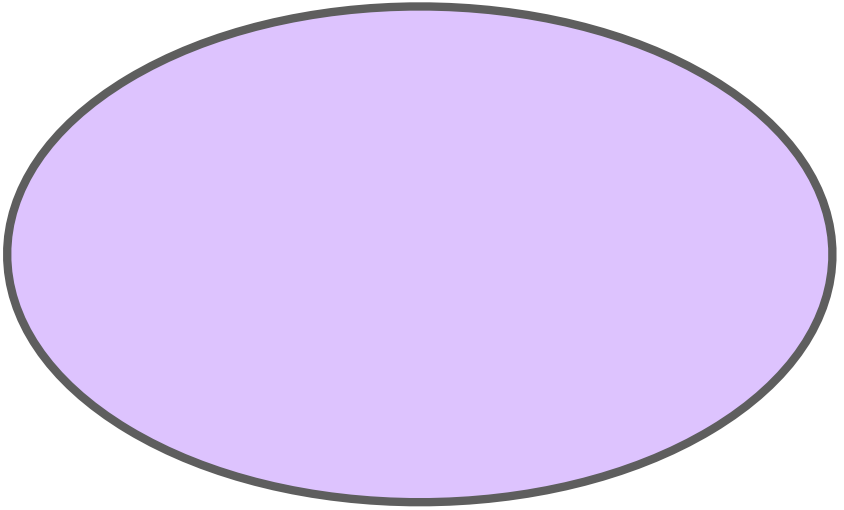
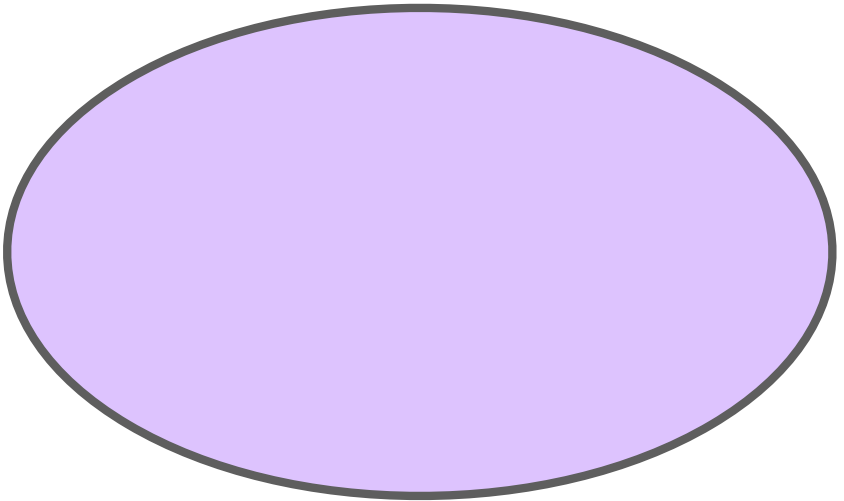
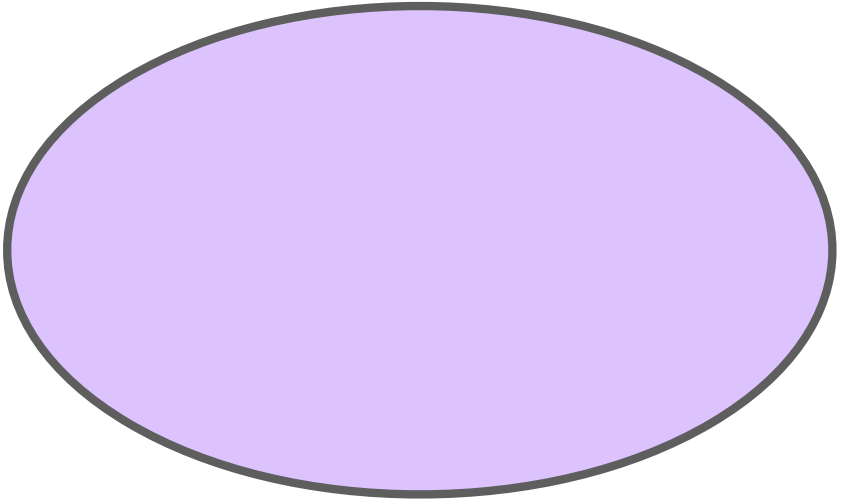
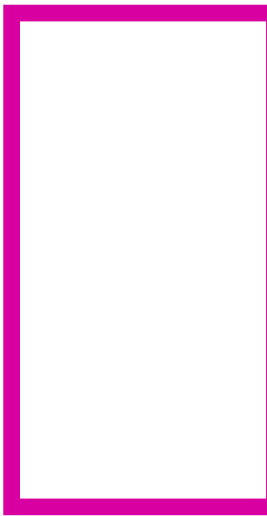






Playlist

Legend



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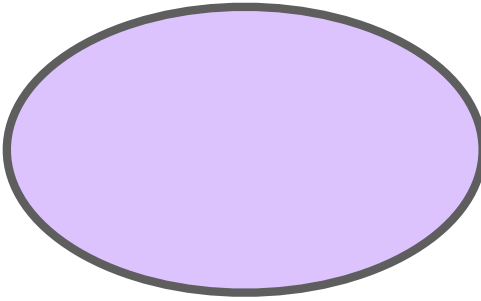

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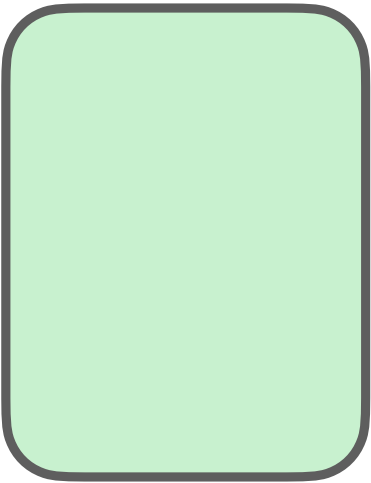

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size_t

_head

_tail

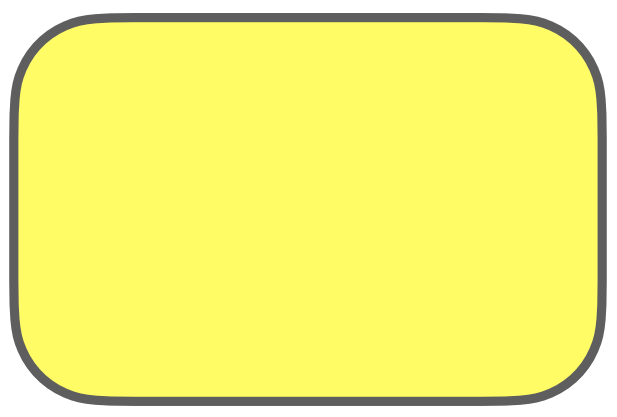
_prev..

_size

Stack memory

Heap memory

playlist object



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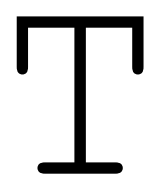

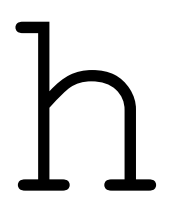

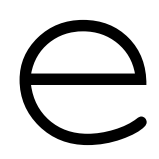

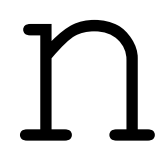

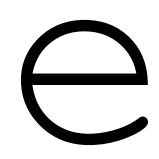

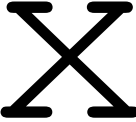

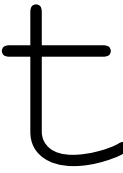

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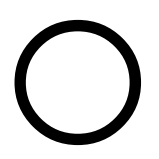

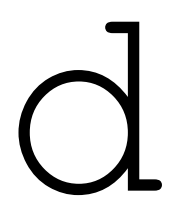

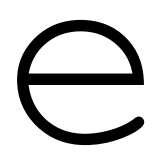

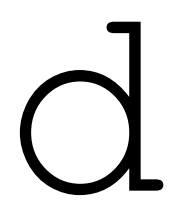

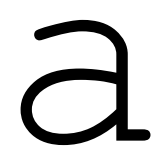

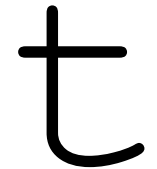

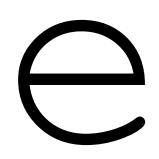

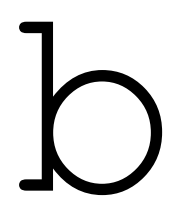

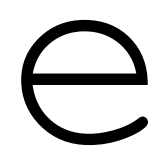

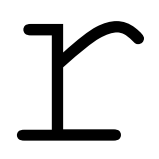

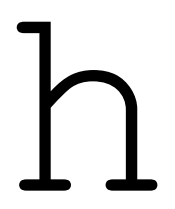

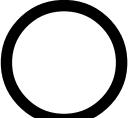

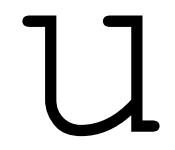

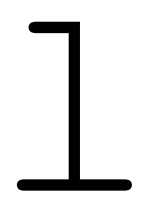

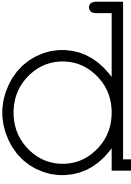

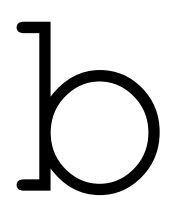

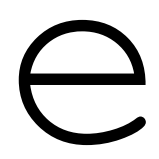

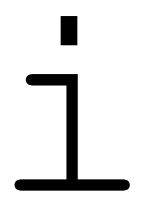

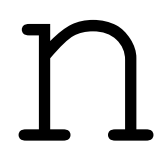

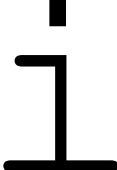

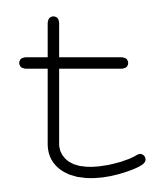

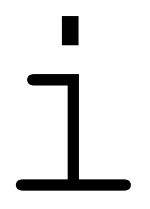

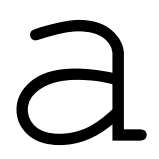

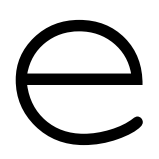

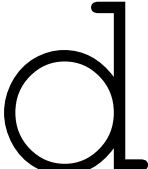

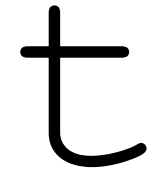

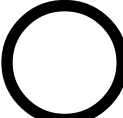

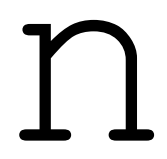

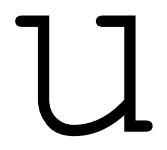

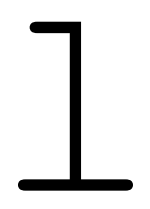

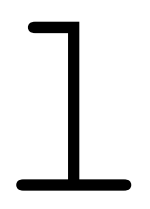

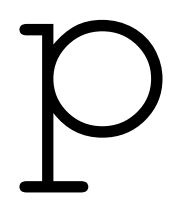

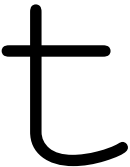

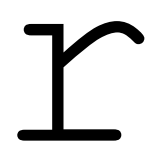

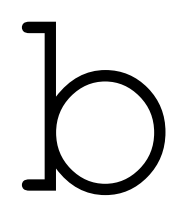

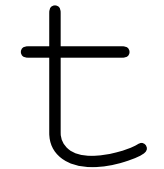

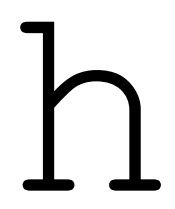

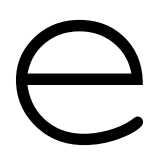

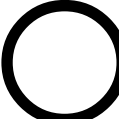

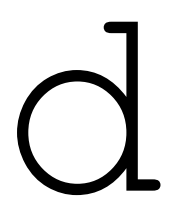

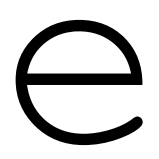

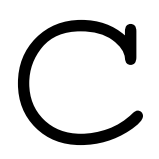

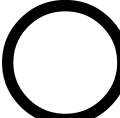

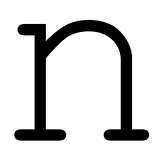

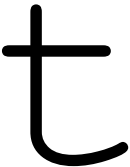

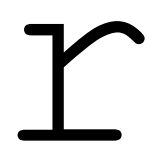

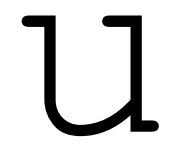

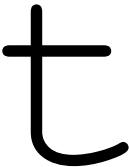

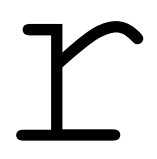

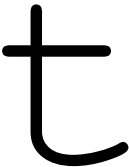

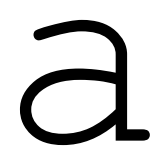

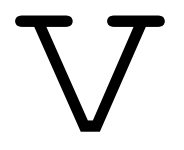

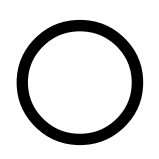

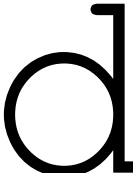

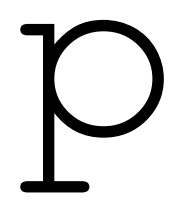

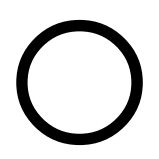

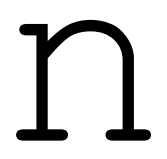

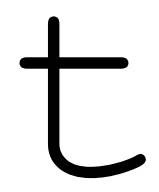

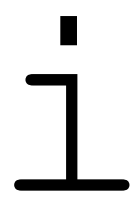

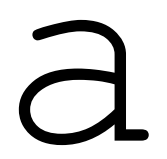

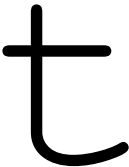

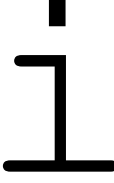

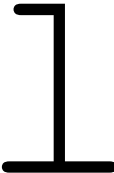

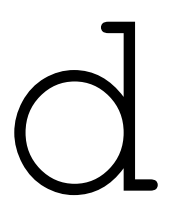

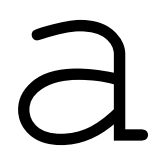

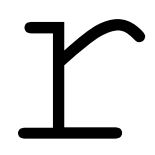

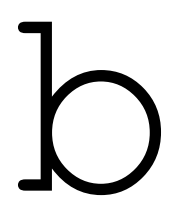

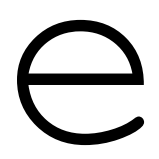

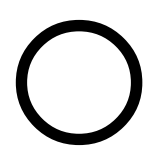

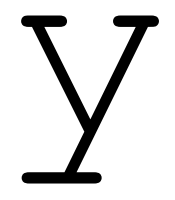

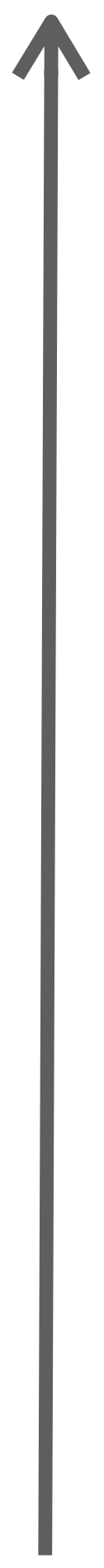

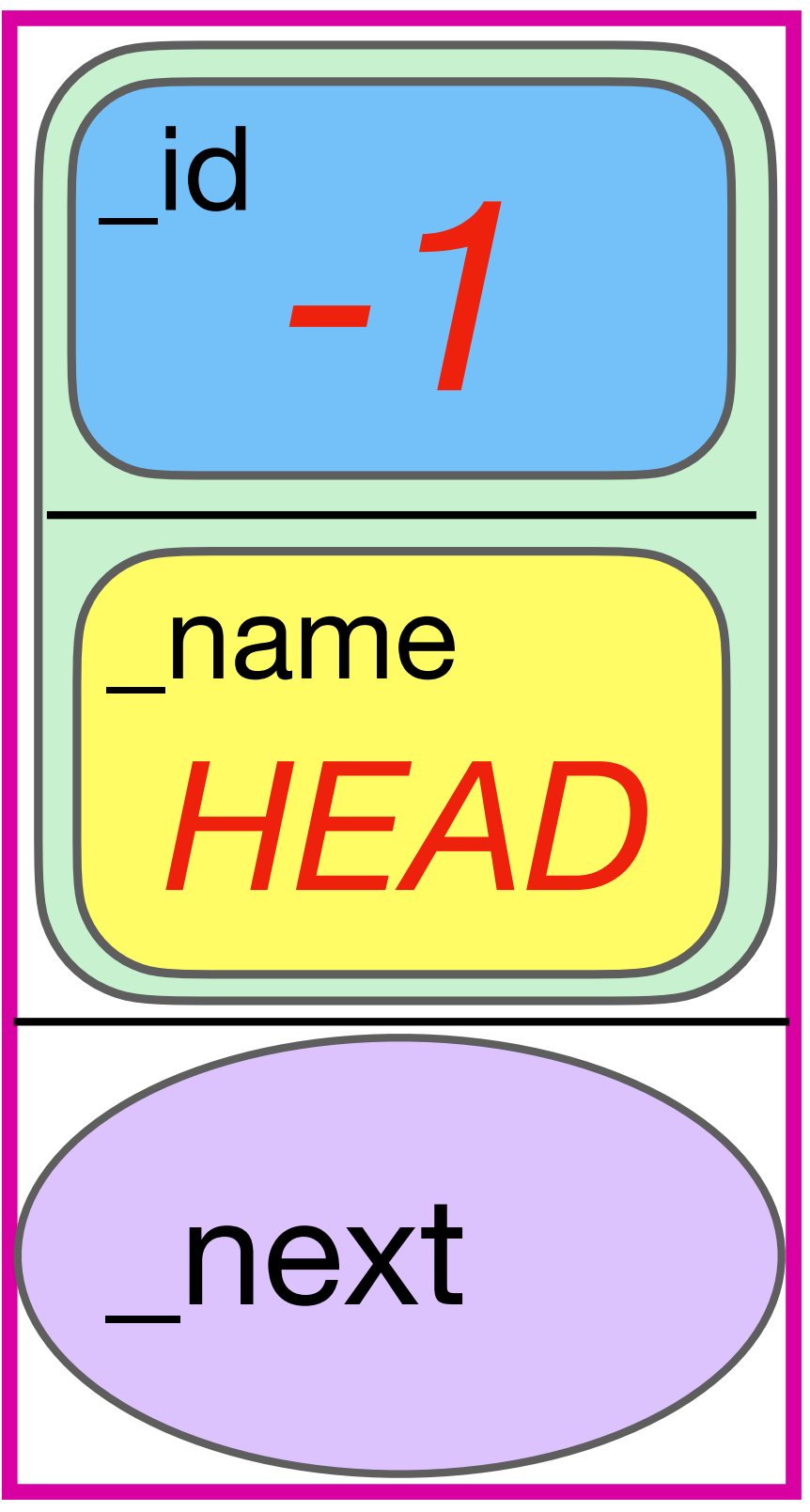
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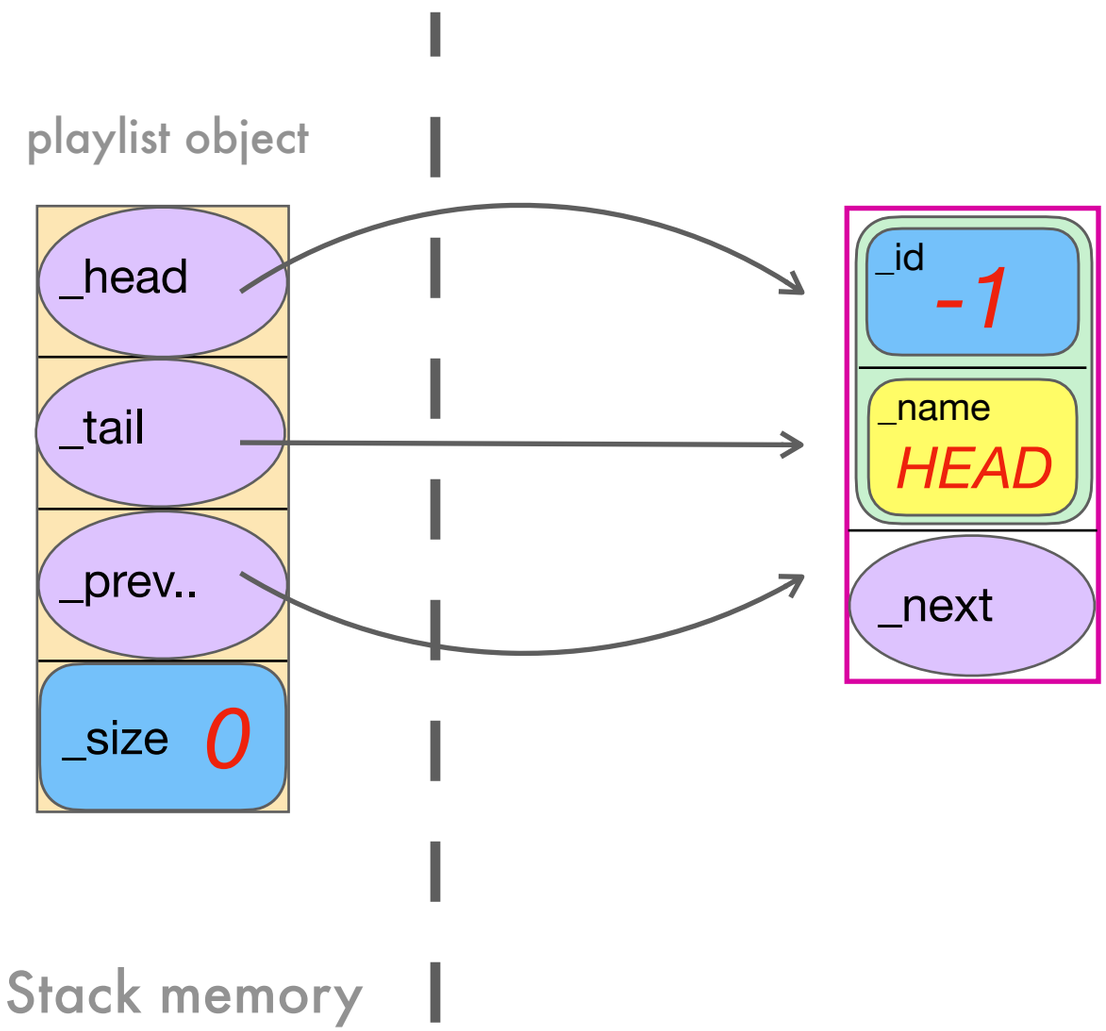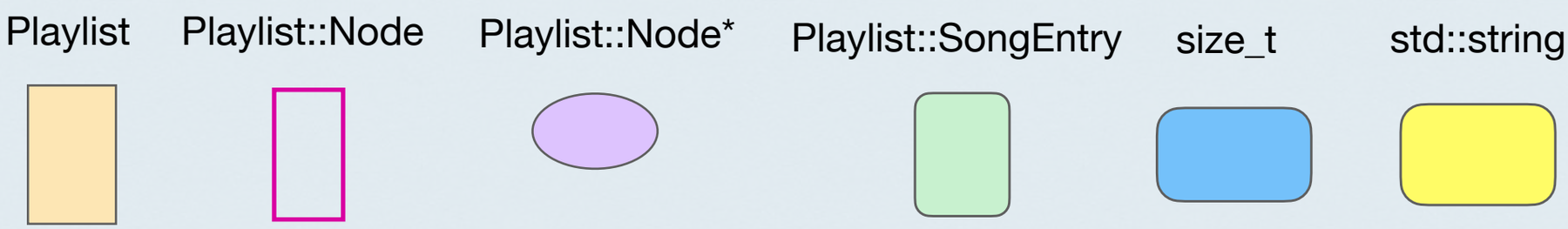
The _next Node* data member should be initialized to nullptr by the Node constructor to avoid pointing at wild (garbage) memory.