





























Plavist

Legend





Privacyist: No



Payvist: Noode\*



Playvist: Song Entry



size\_



head



tsini

\_\_\_\_\_

**OROV** .



size

stack memory

Heap memory

playivist • obiect









std::string

The `_next Node*` data member should be initialized to `nullptr` by the `Node` constructor to avoid pointing at wild (garbage) memory.







\_id

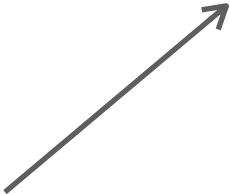
*-1*

\_name

*HEAD*

\_next

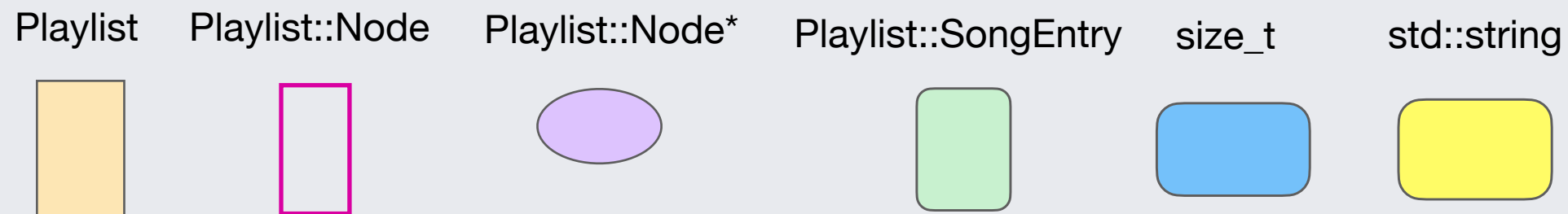
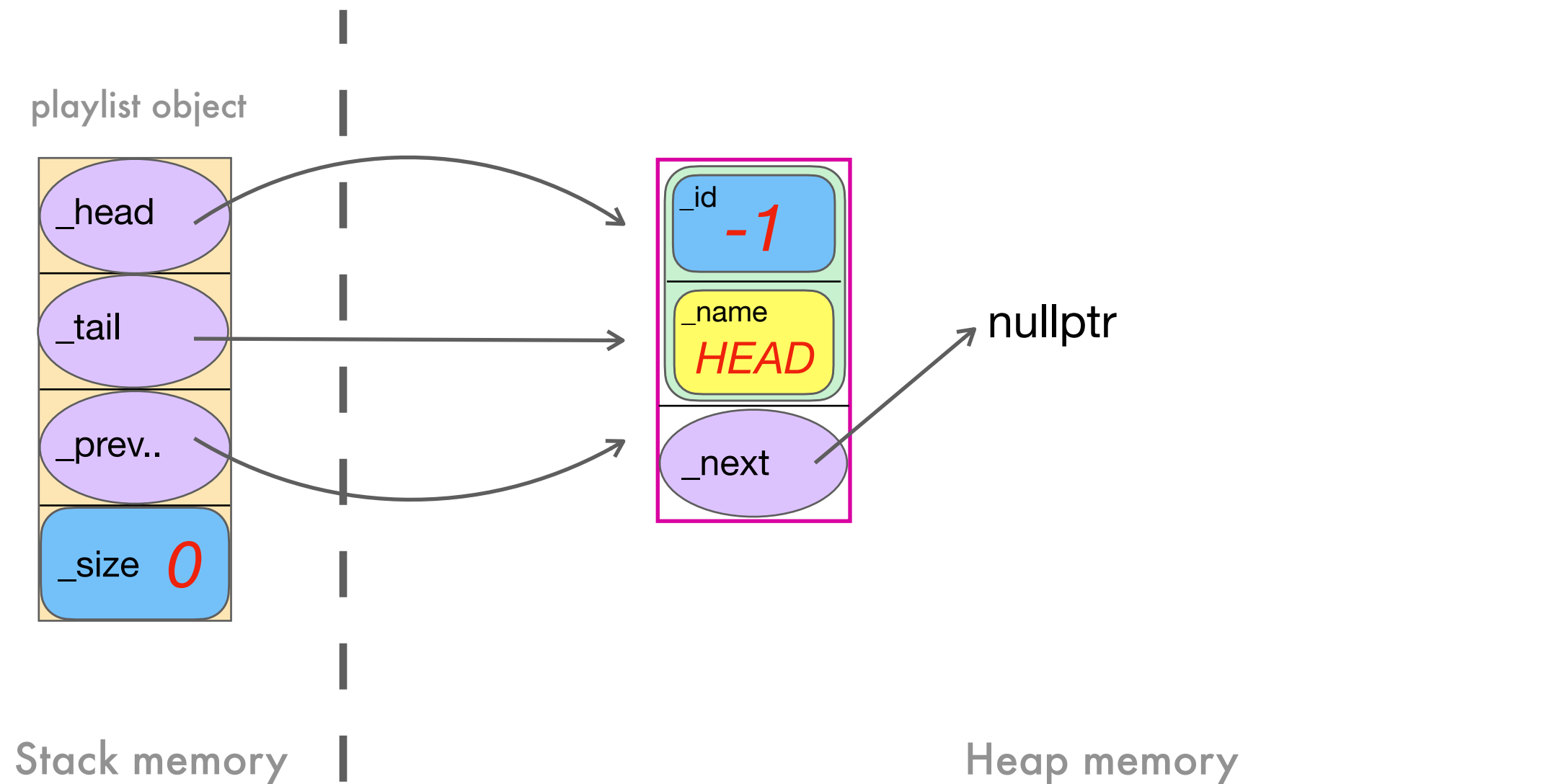
**nullptr**



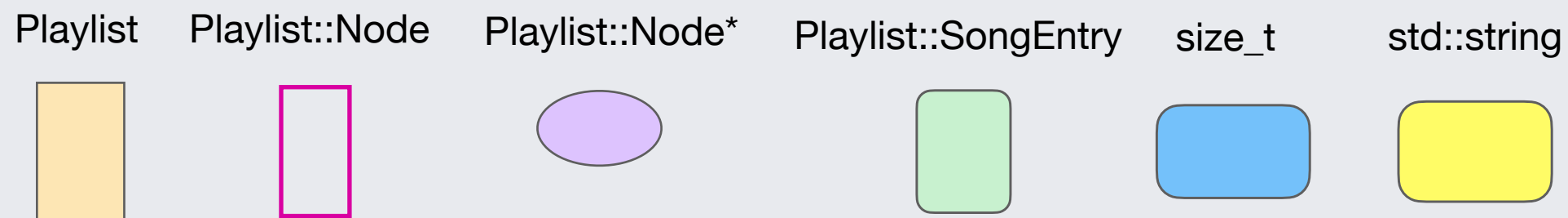
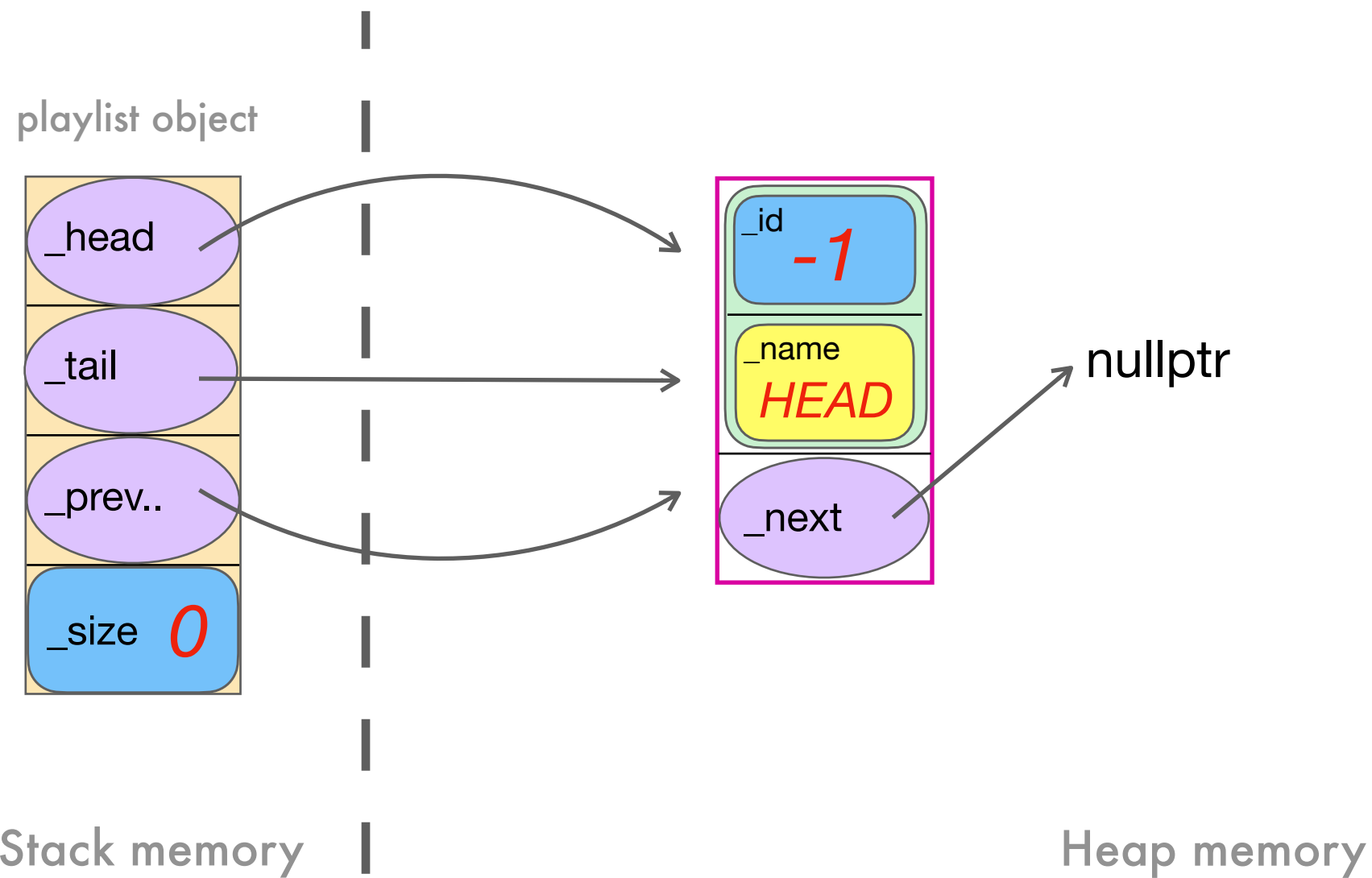




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Legend



Legend