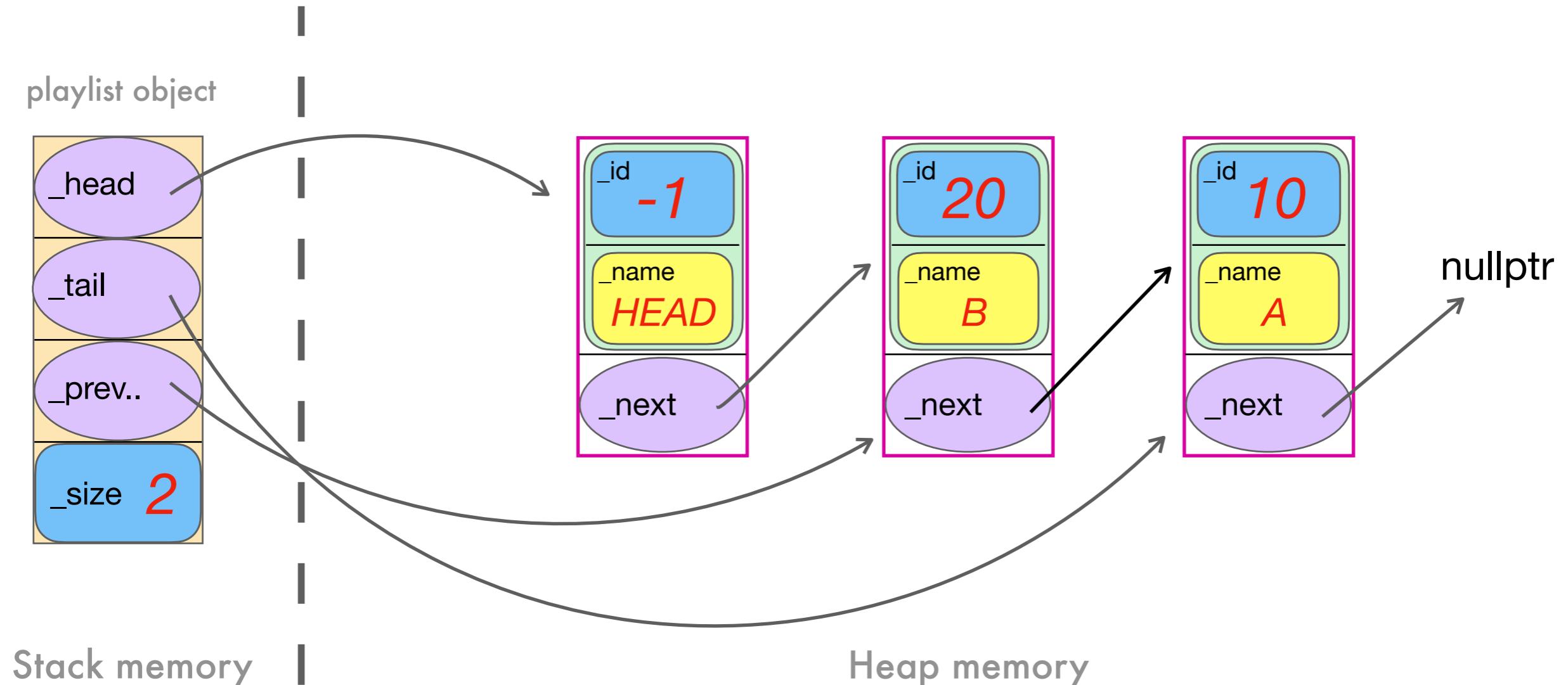


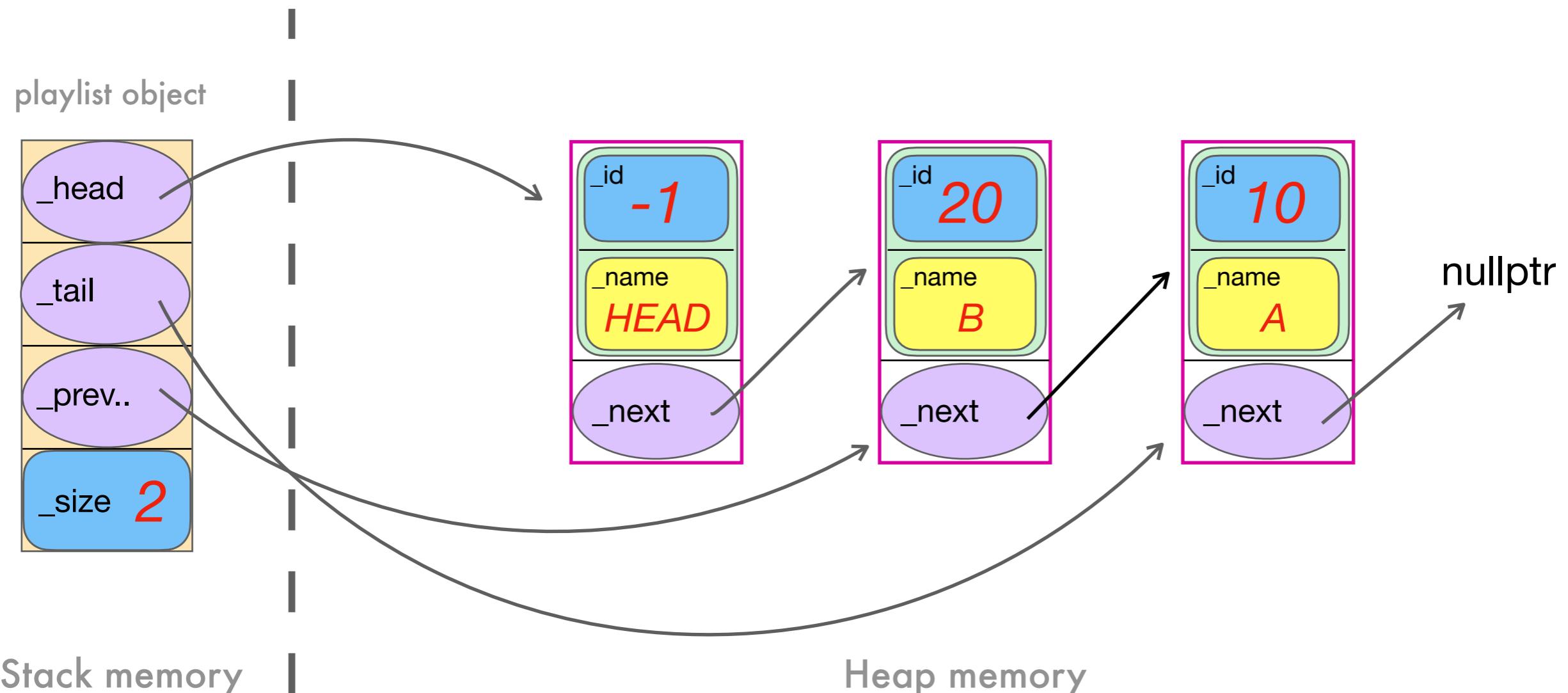
Now let's advance the cursor:

```
playlist.advance_cursor();
```



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

Legend



Playlist

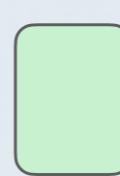
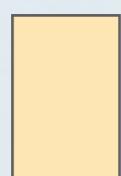
Playlist::Node

Playlist::Node\*

Playlist::SongEntry

size\_t

std::string



Legend