



Plavist

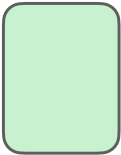
Legend



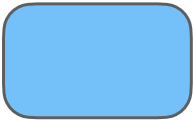
Privacyist: No



Privacyist: Noode*



Playvist: Song Entry



size_

head

+

2

1

1

1

1

ORW.



size

stack memory

Heap memory

playivist • obiect



std::string









































































































































































































































































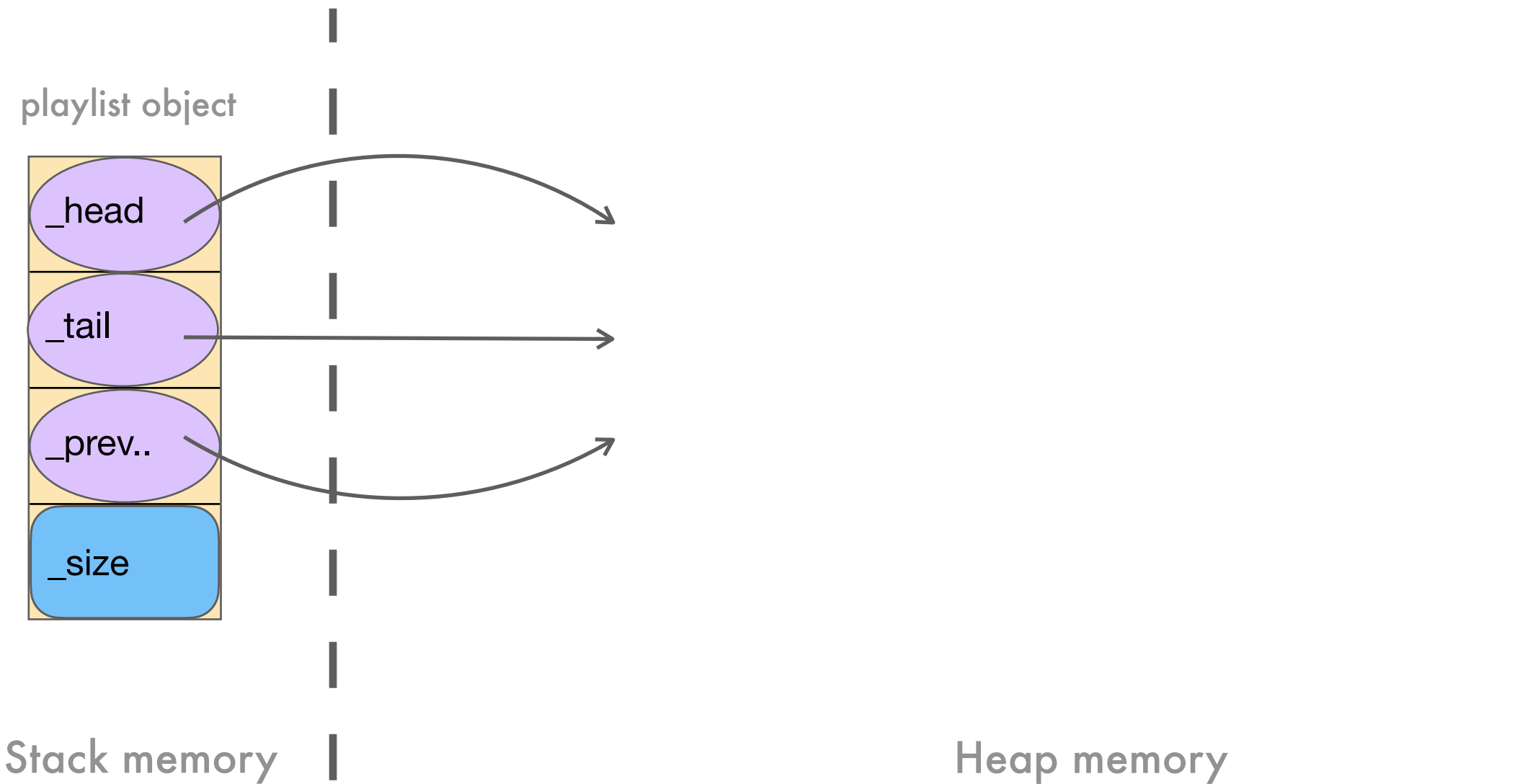






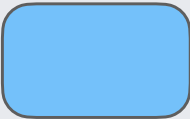





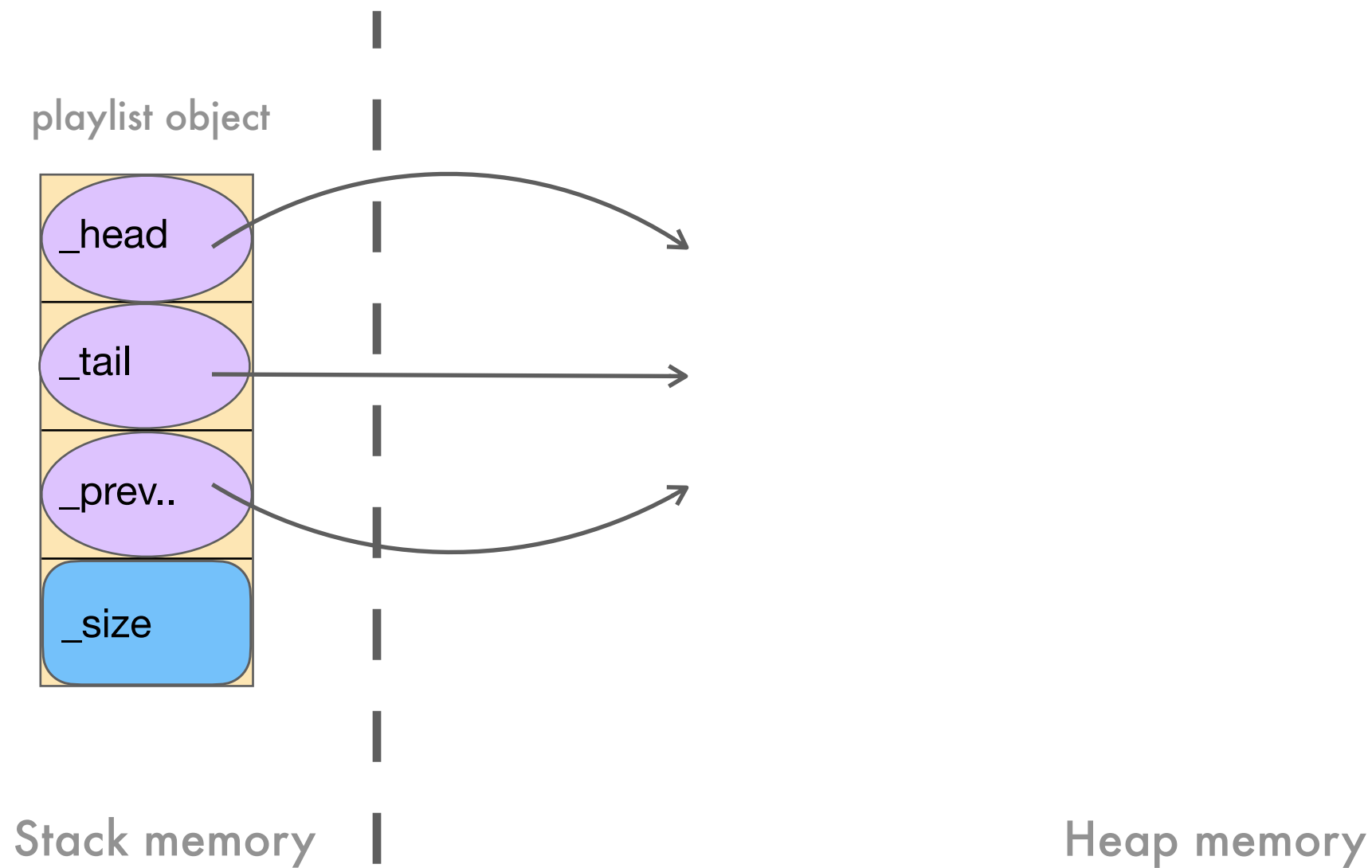


It will have node pointer (`Playlist::Node*`) data members that point into heap memory. The `Playlist` class will dynamically allocate (and deallocate) memory for `Nodes` in heap memory.



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

Legend



Playlist

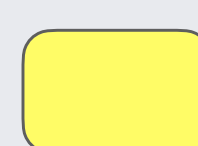
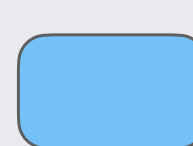
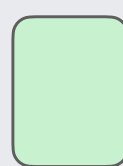
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend