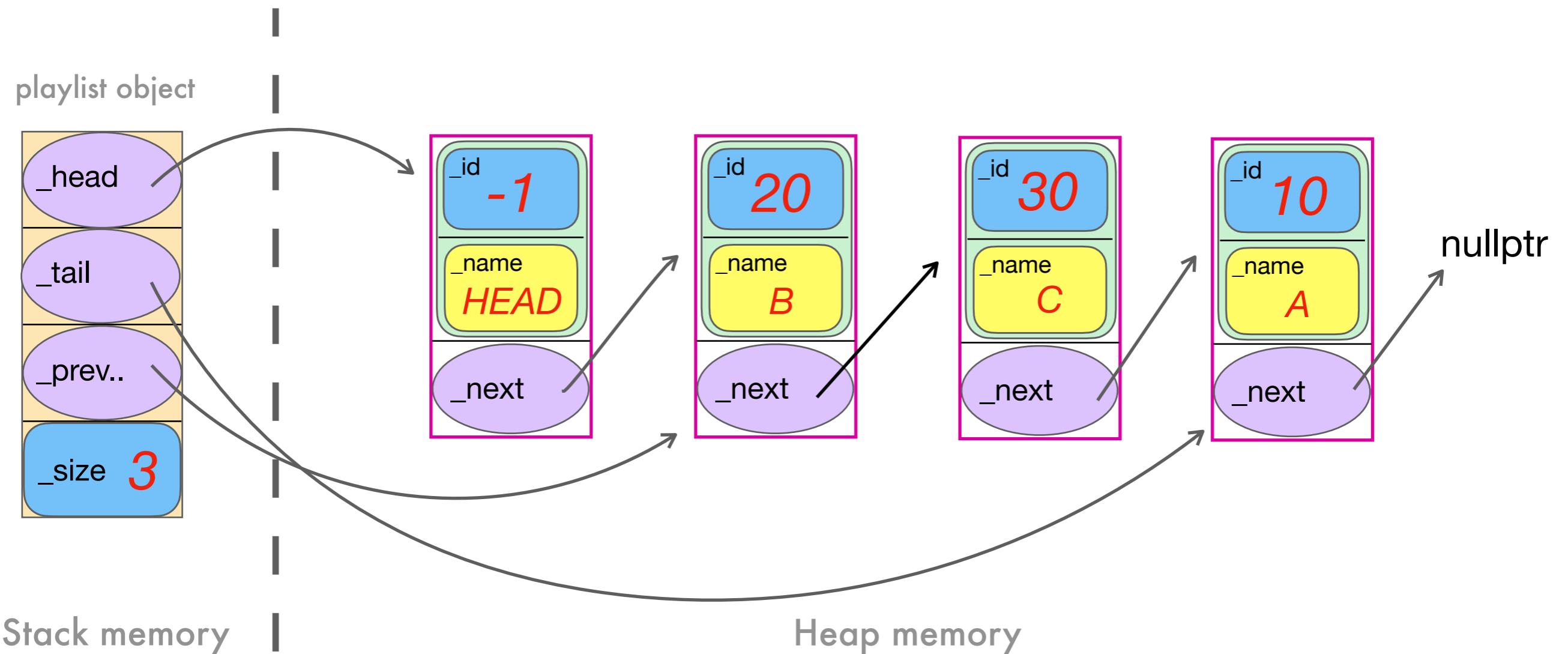
And insert once more:

```
playlist.insert_at_cursor(Playlist::SongEntry(30, "C"));
```



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

Legend



Playlist

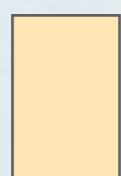
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend