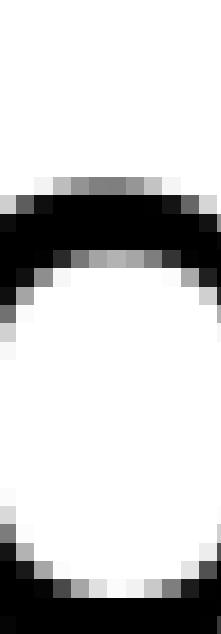
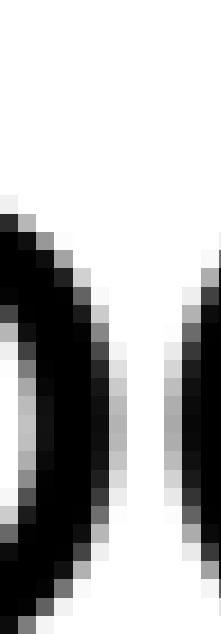
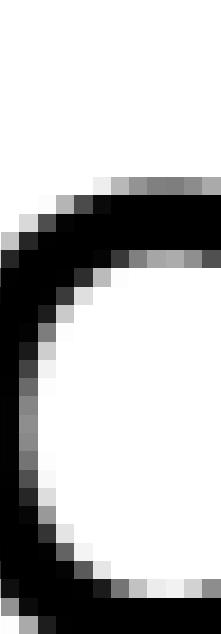
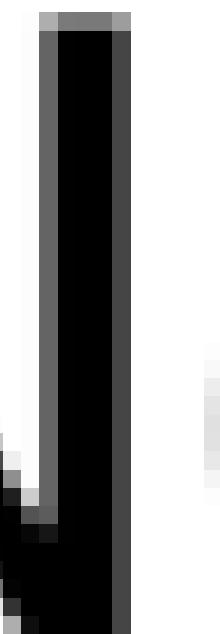
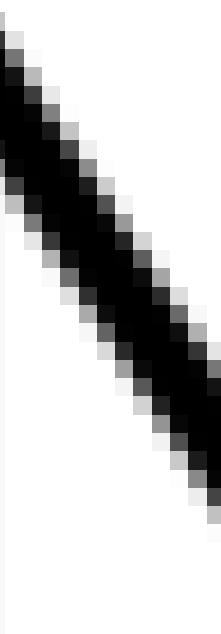
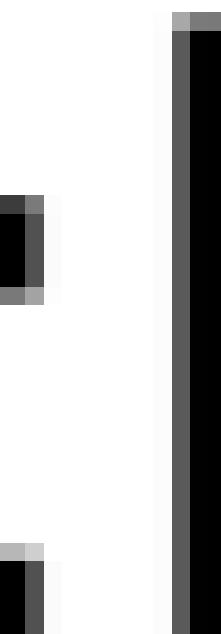
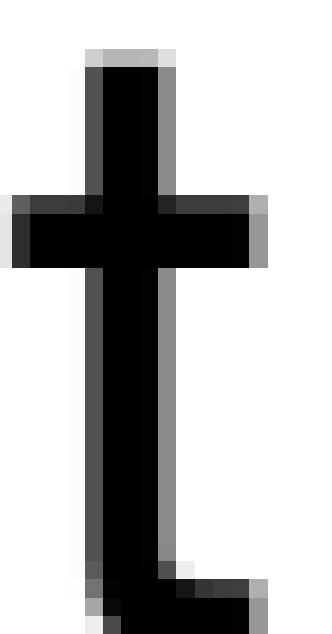
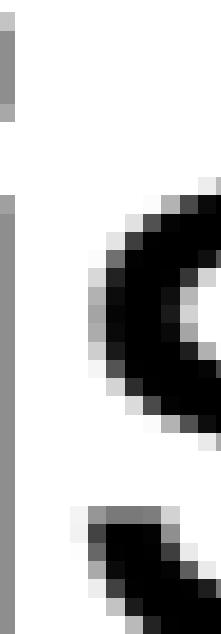
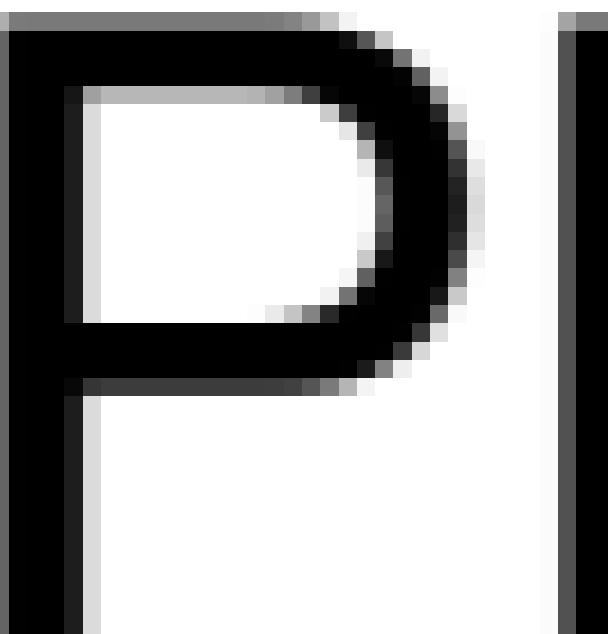
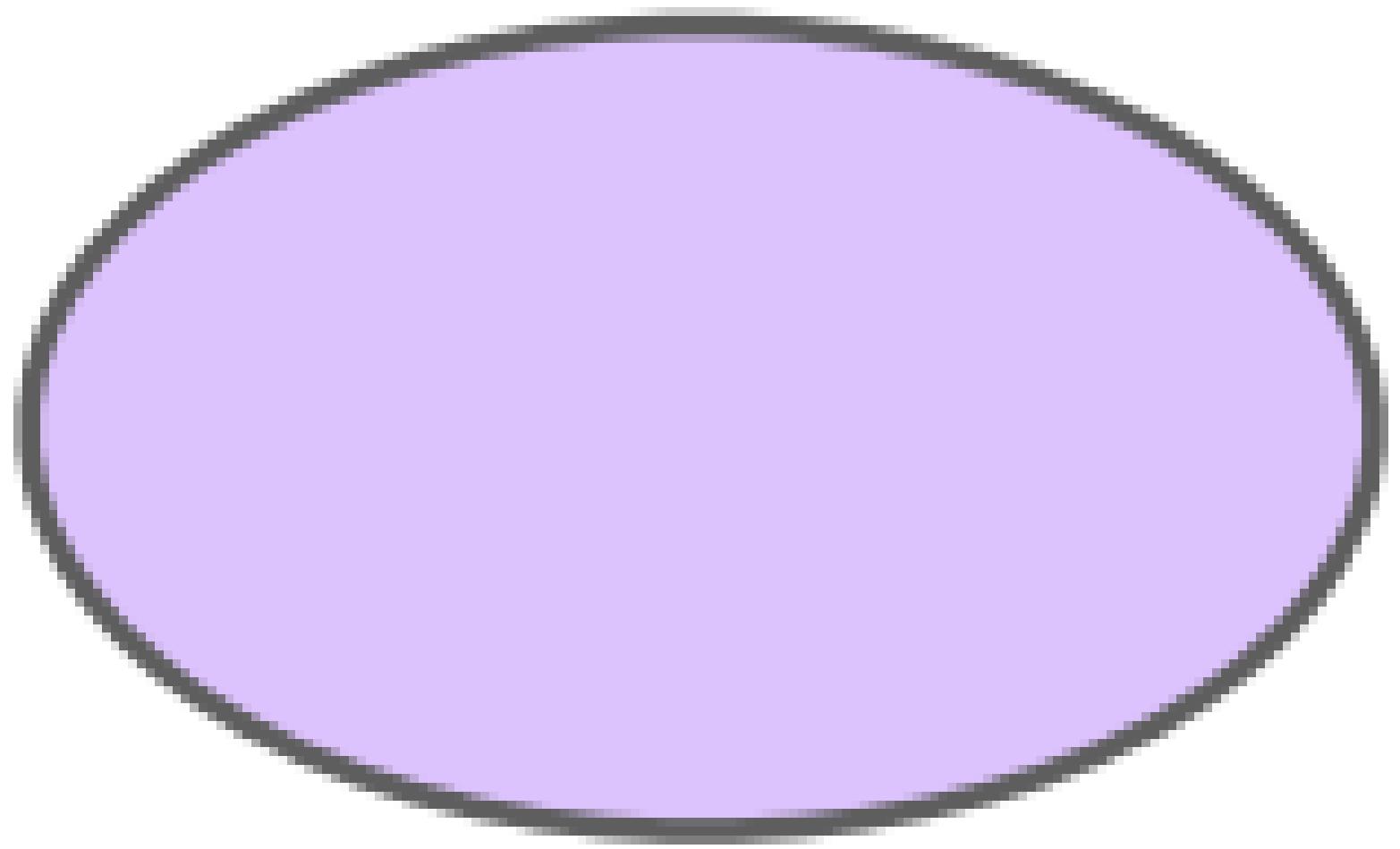
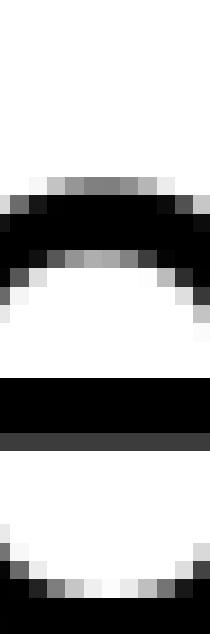
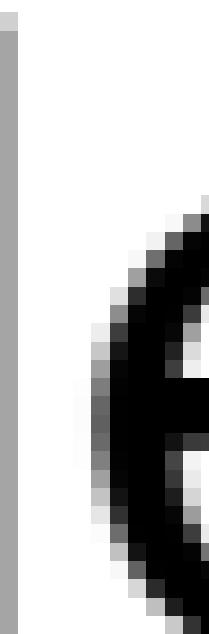
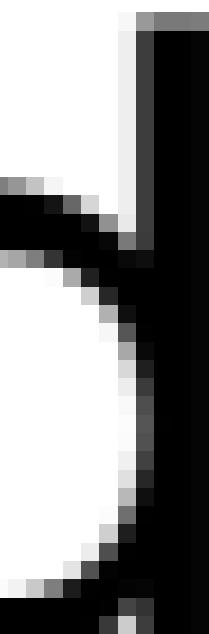
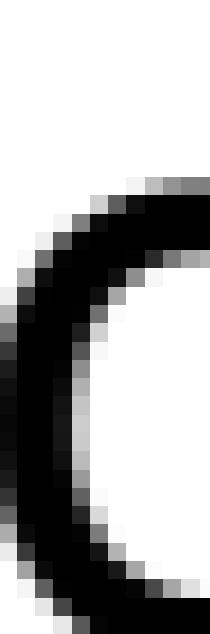
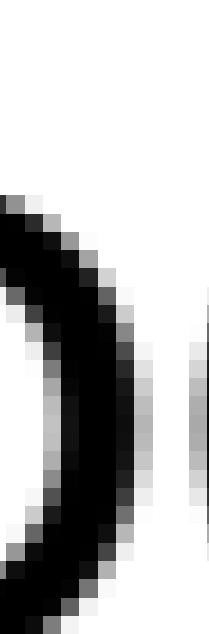
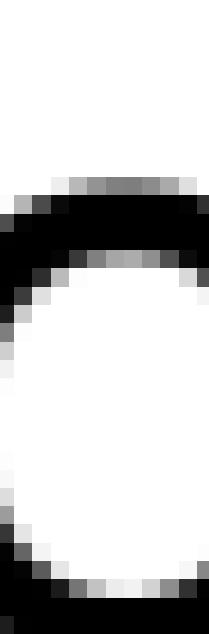
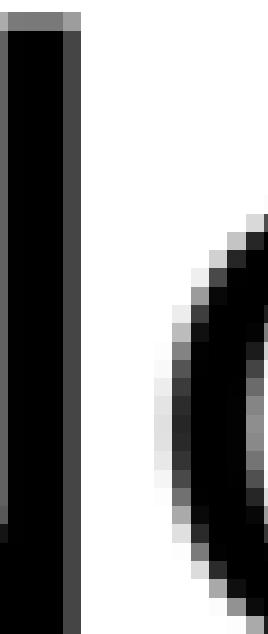
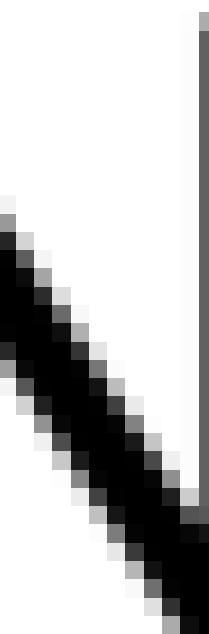
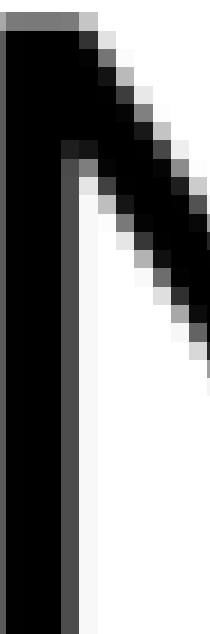
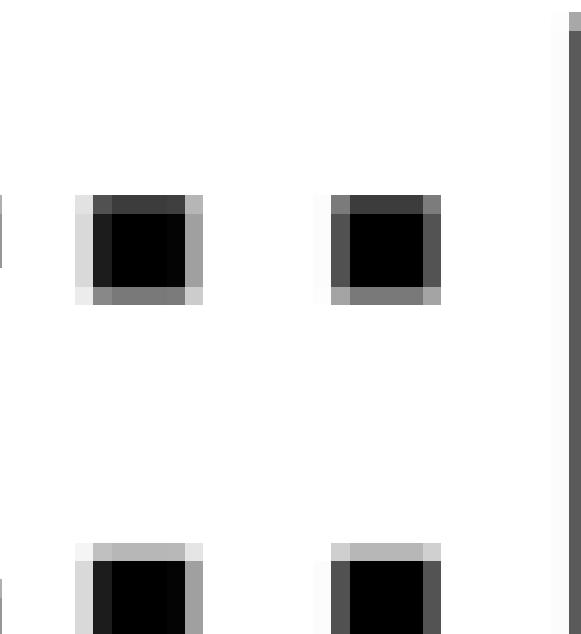
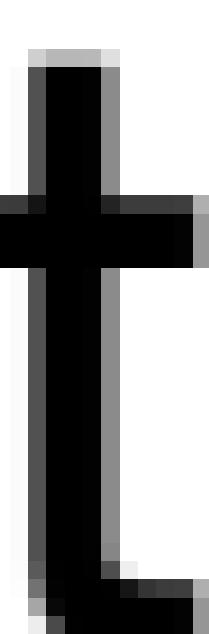
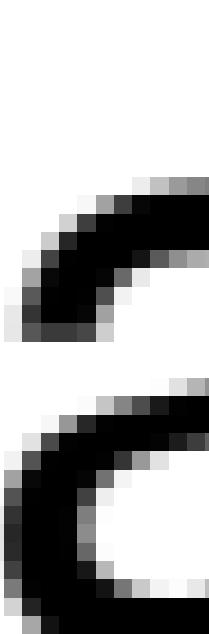
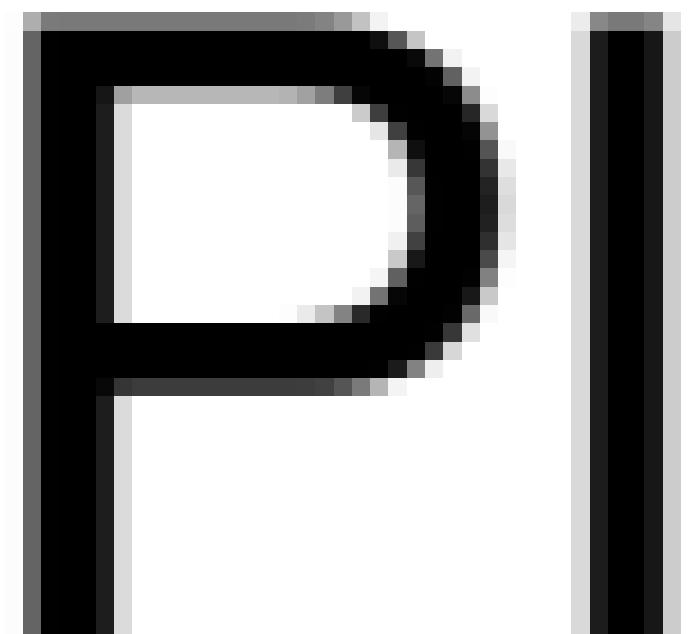


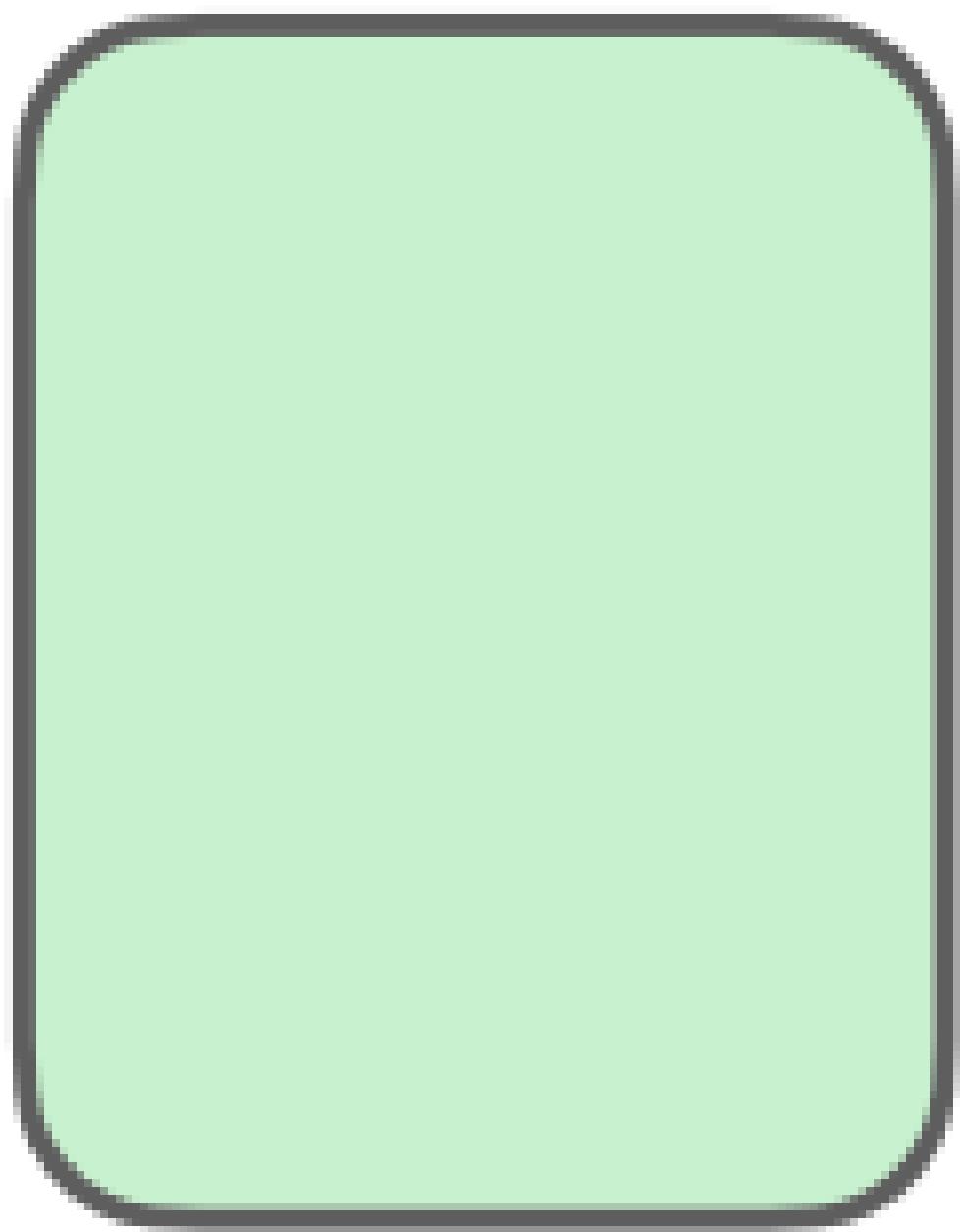
Legend





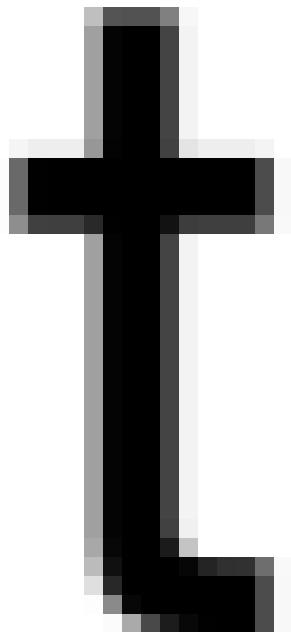
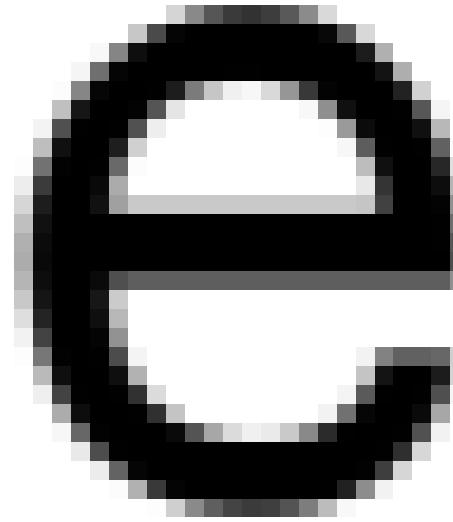
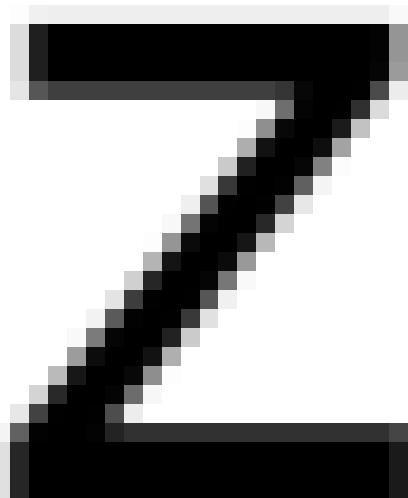
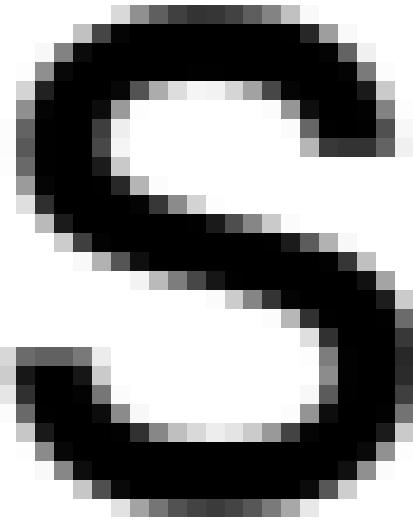




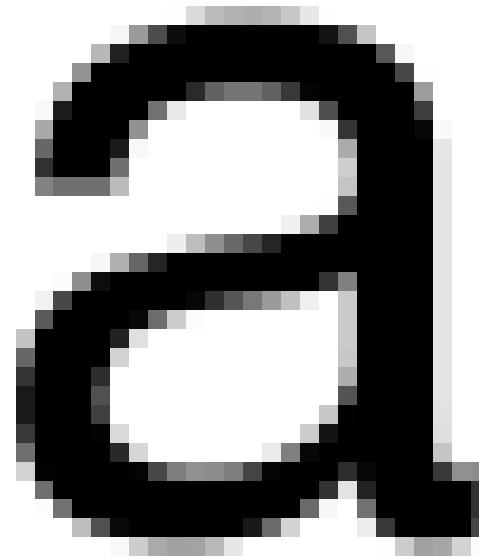
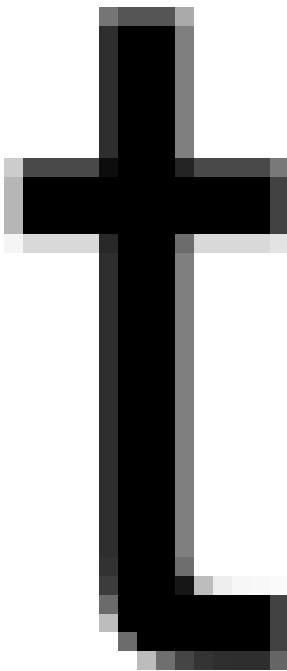


Playist - Songlist

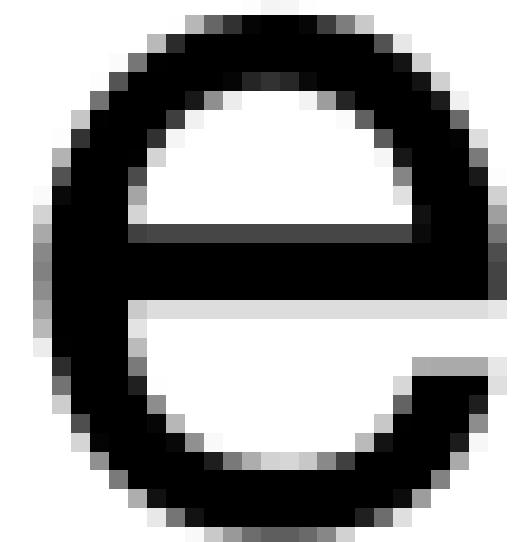
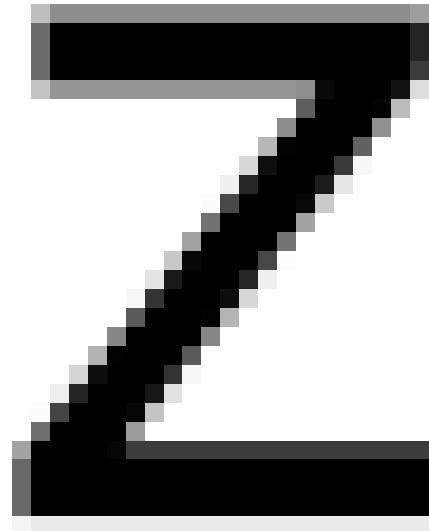
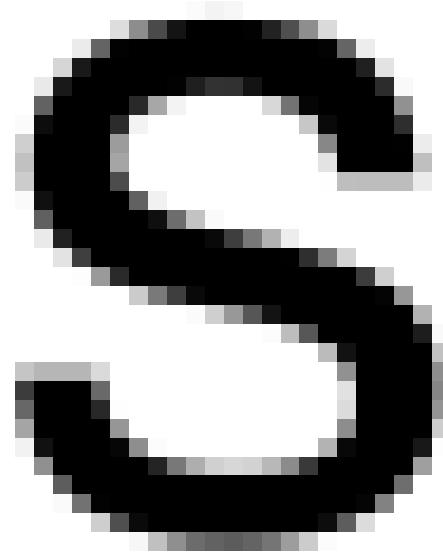












Stock me more

the end of time and space.

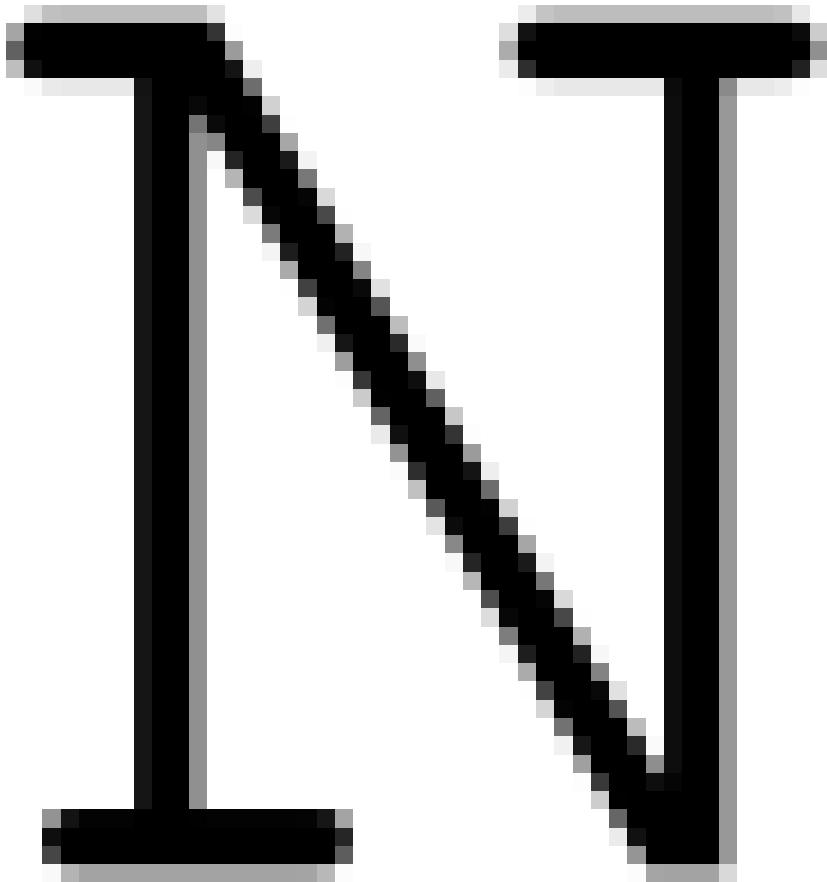
poli-vis is a biologic effect

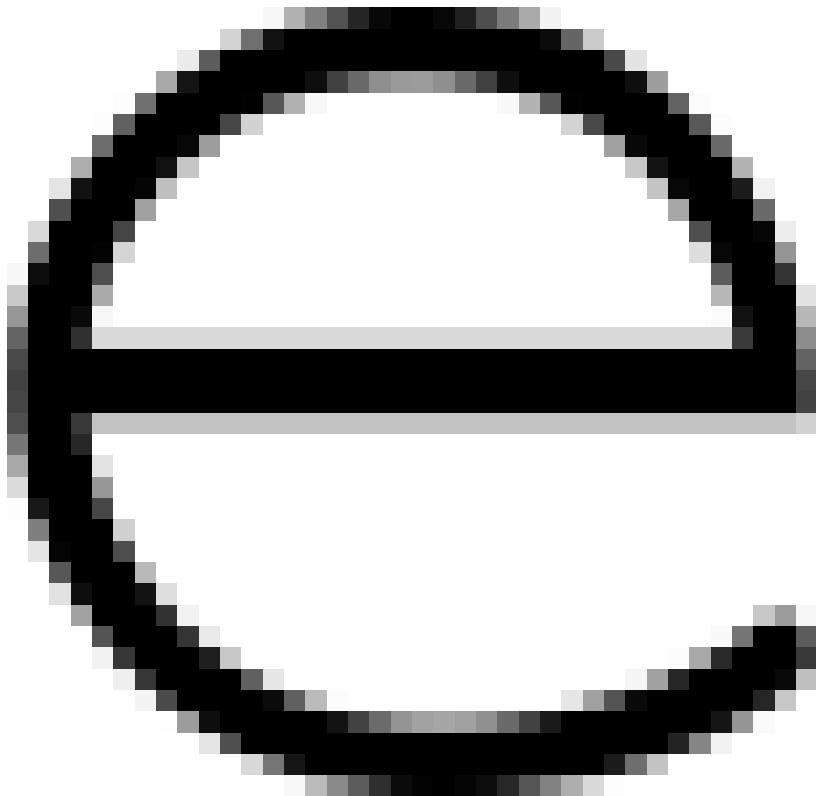


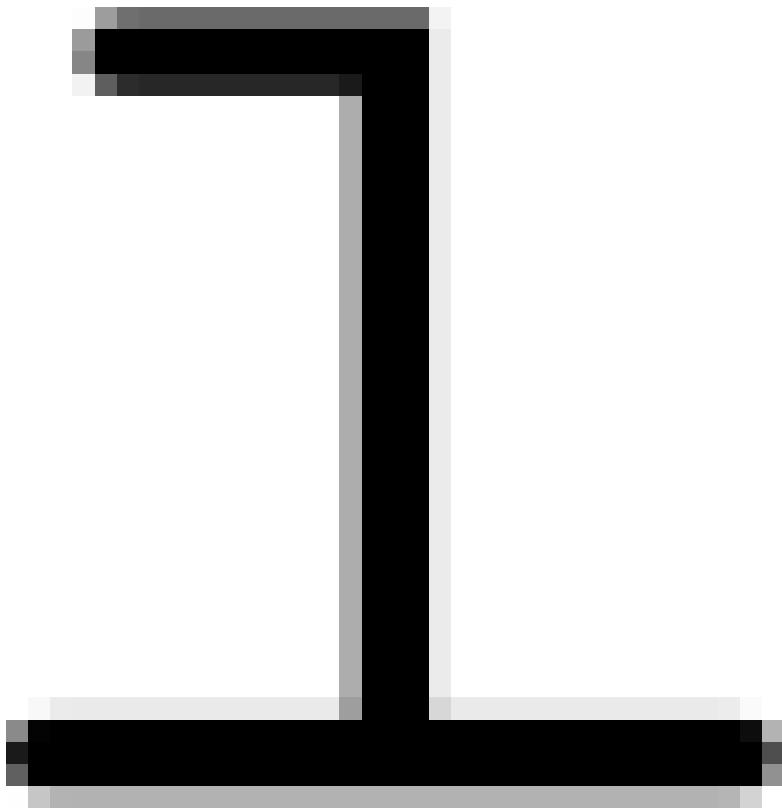
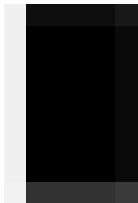


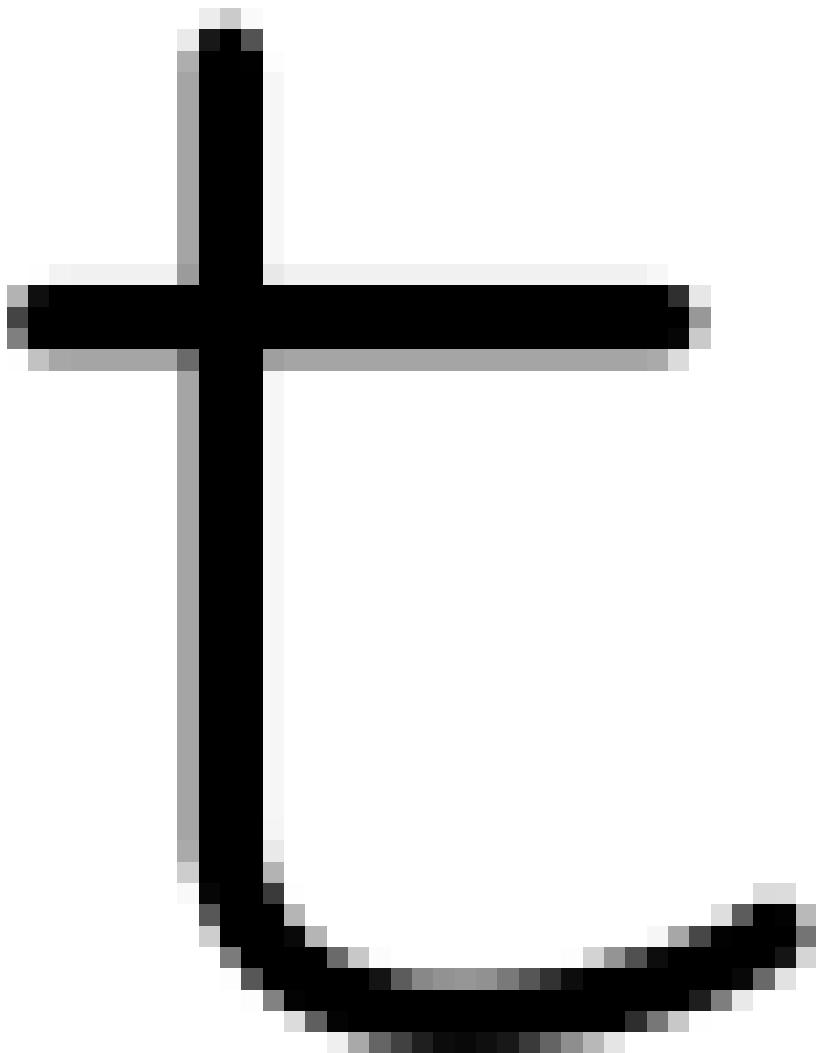


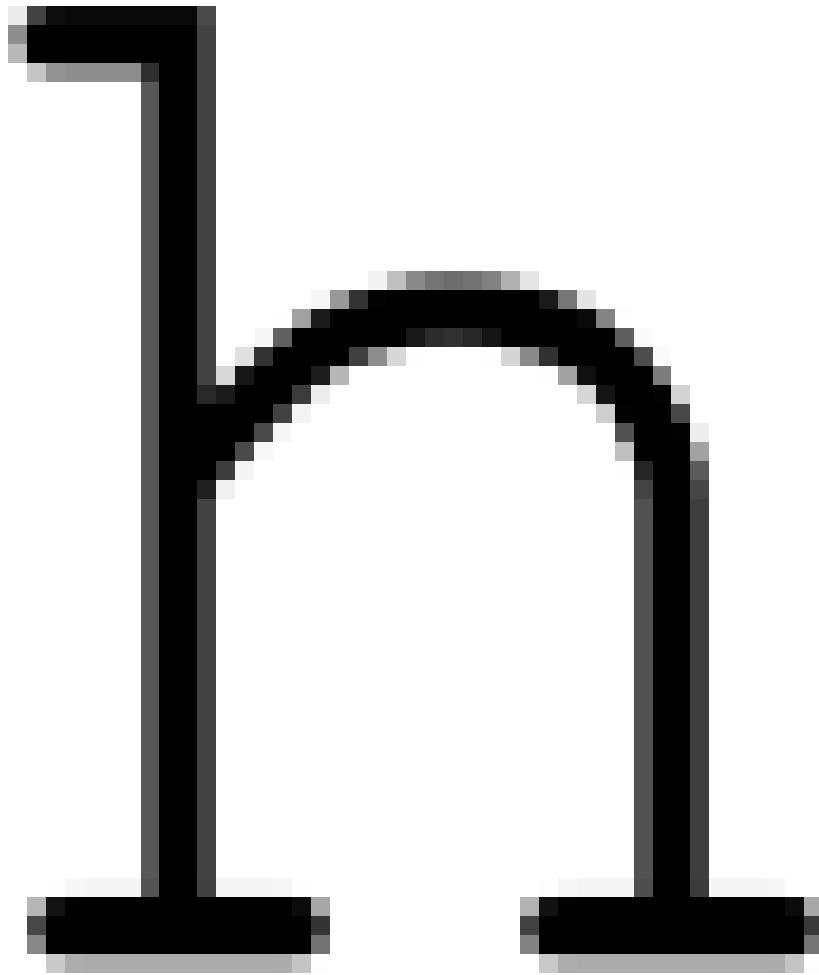


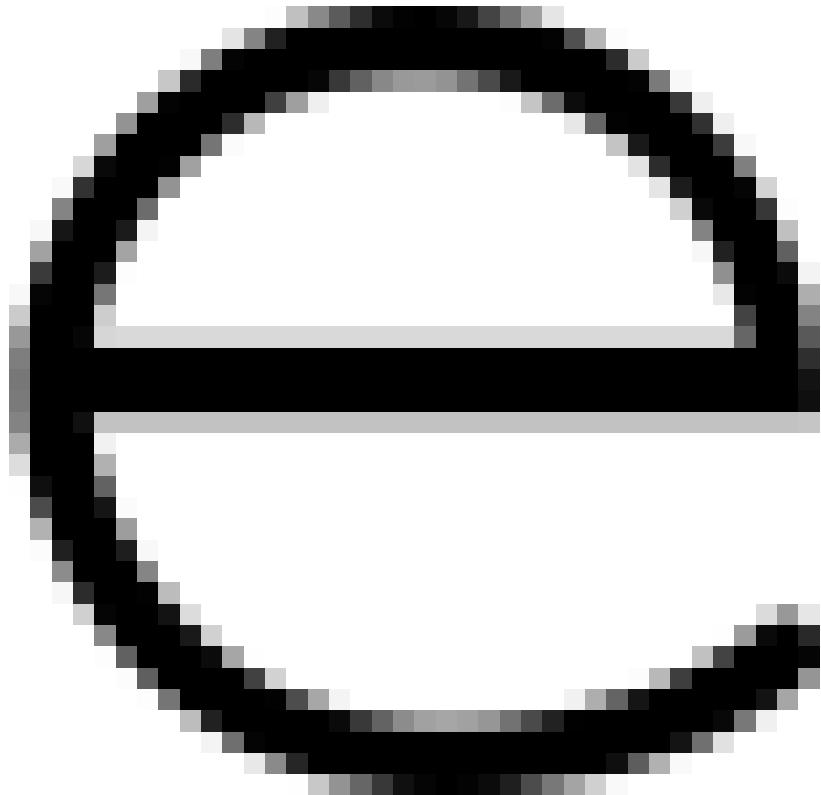


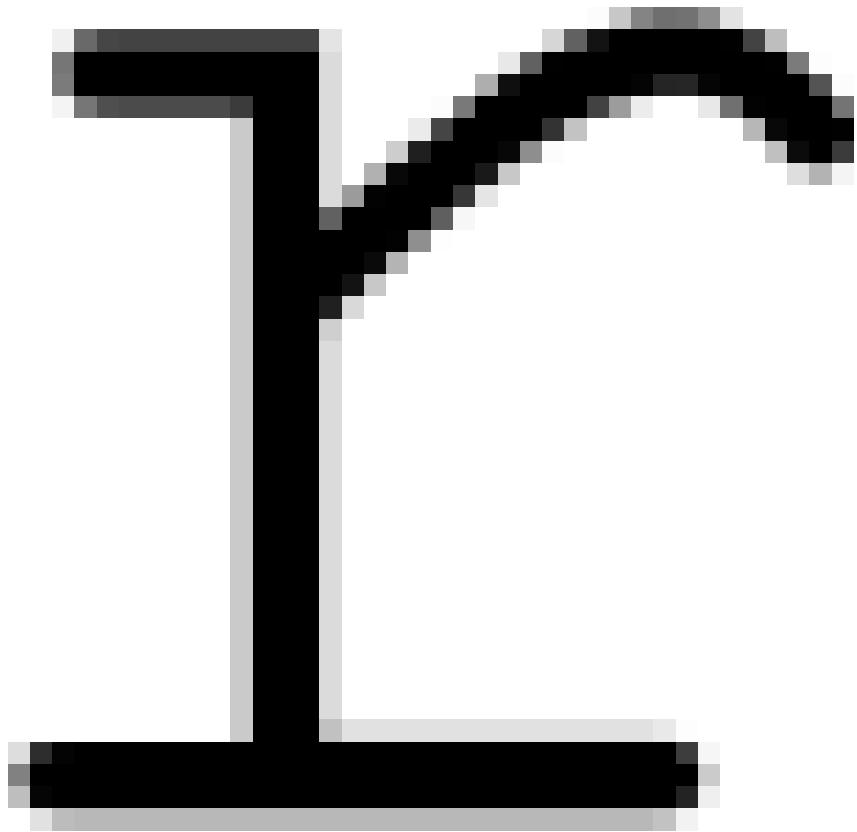




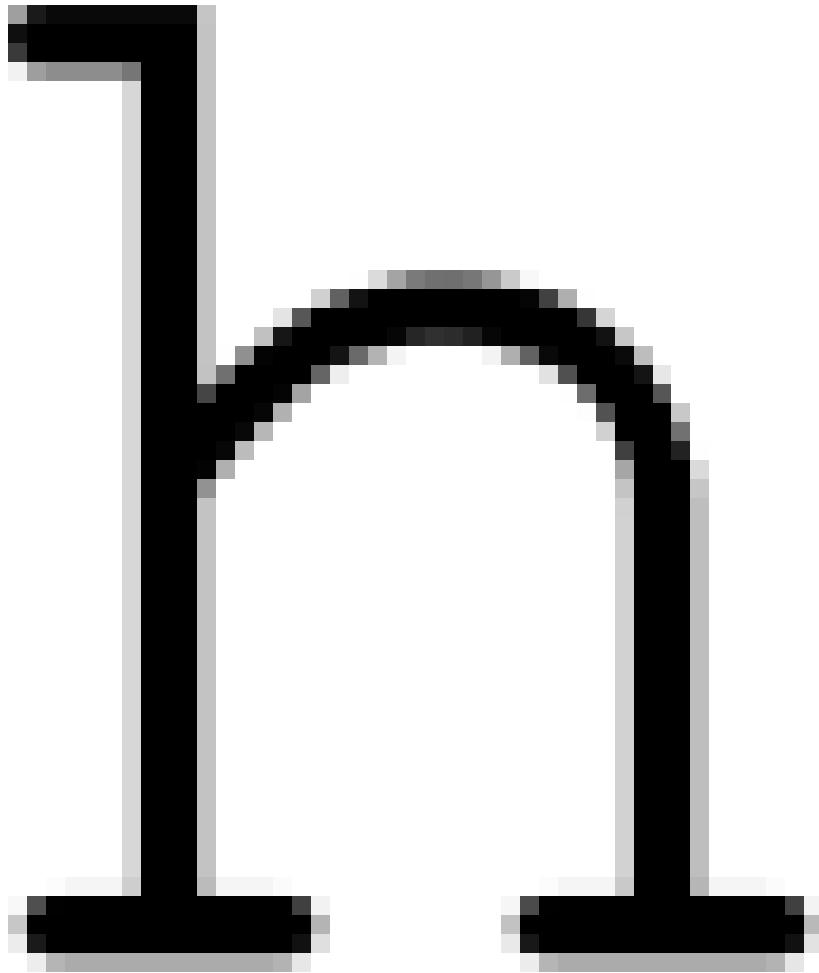


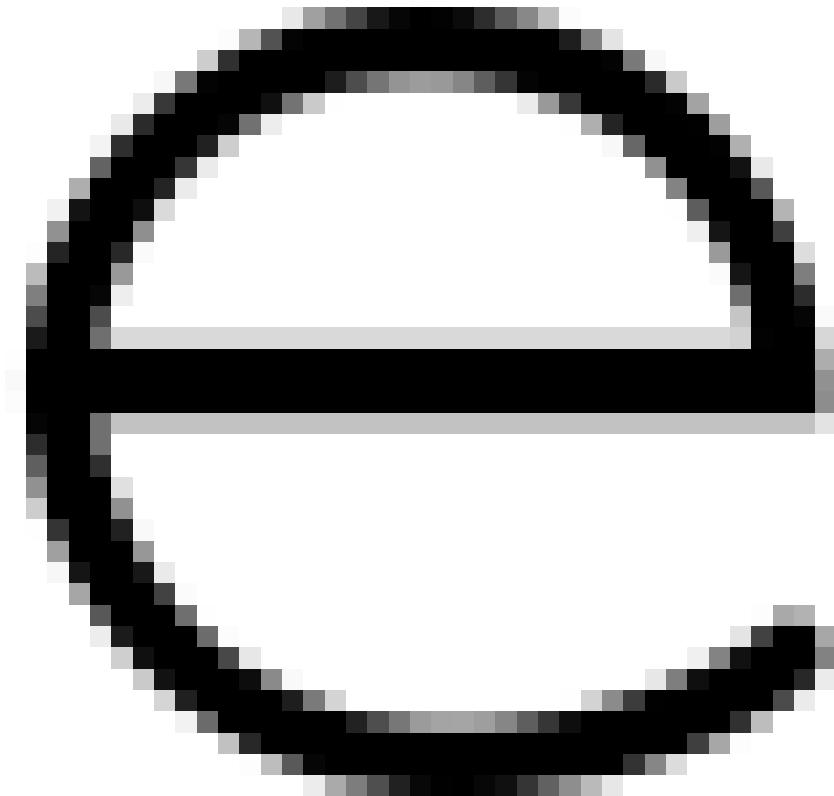


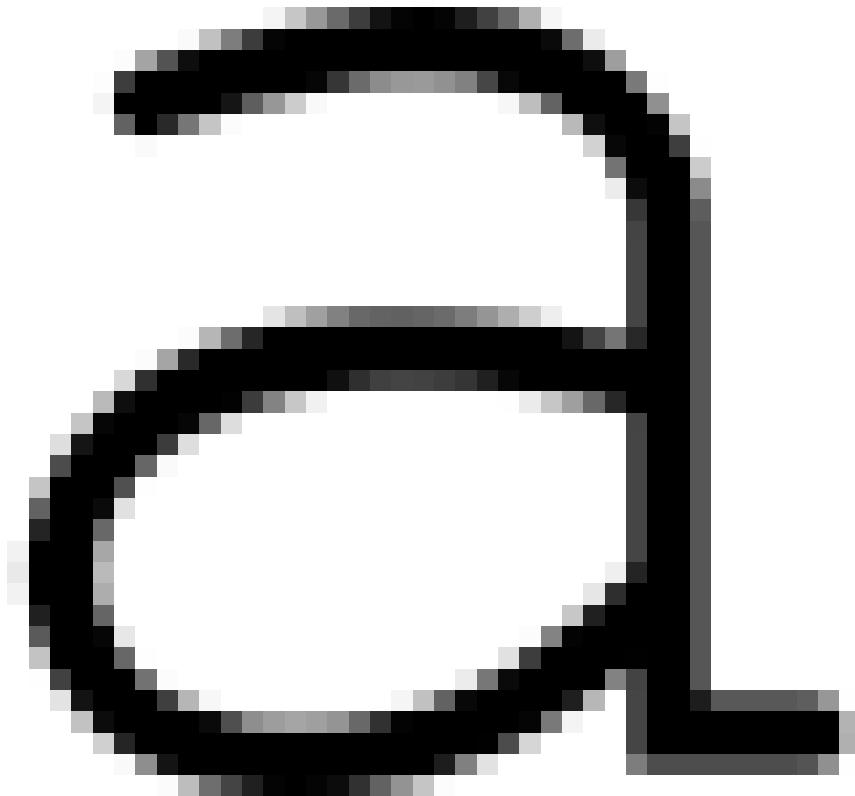




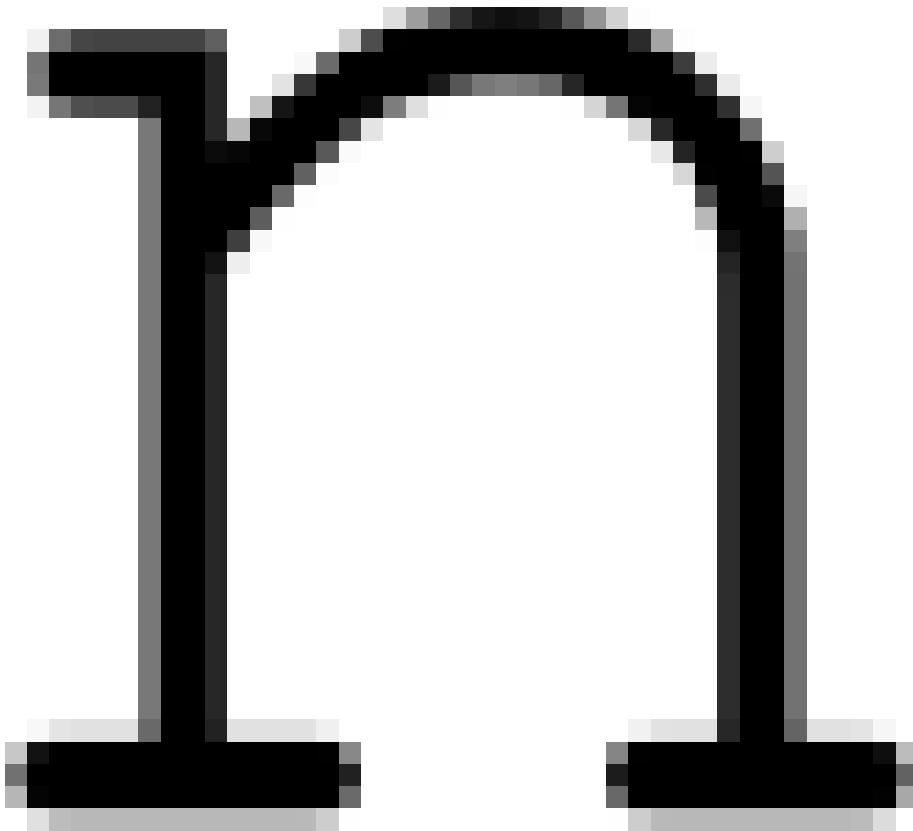


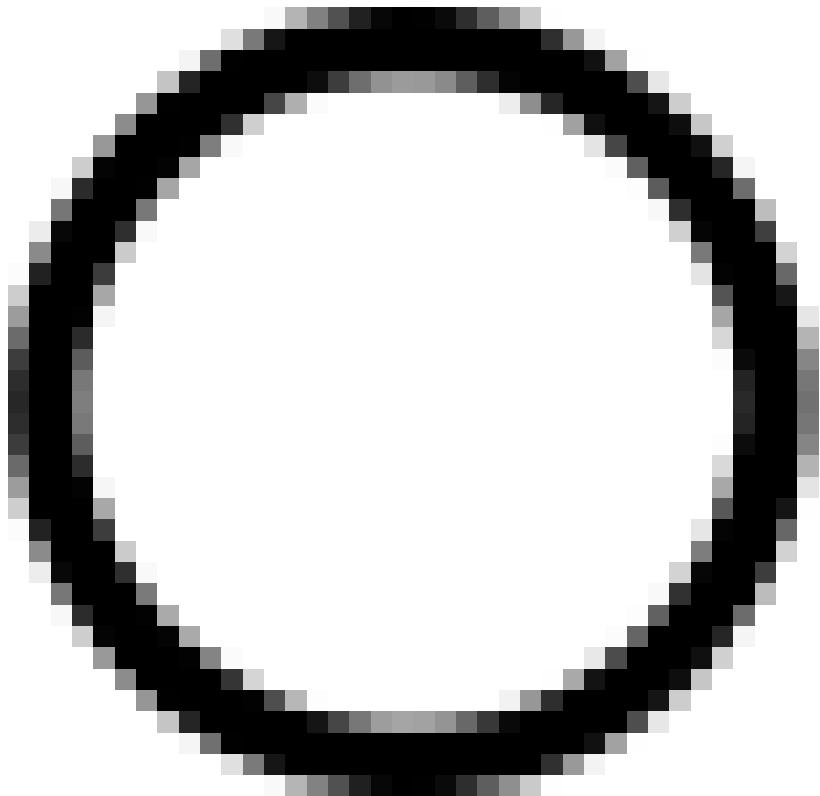


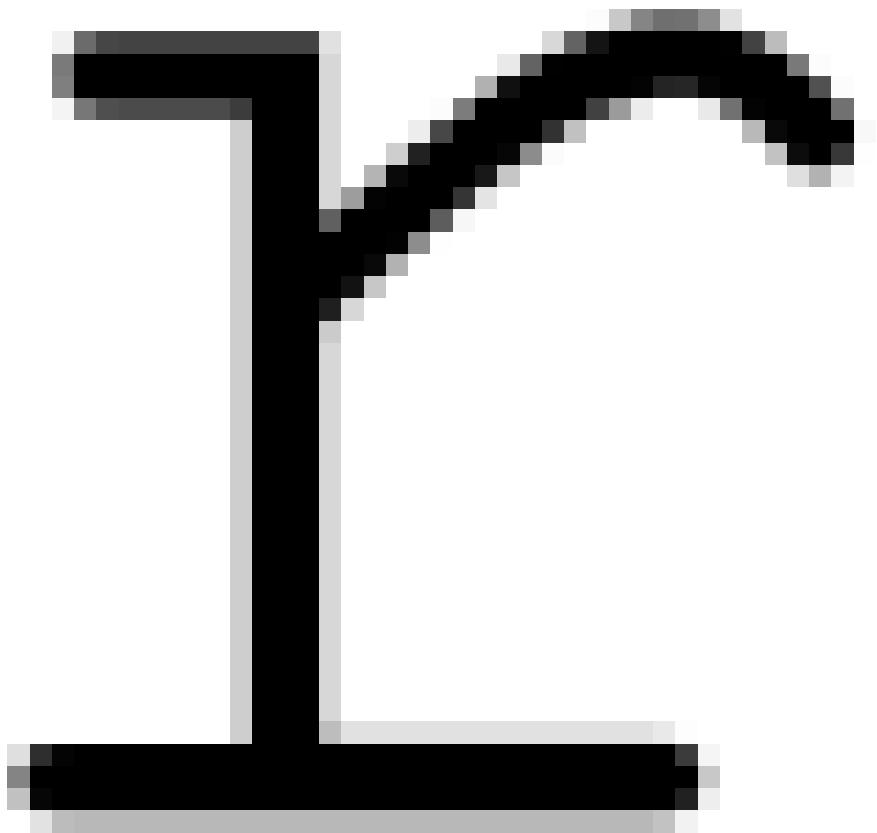






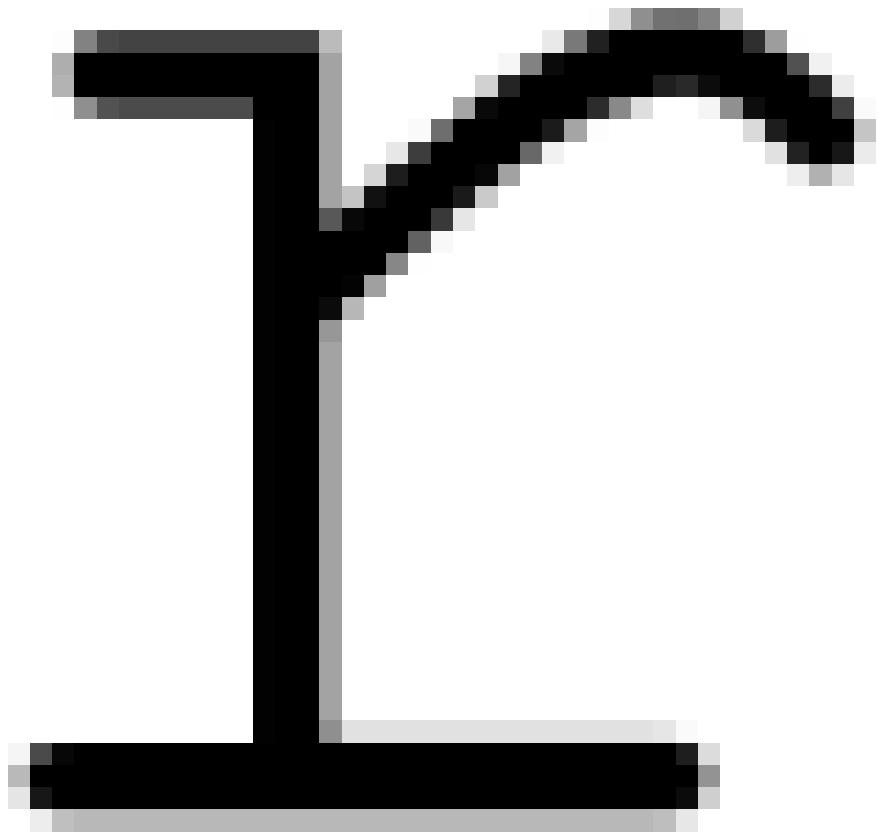


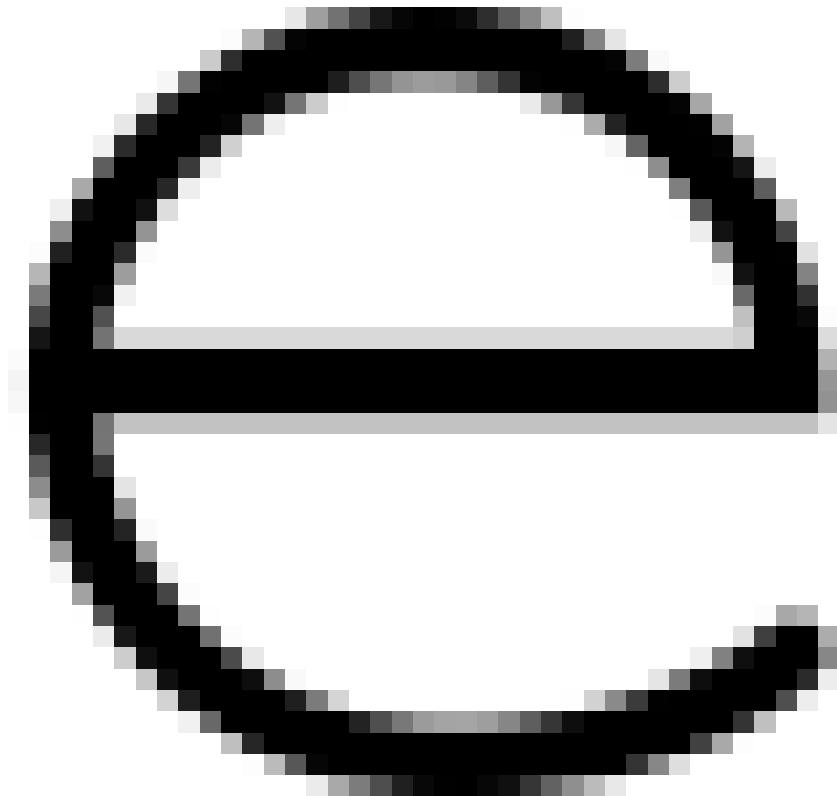




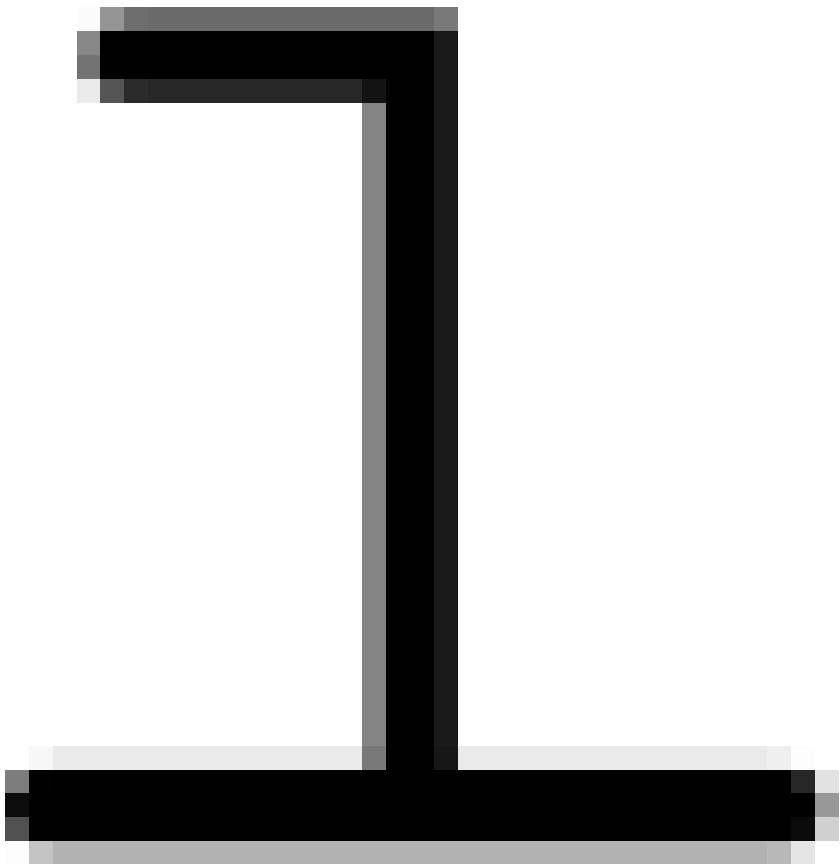
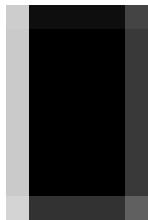


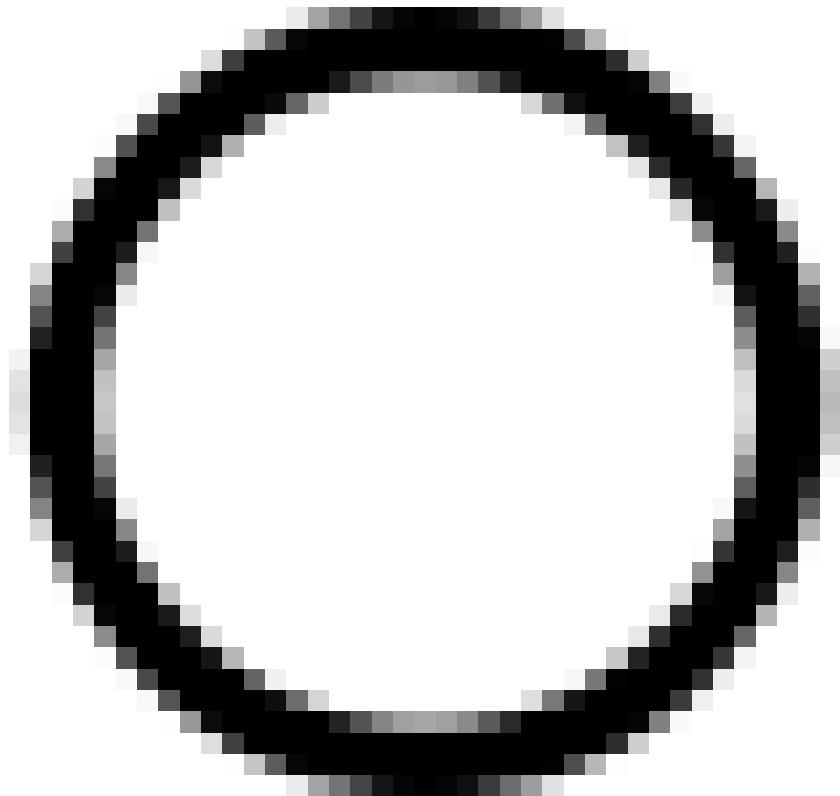


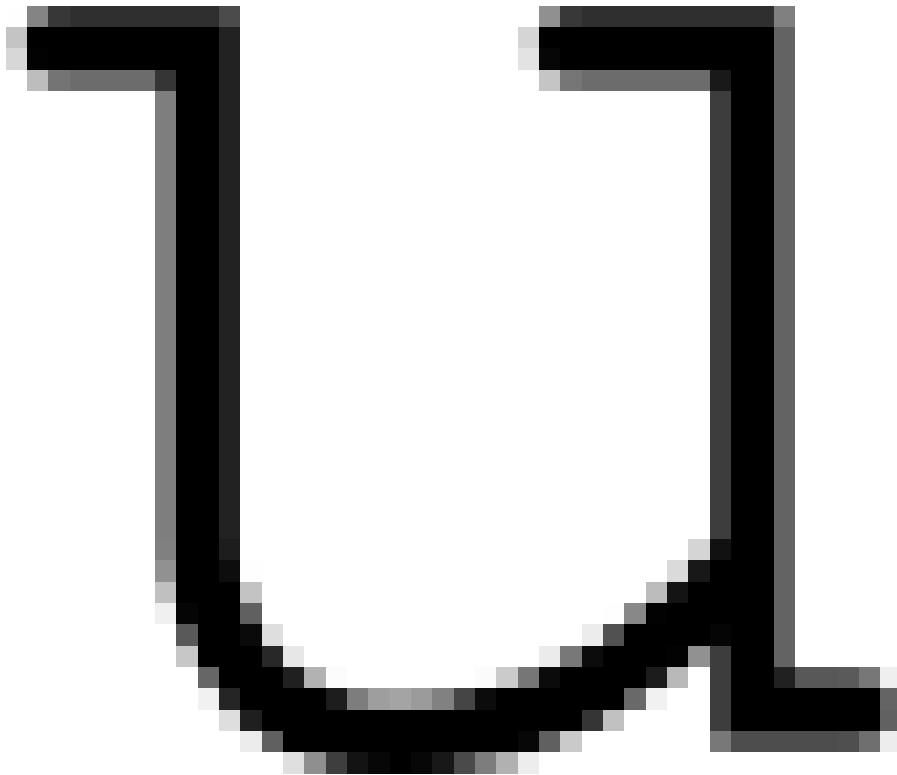


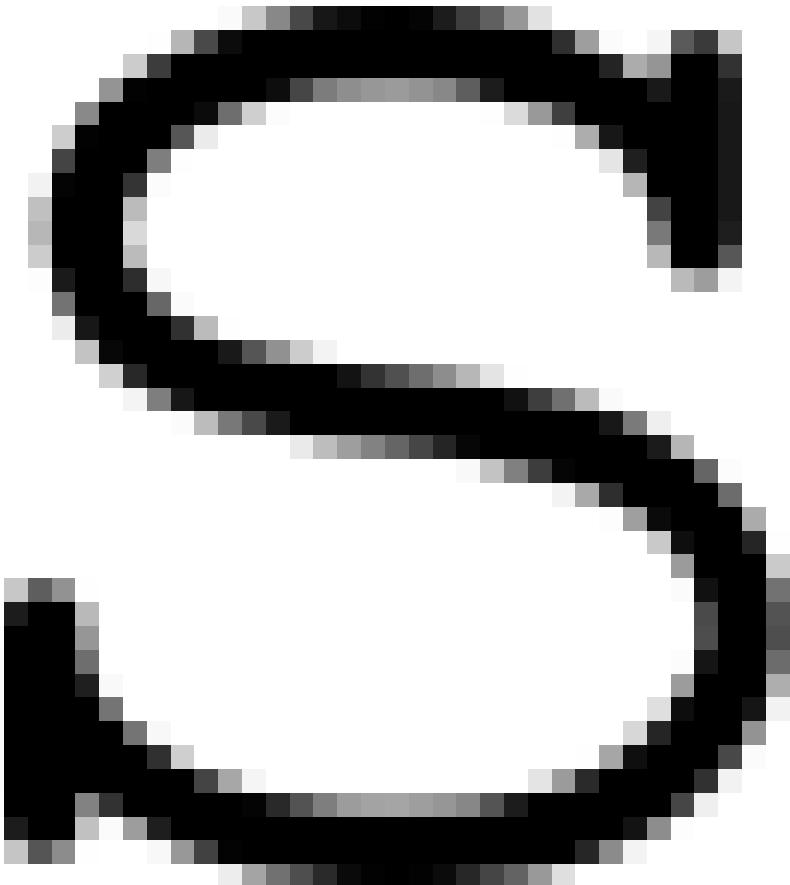




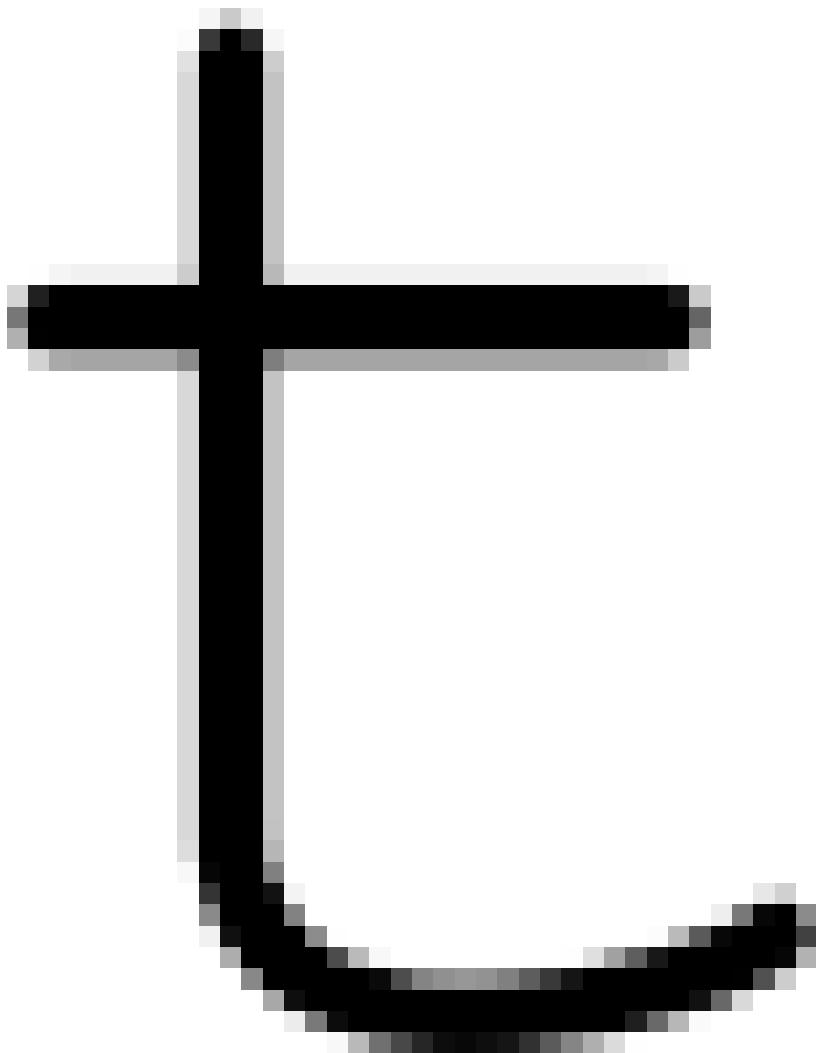


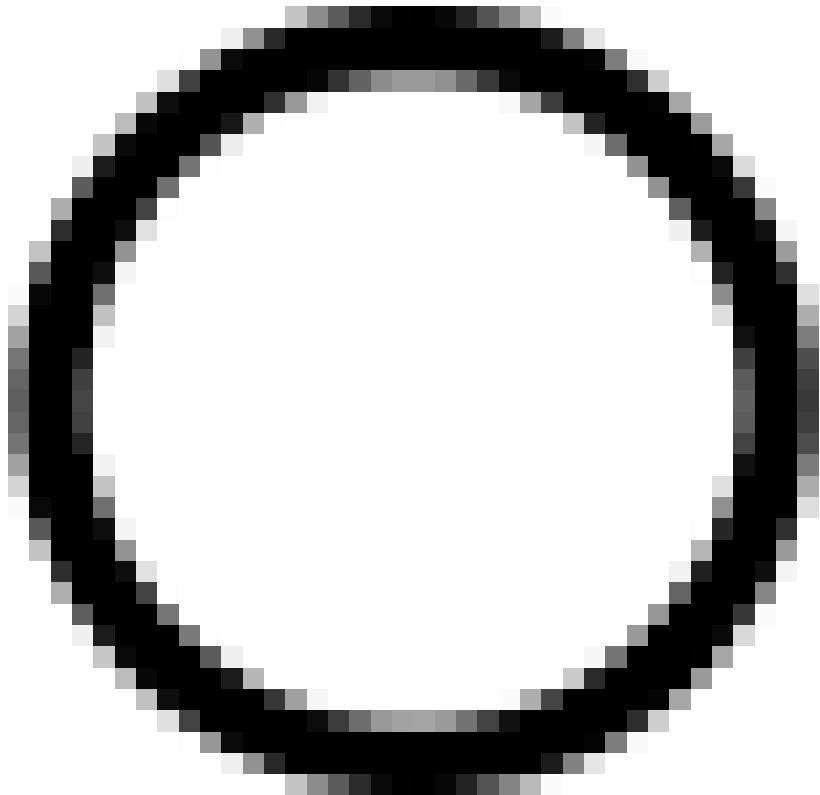




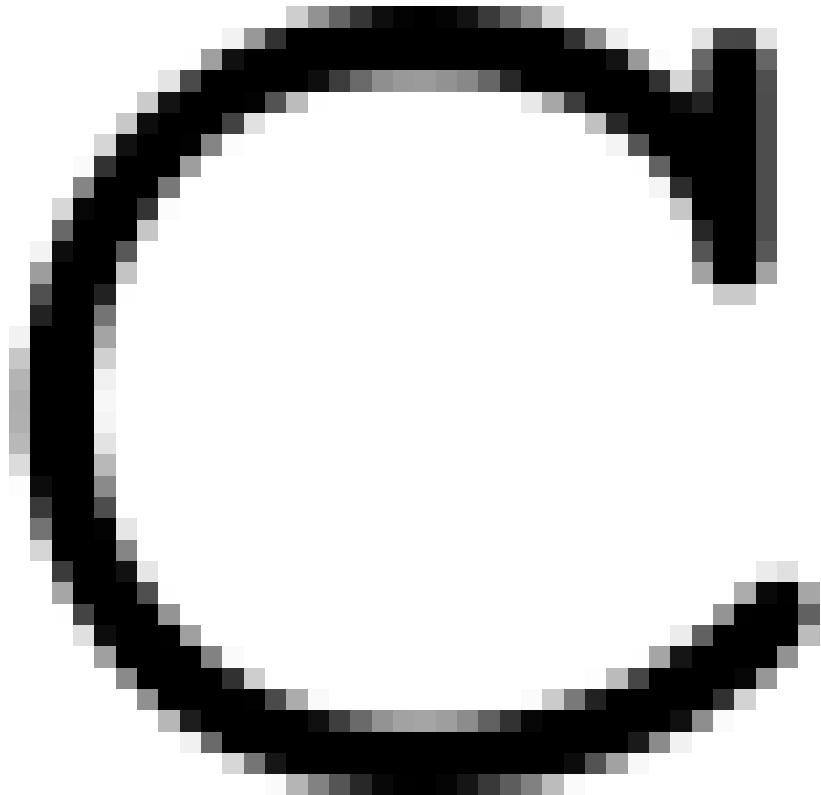


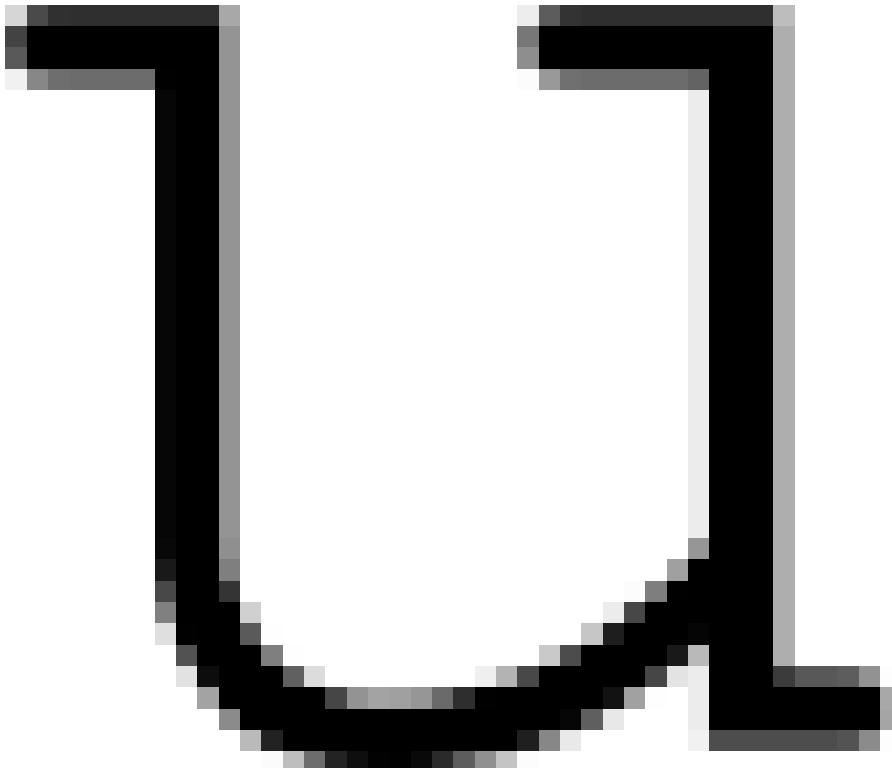


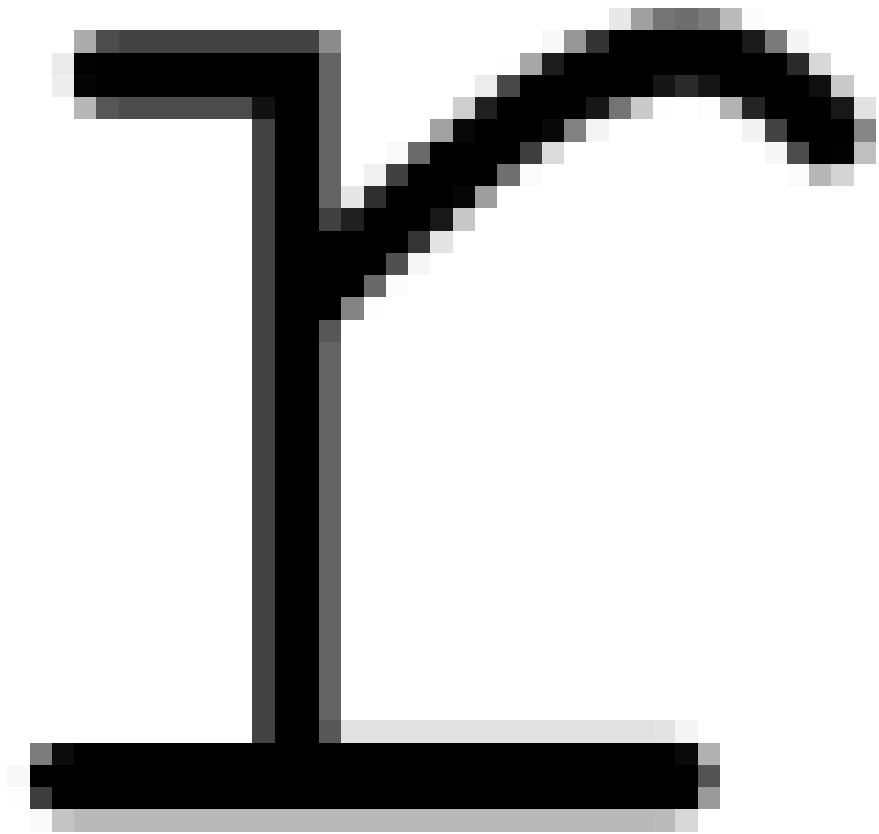


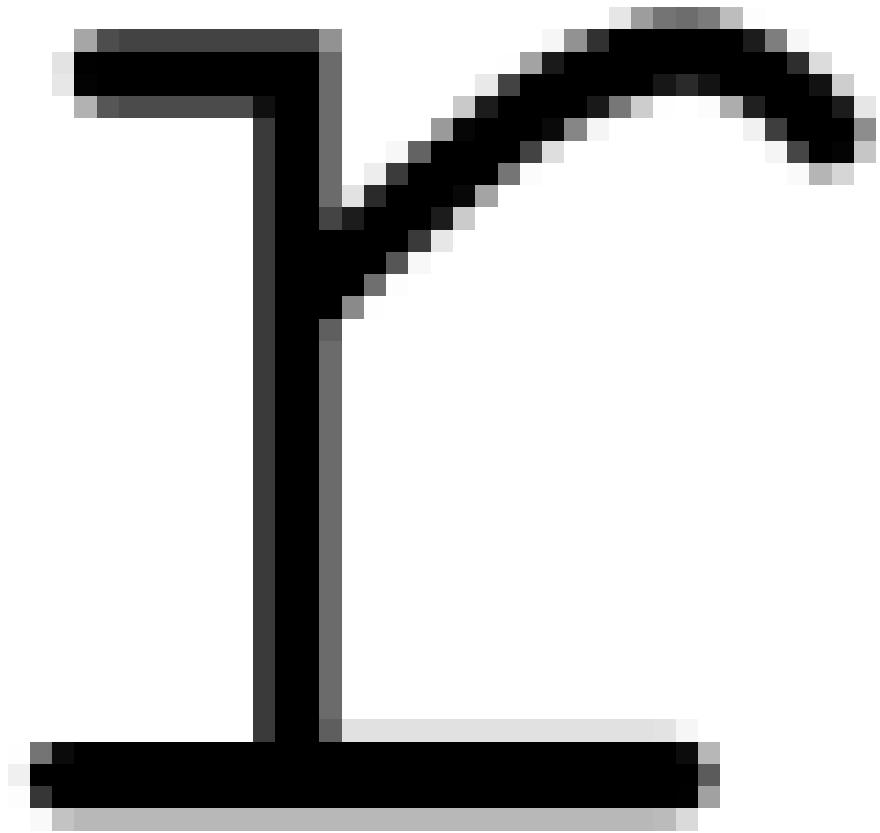


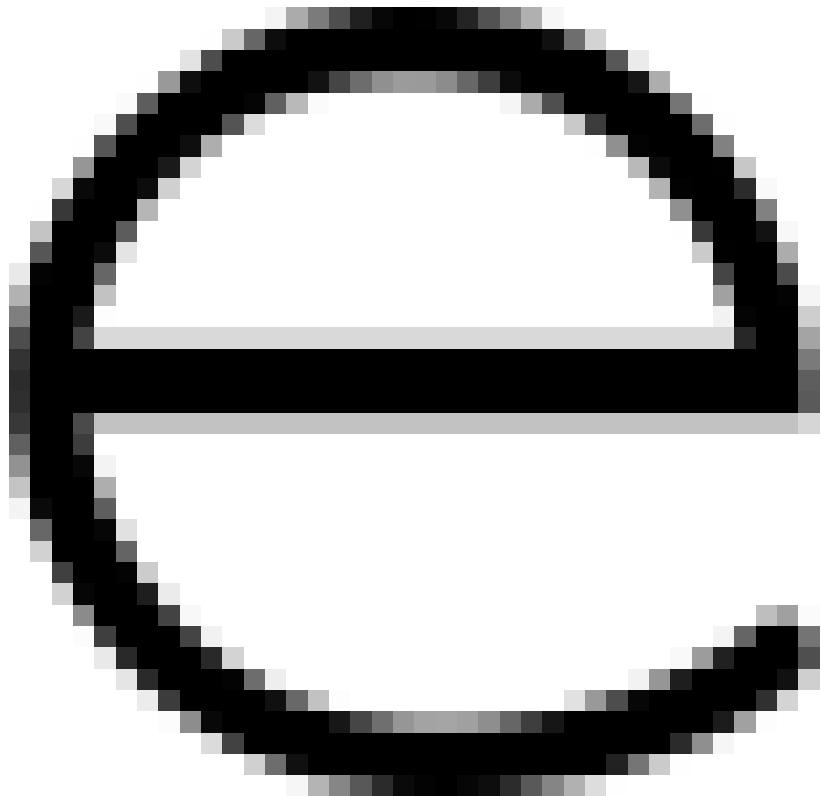


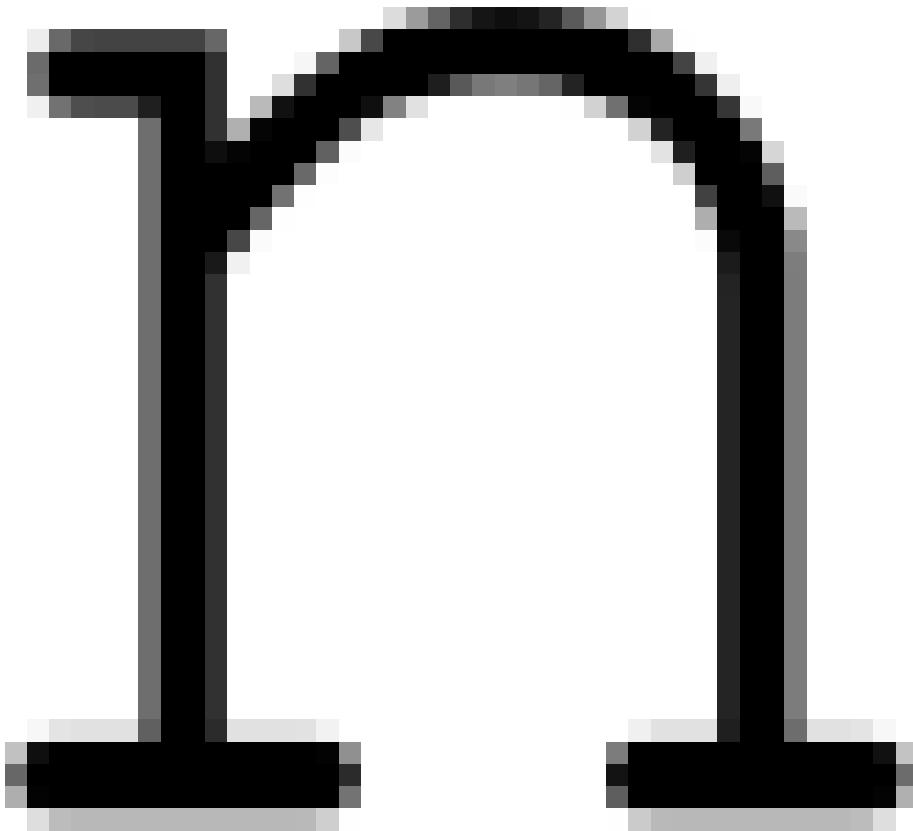


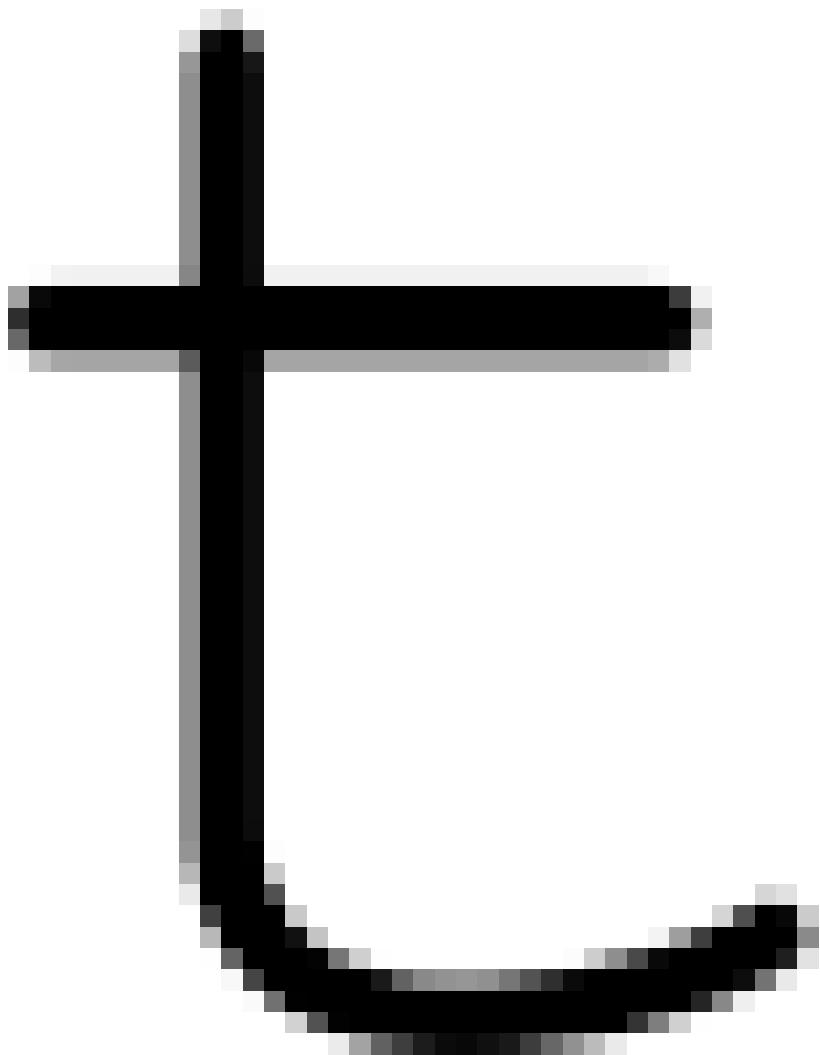


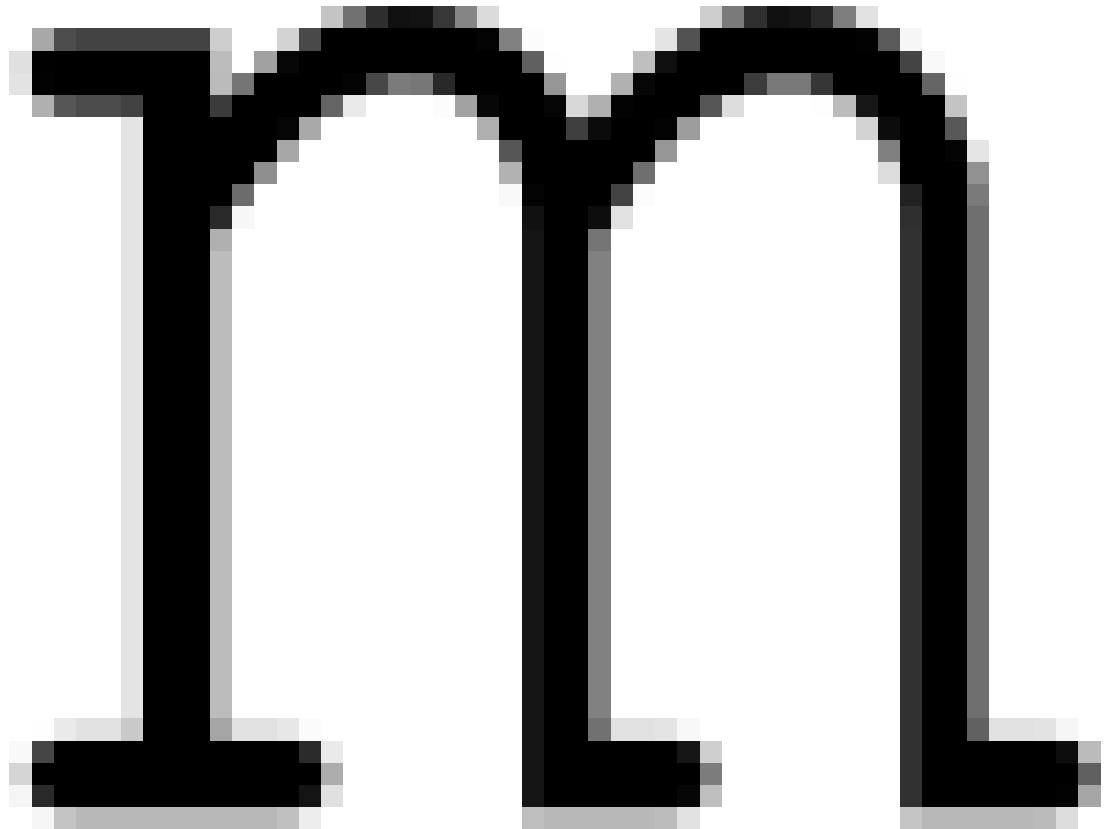


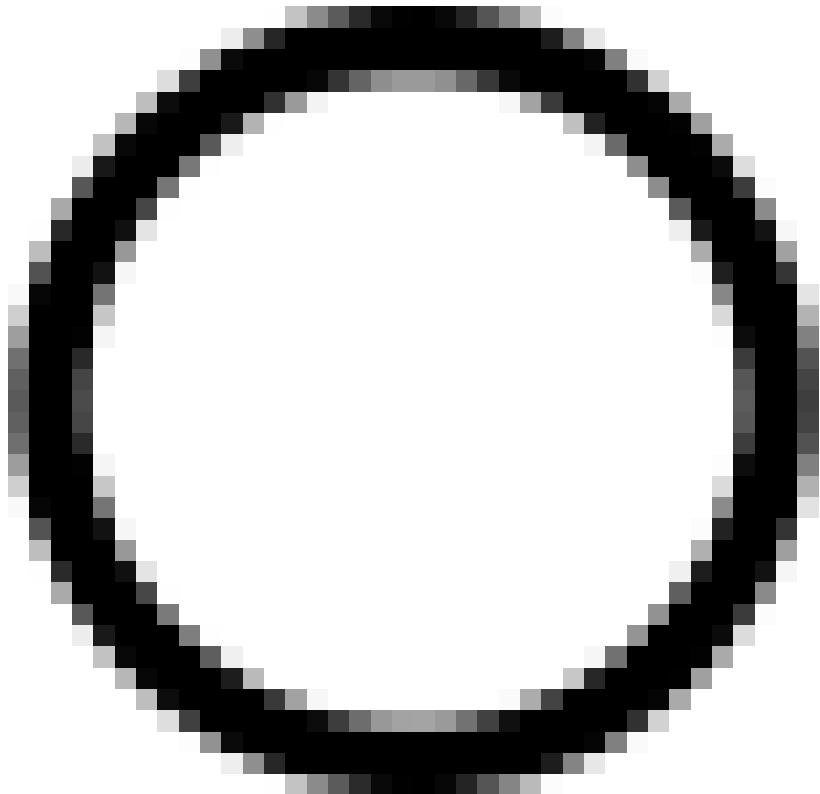




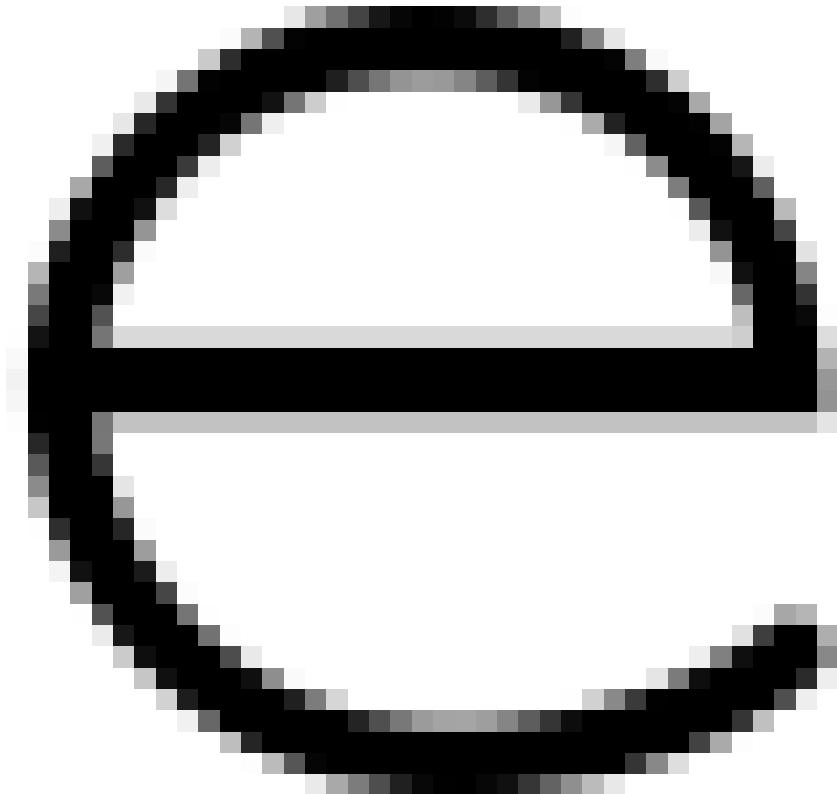


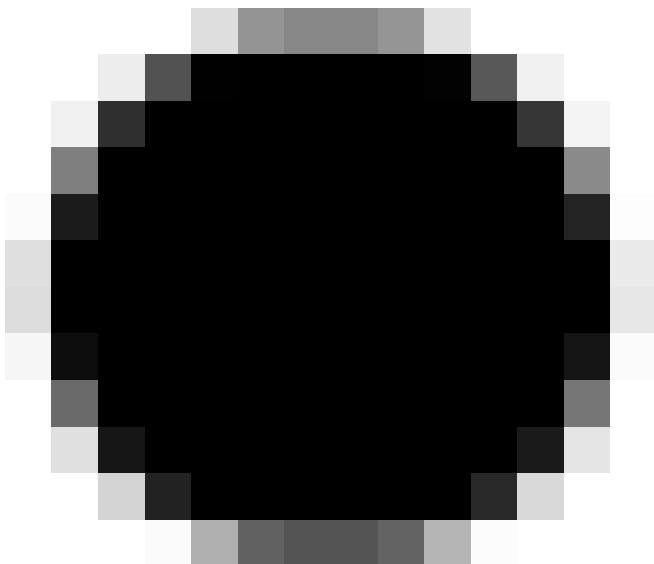


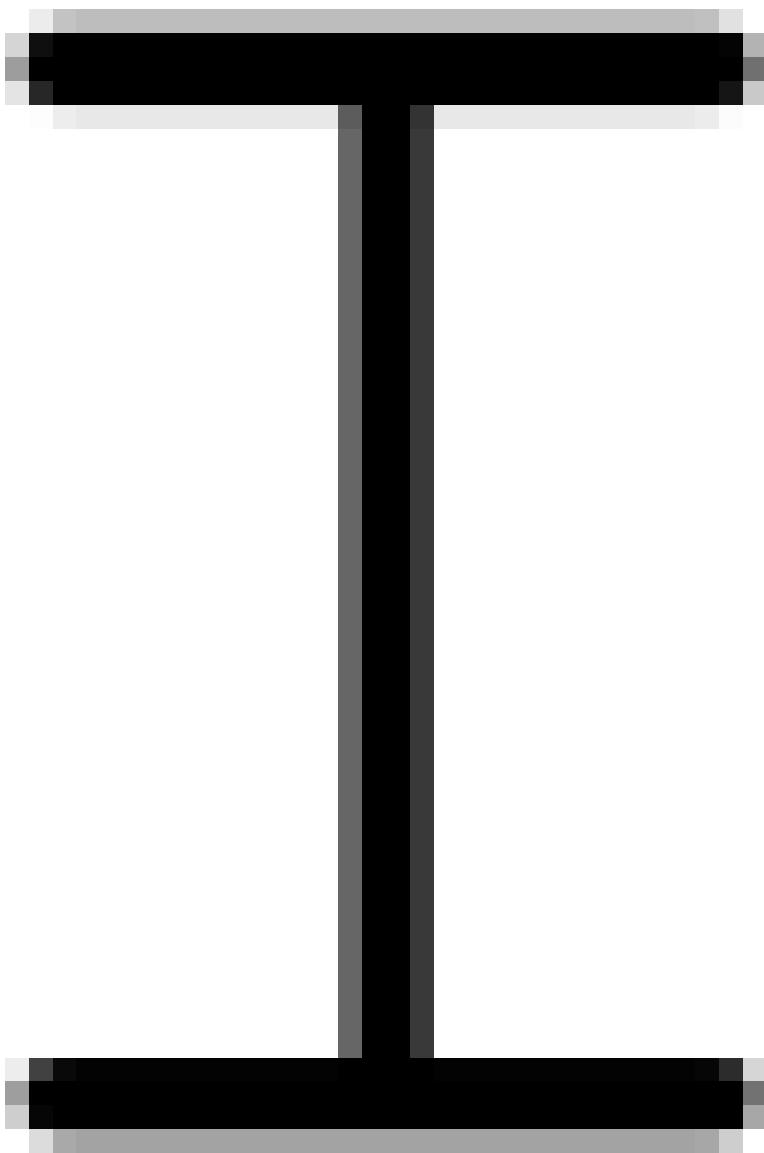


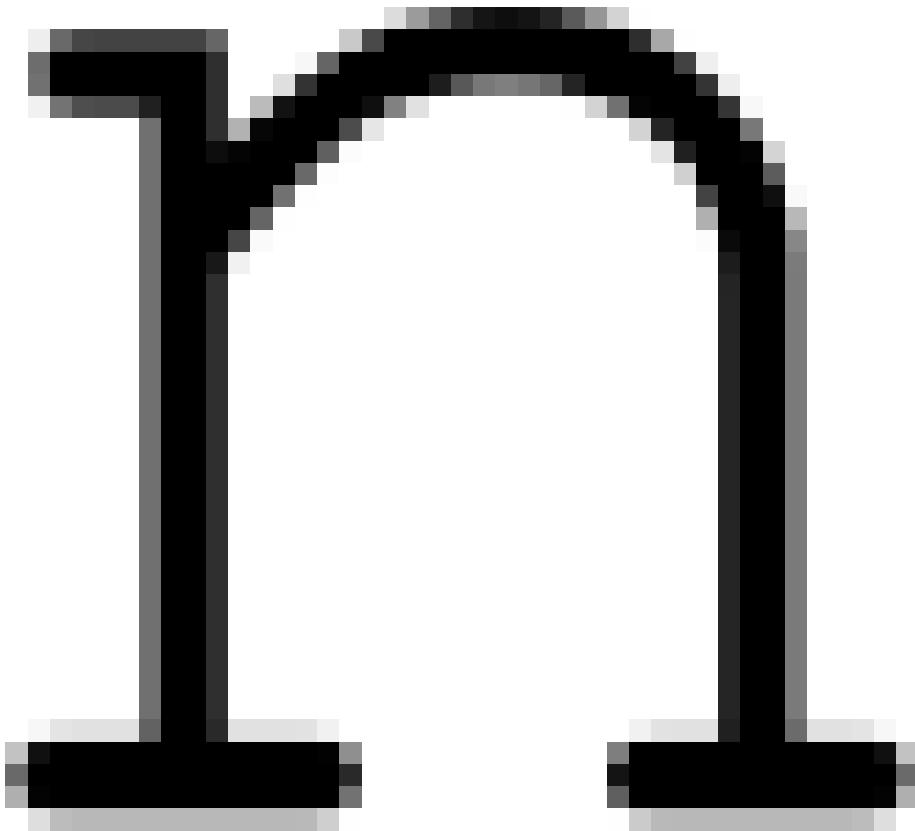




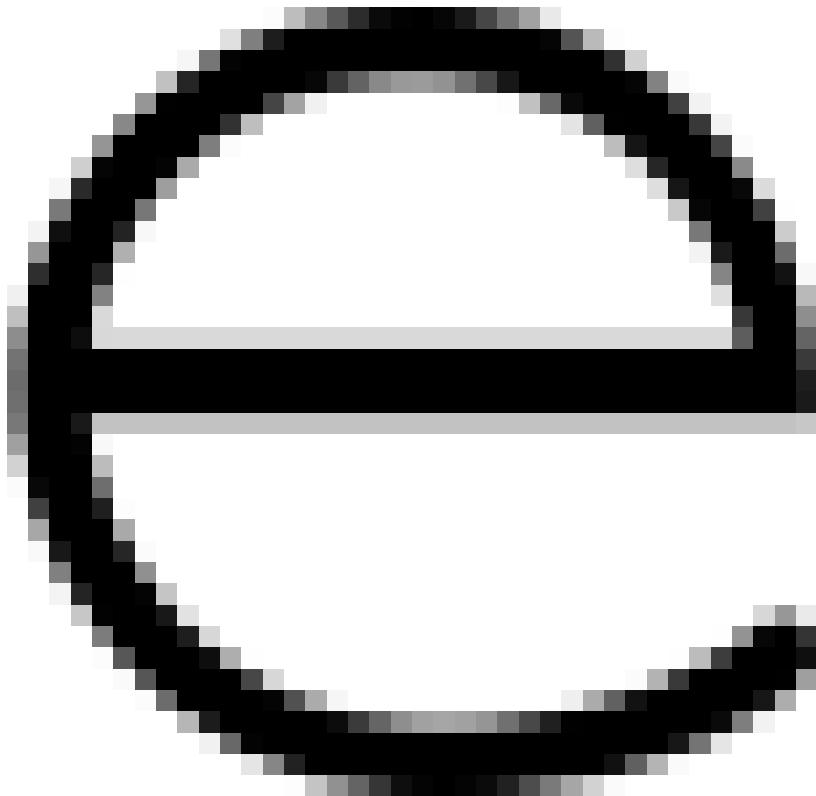


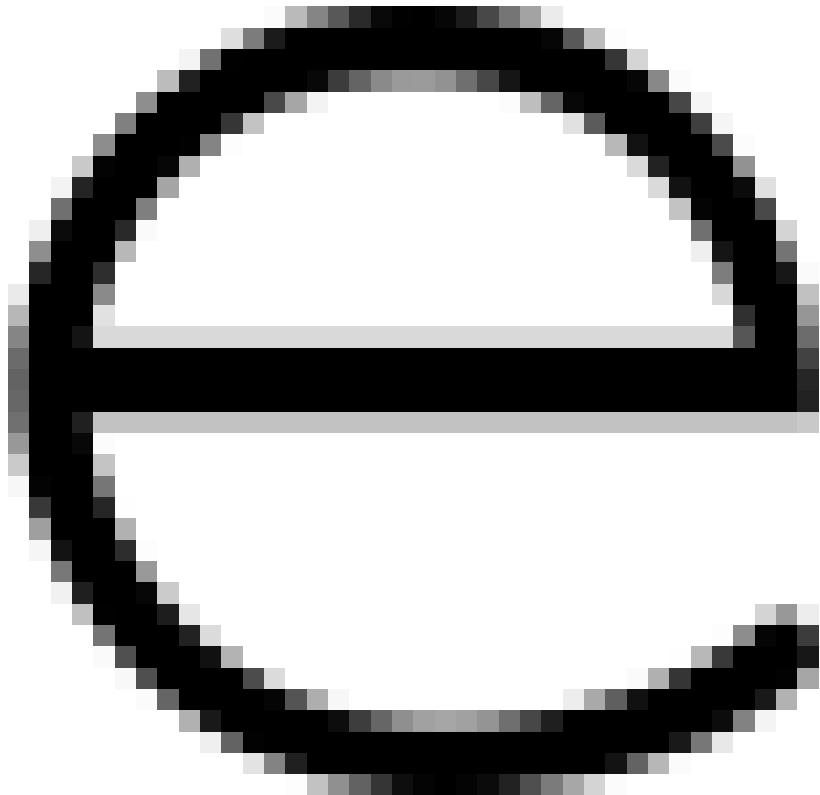




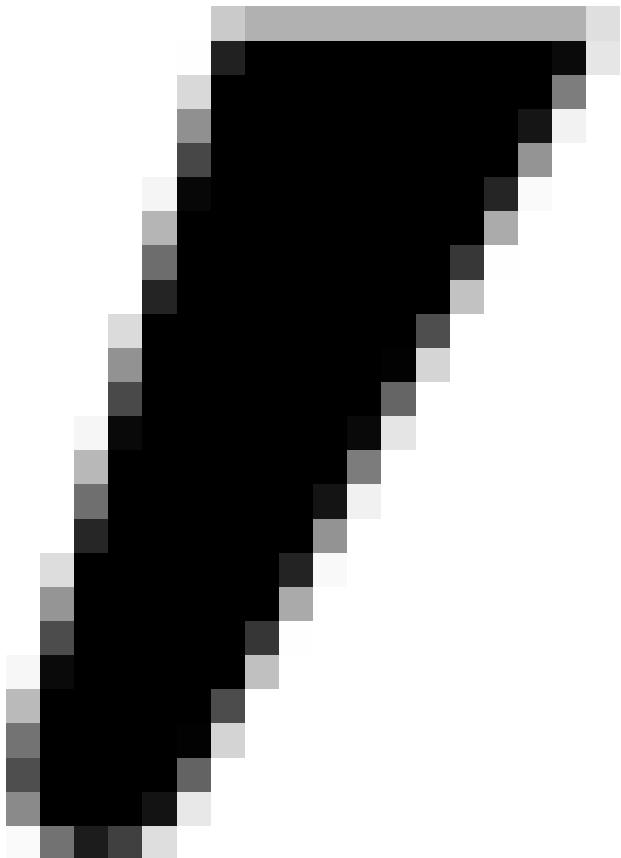




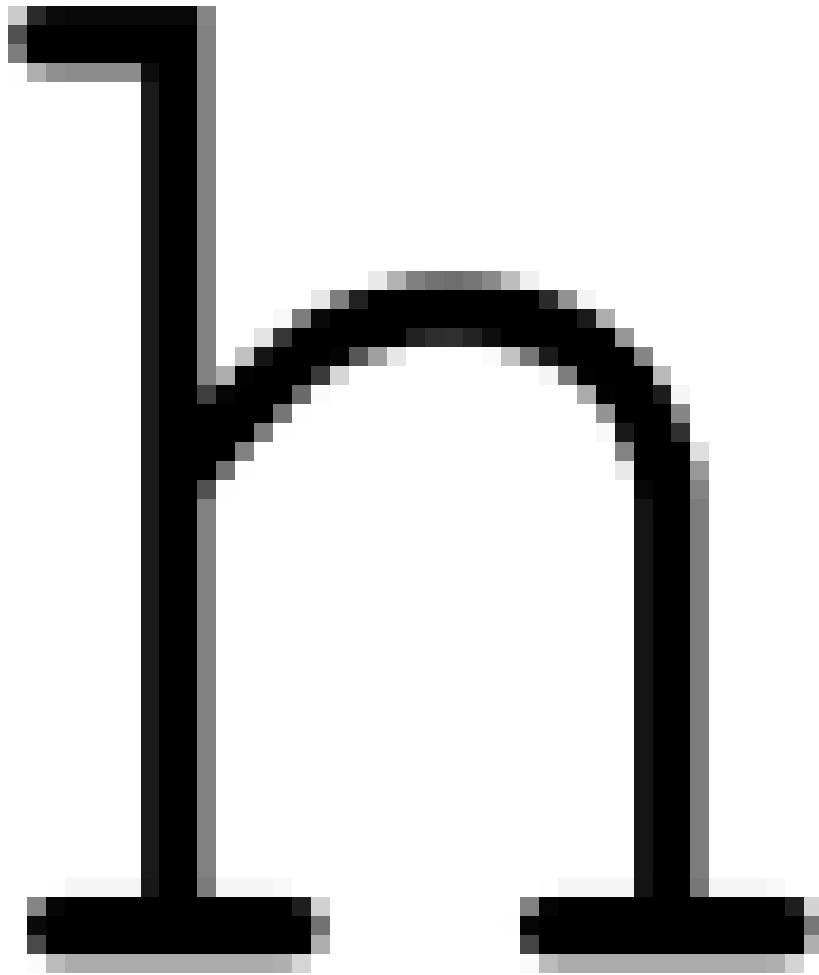


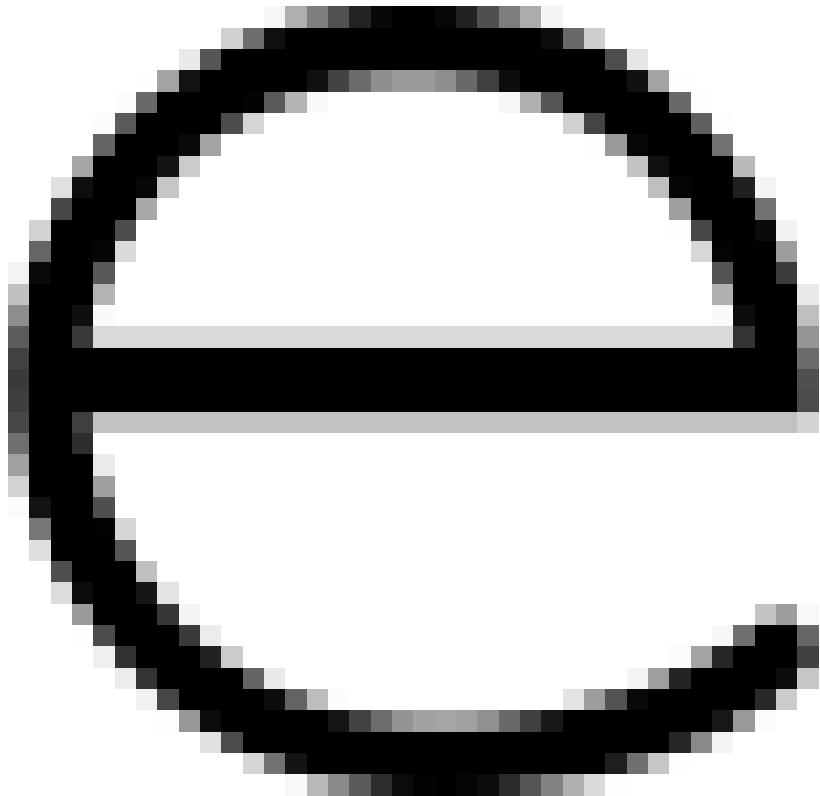






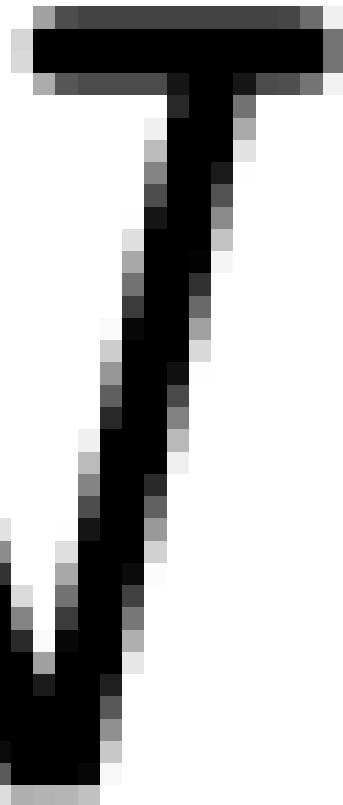
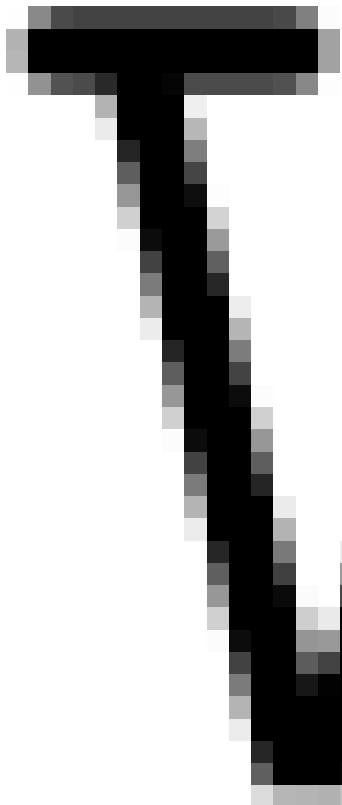


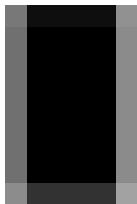


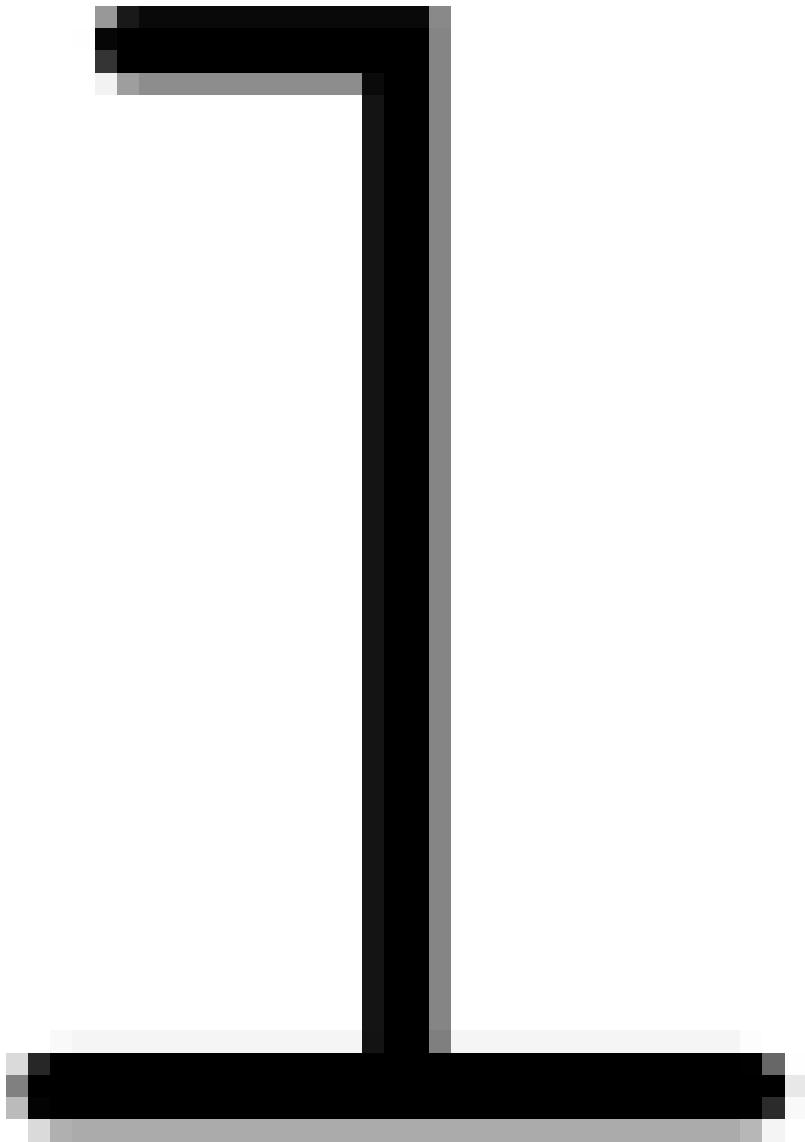


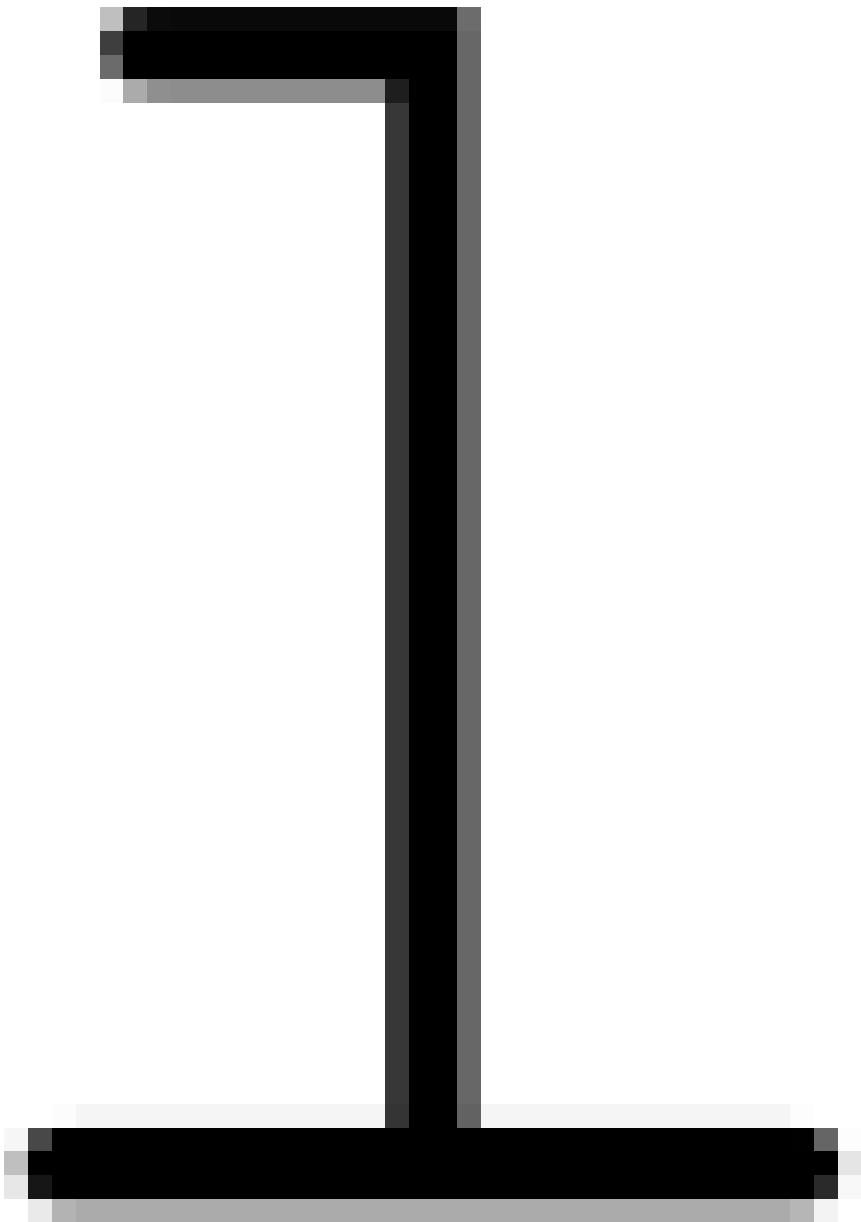


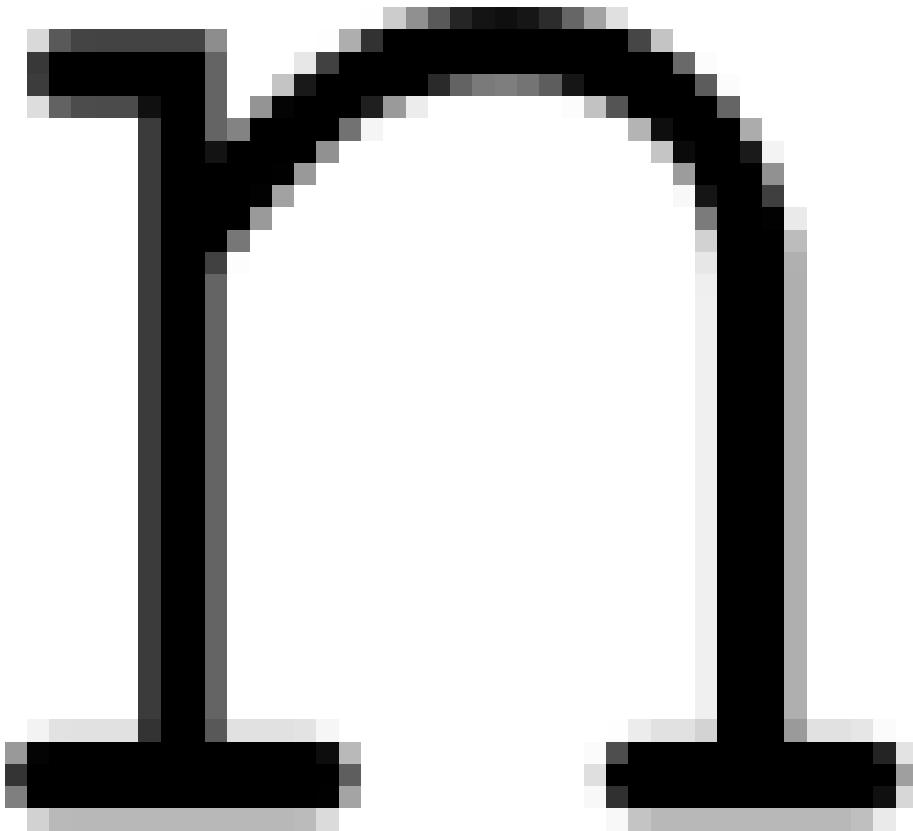


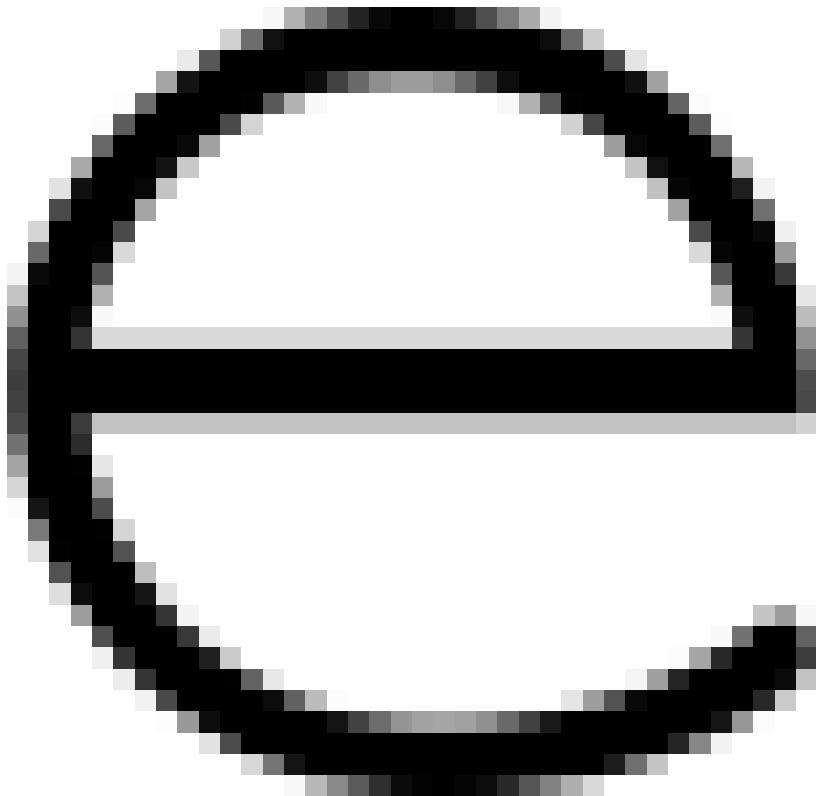




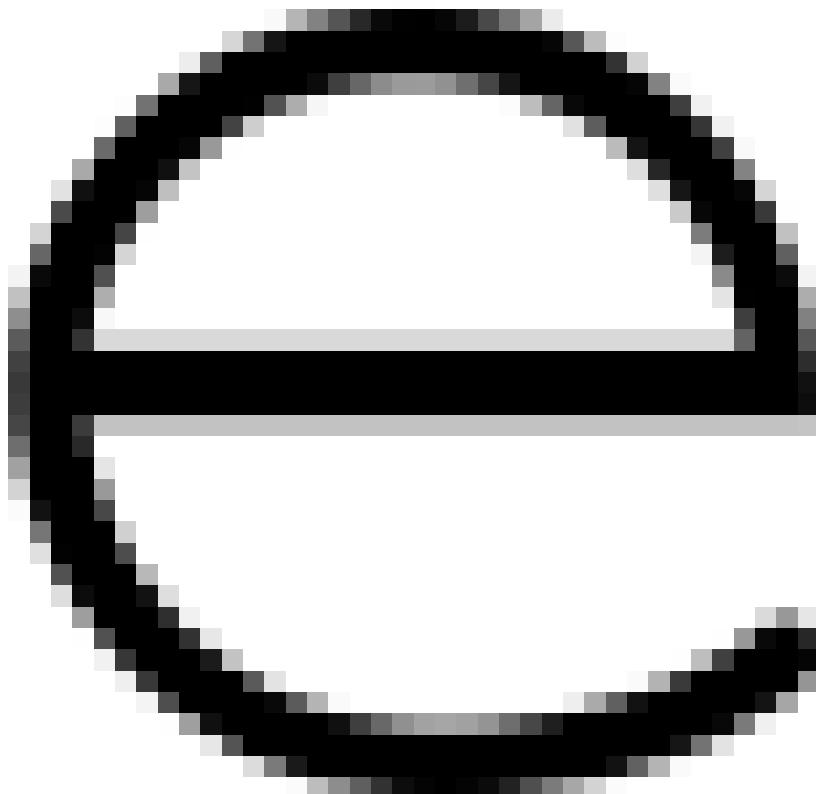


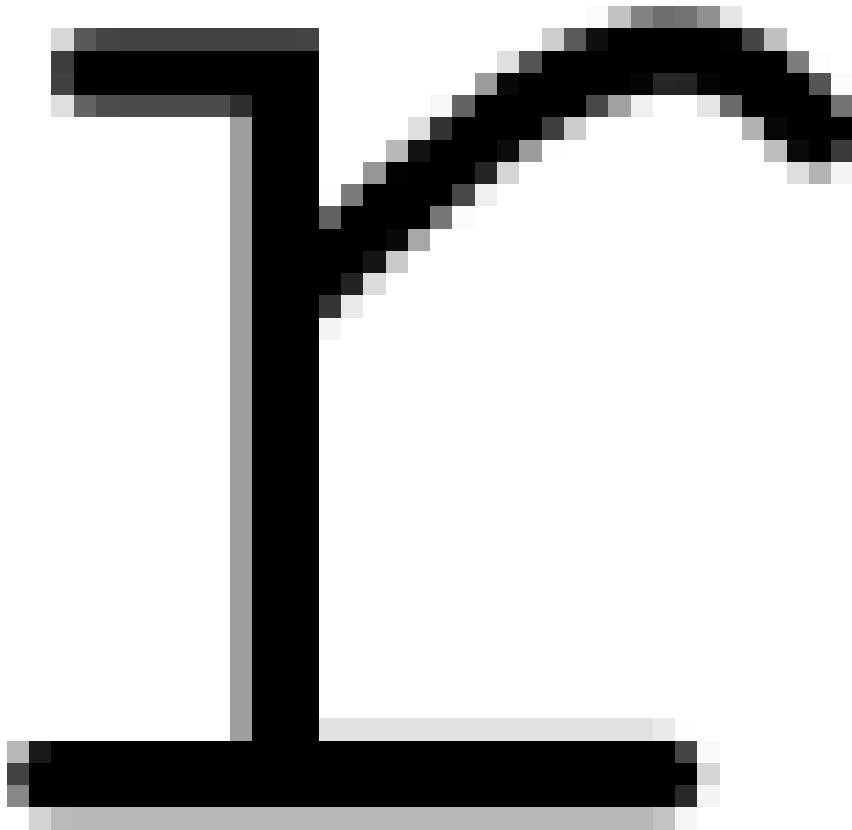


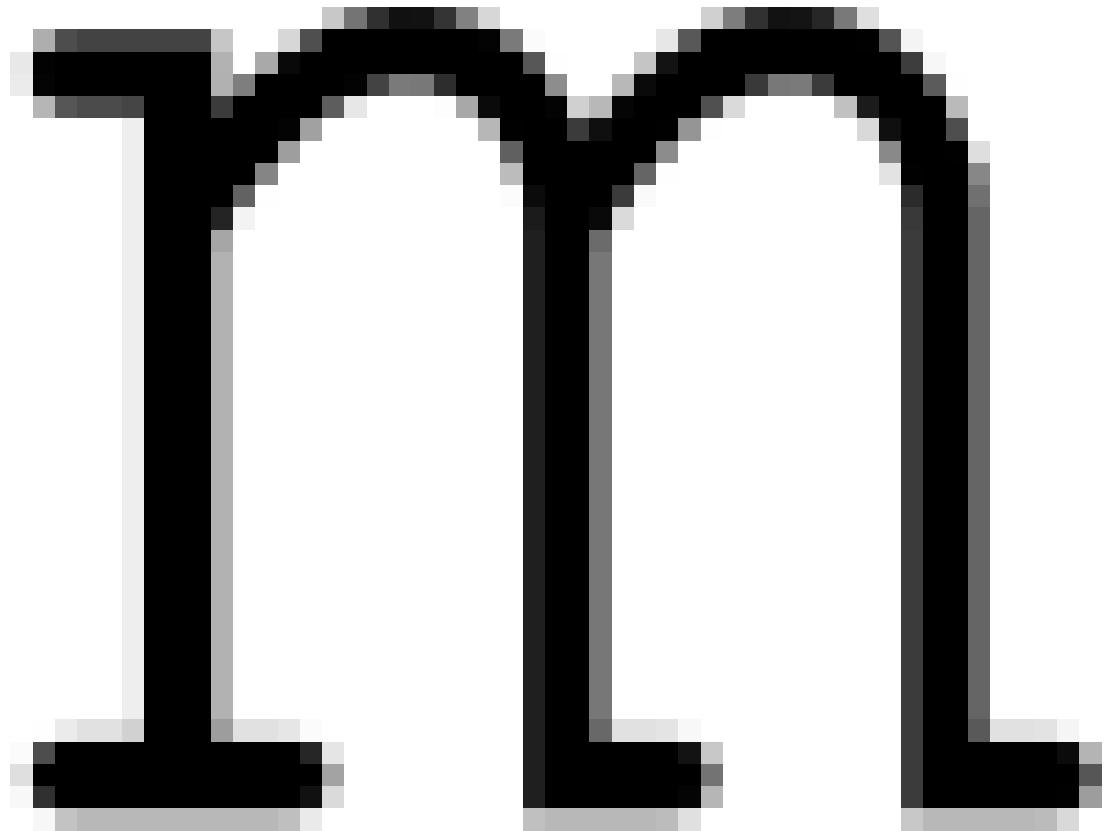


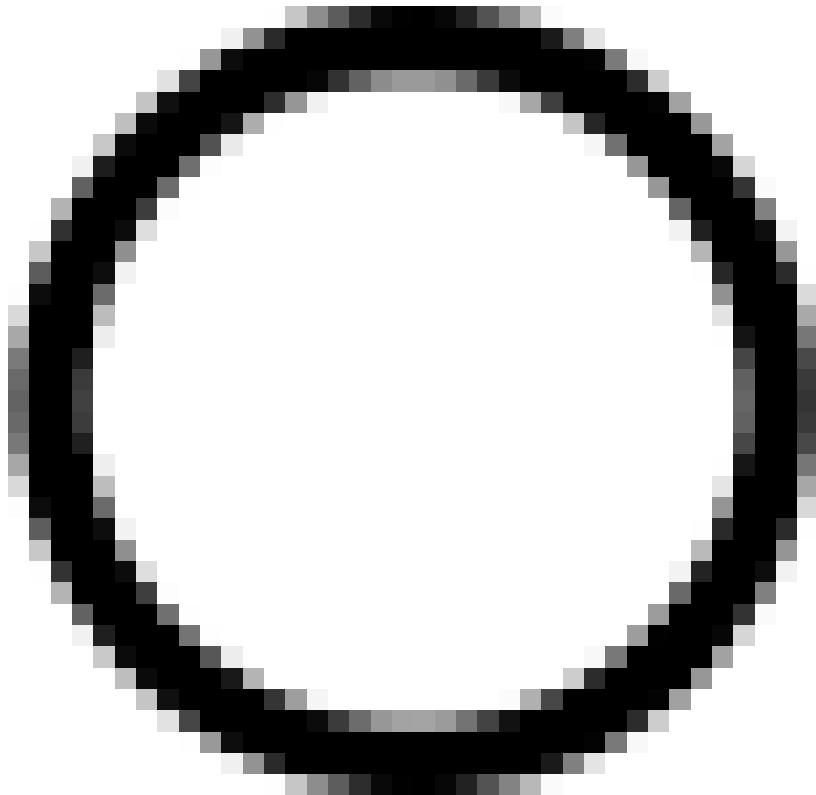


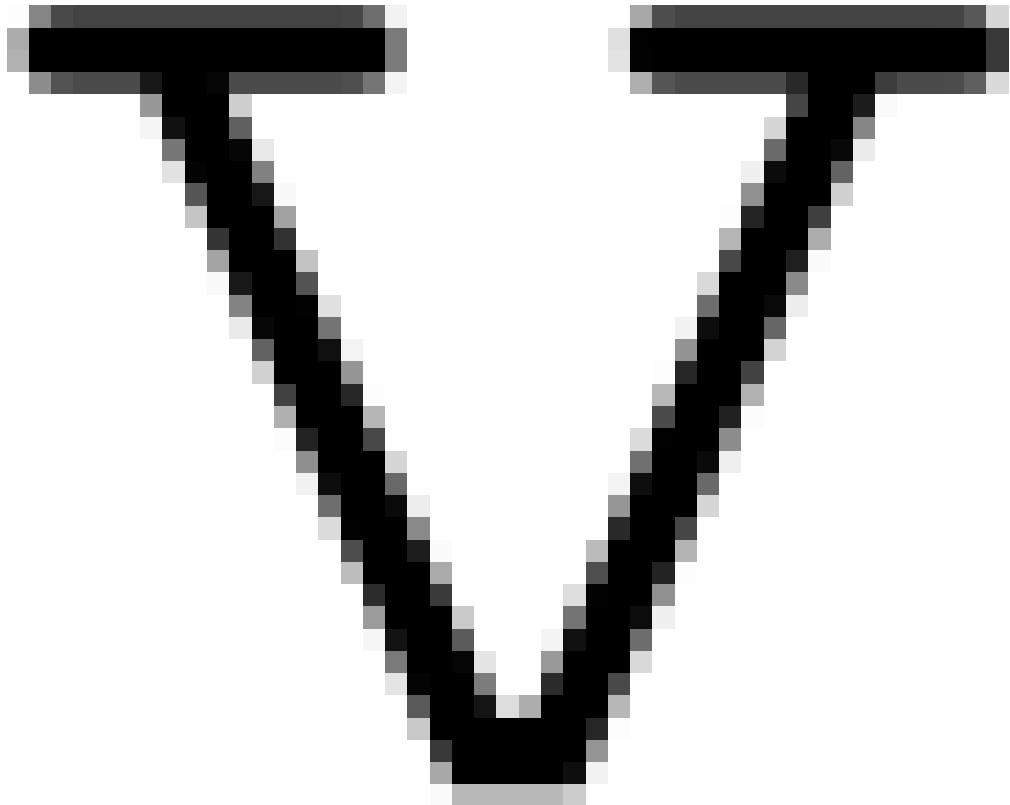


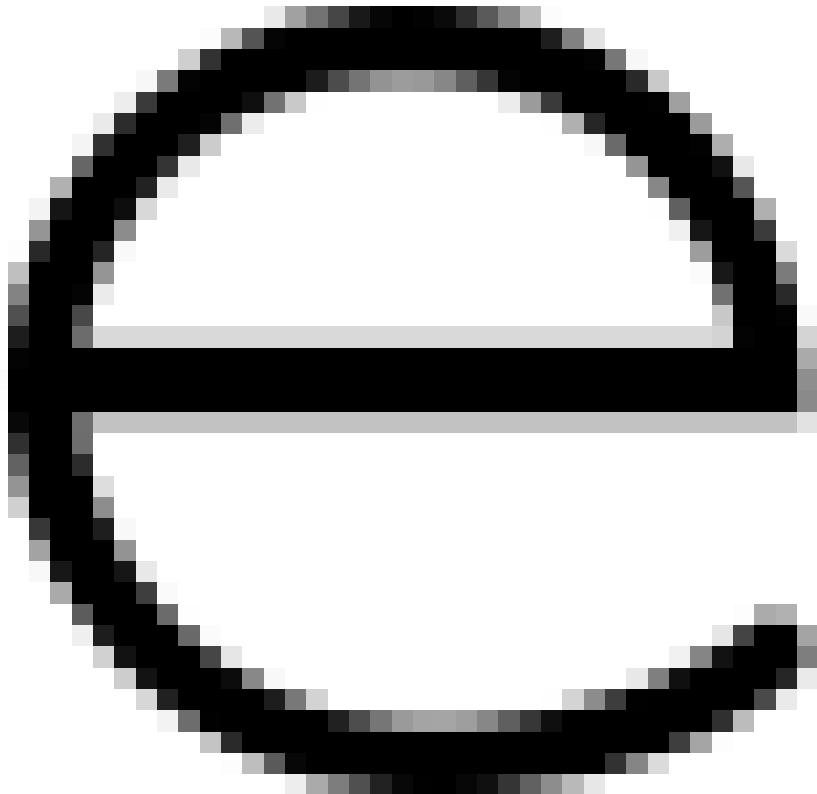


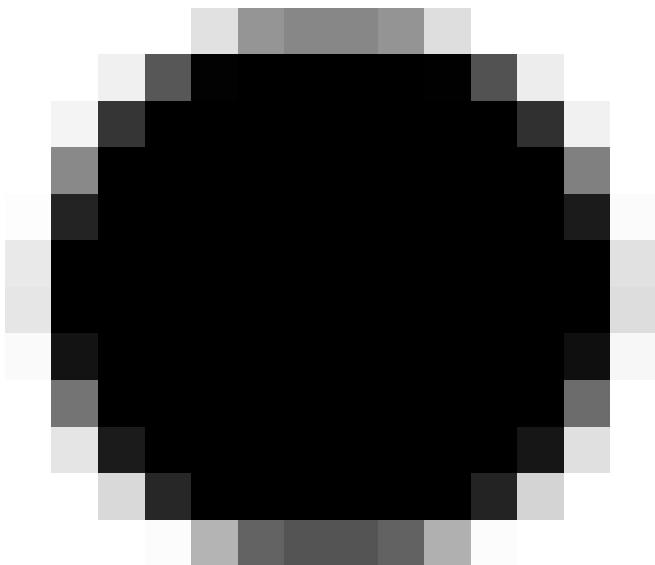


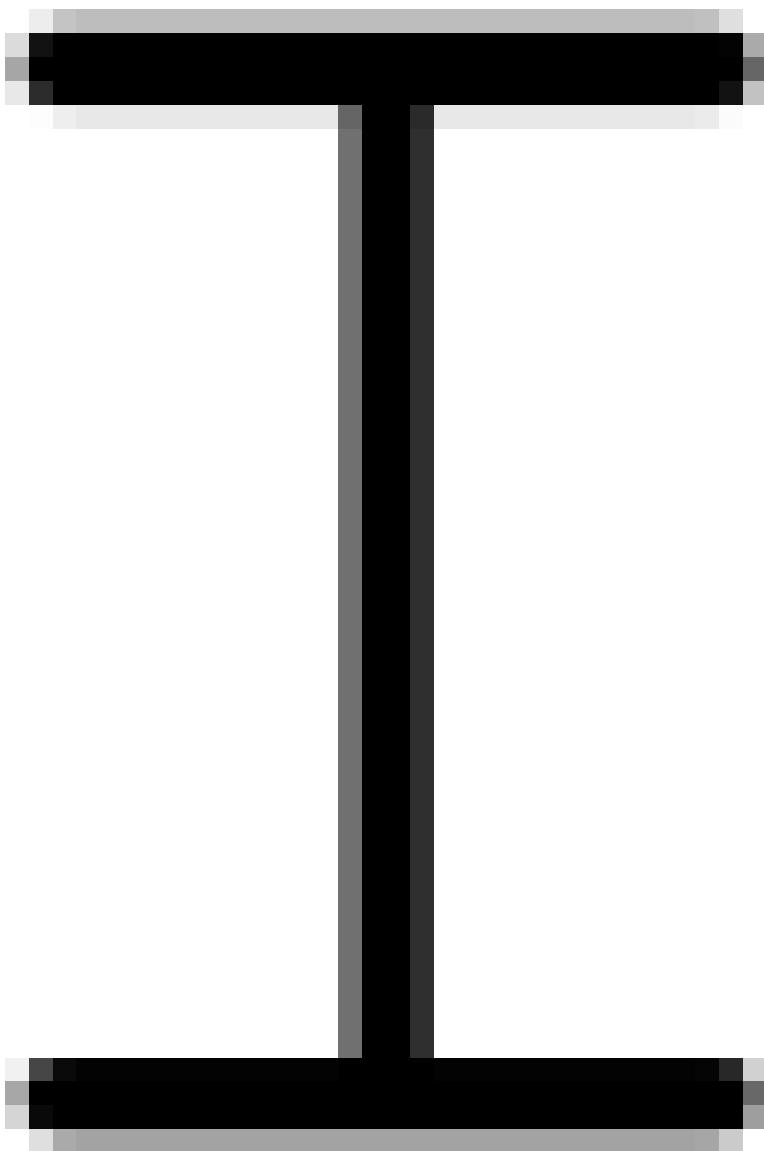


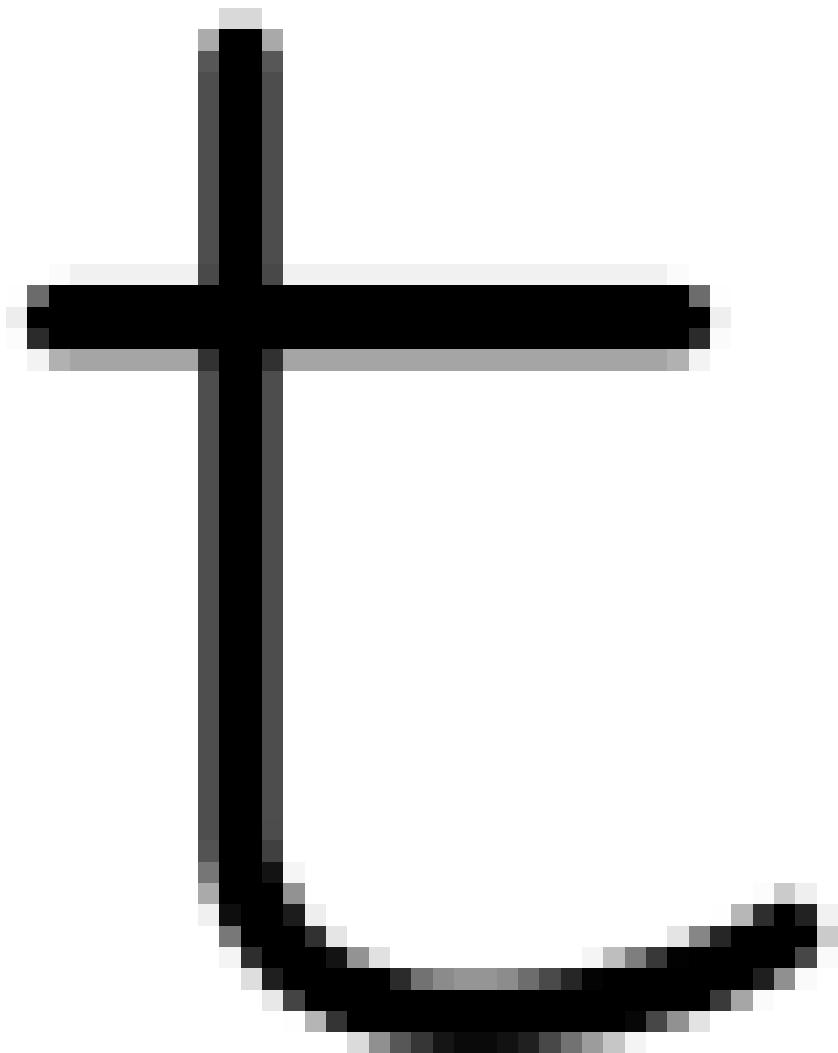




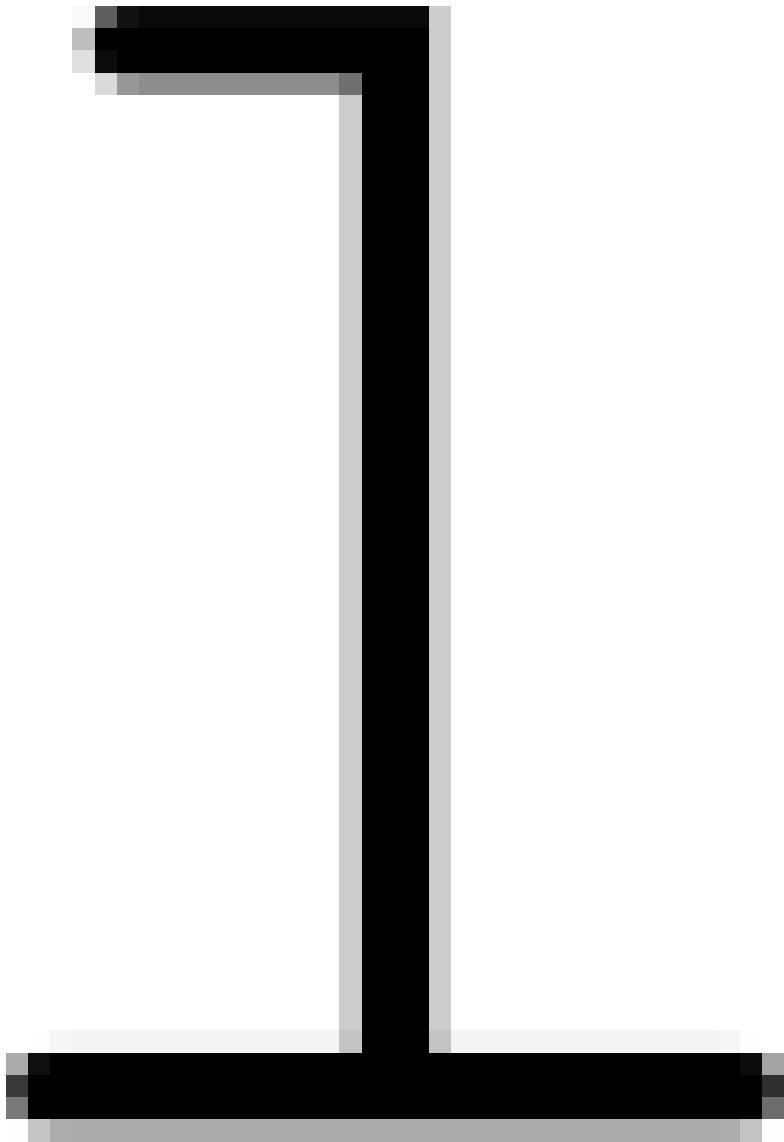


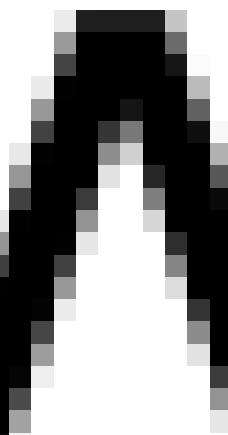
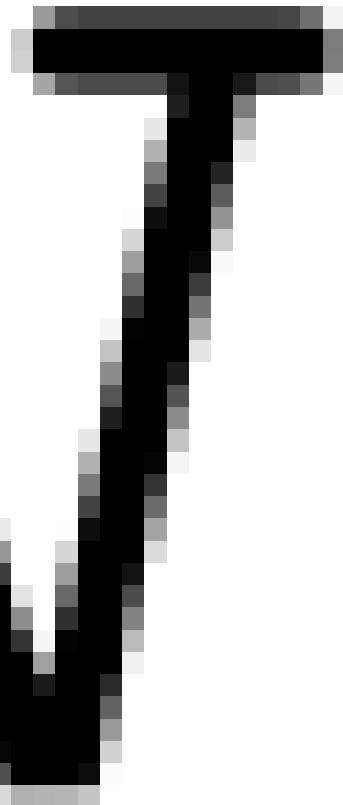
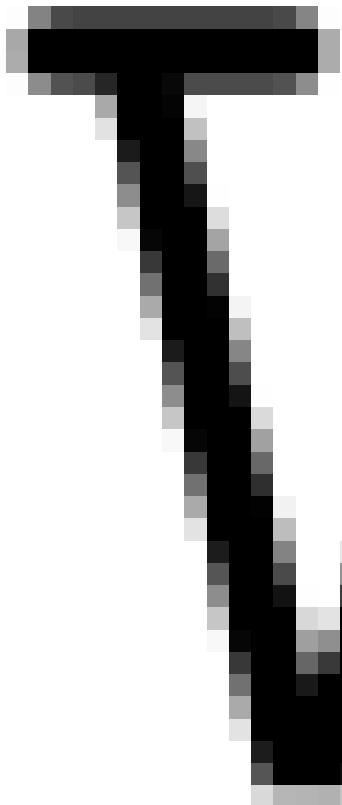






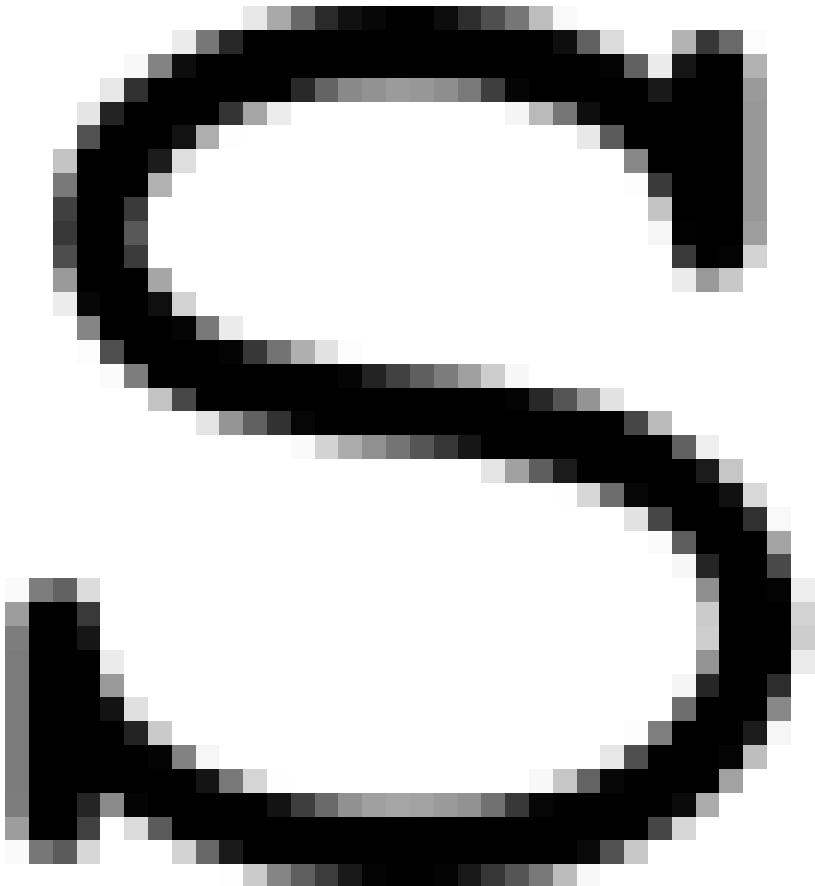




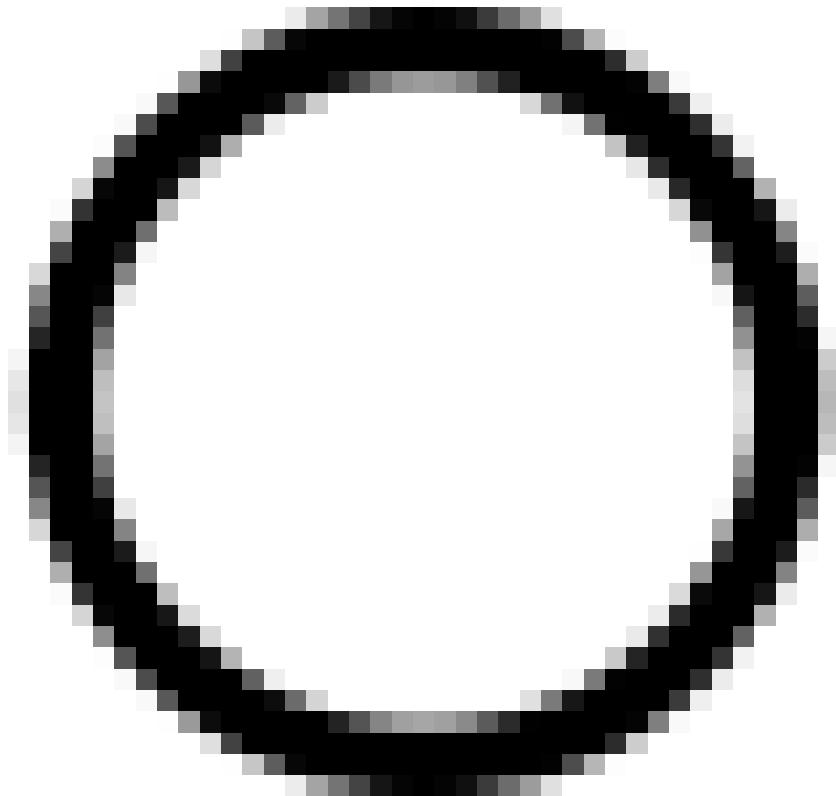


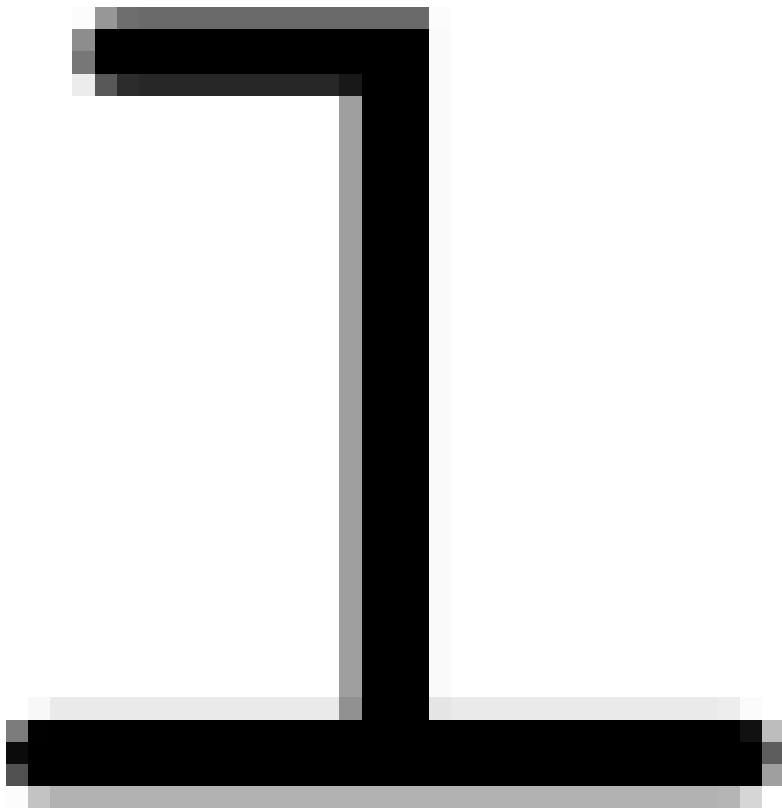
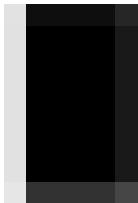


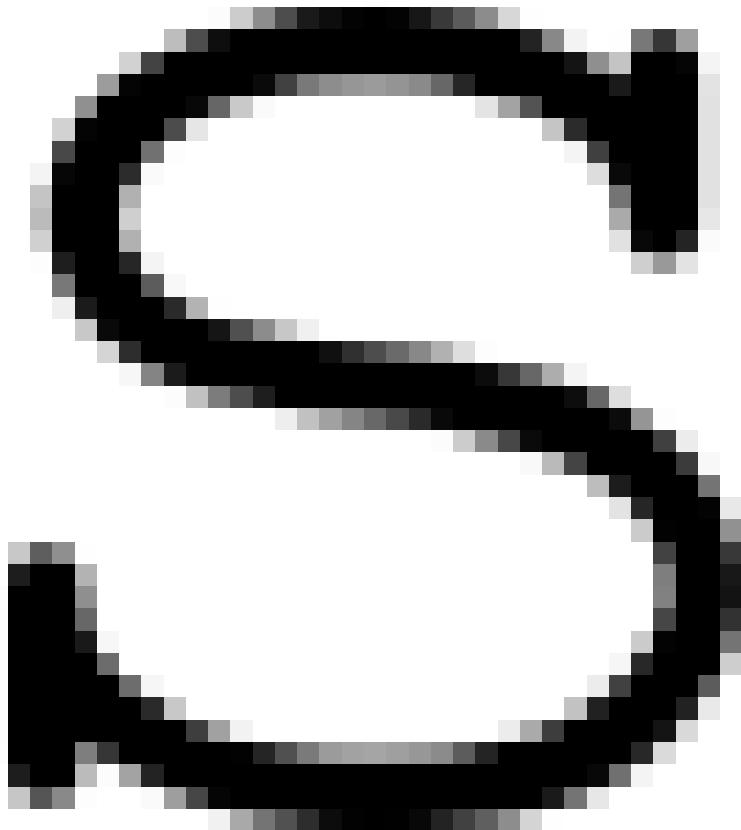




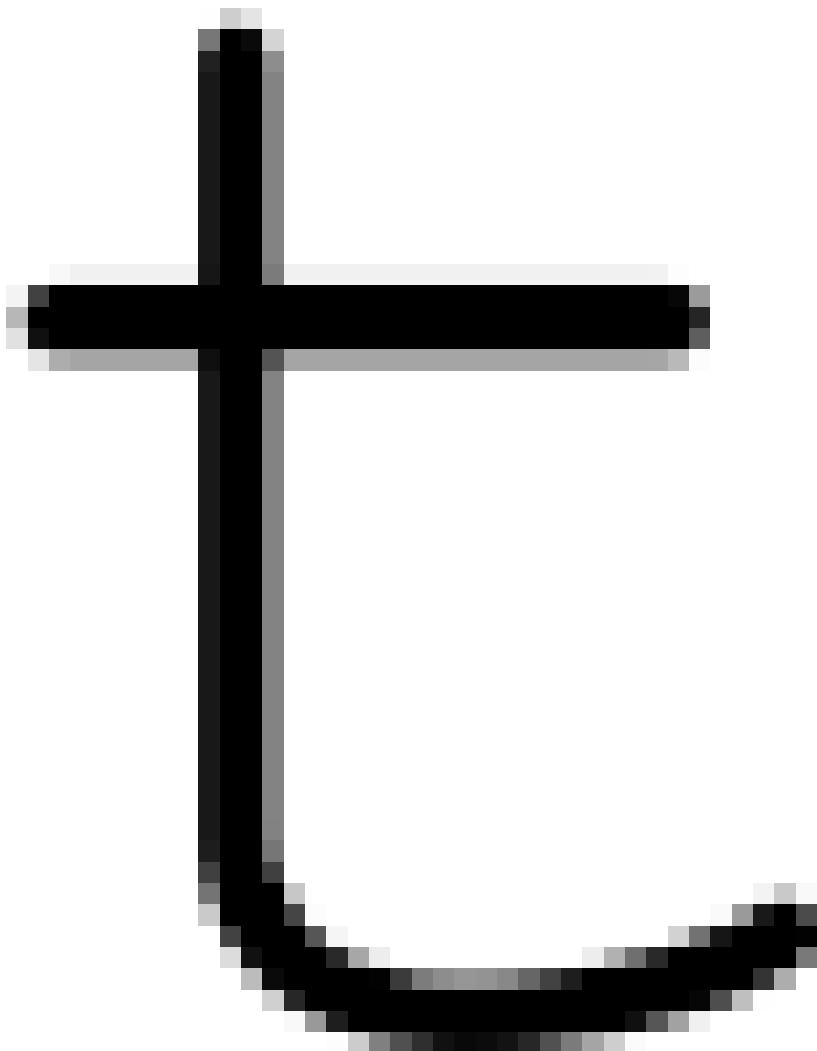


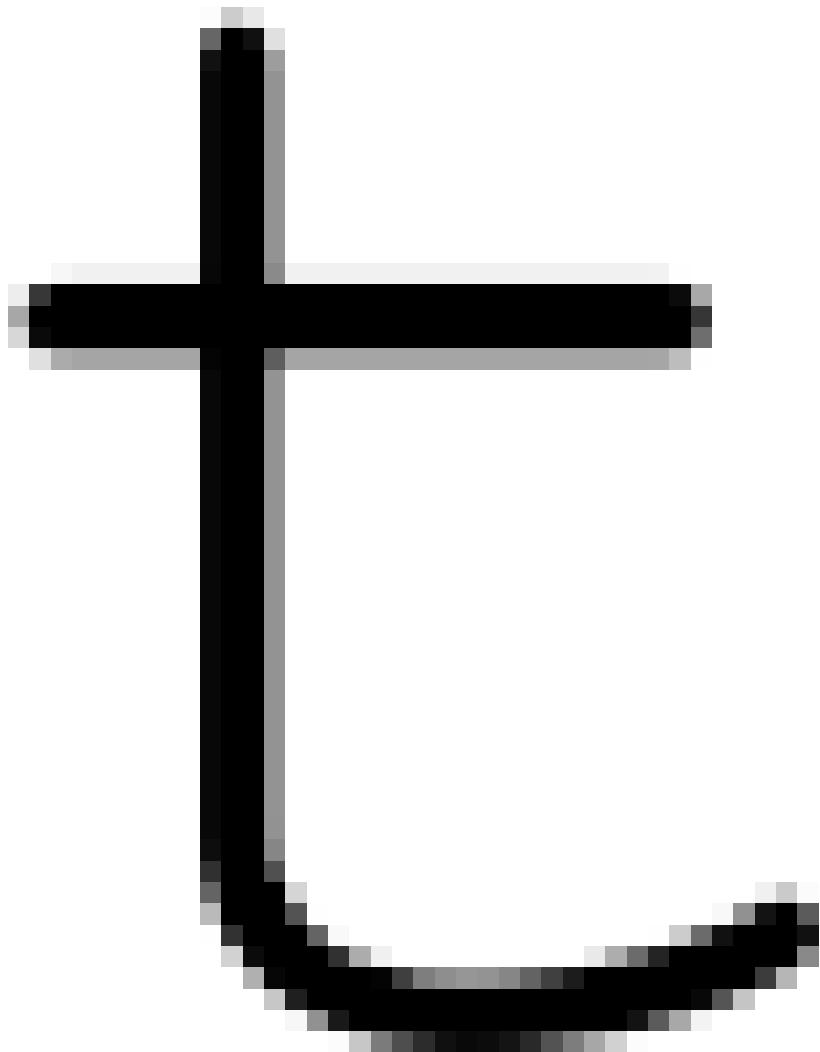


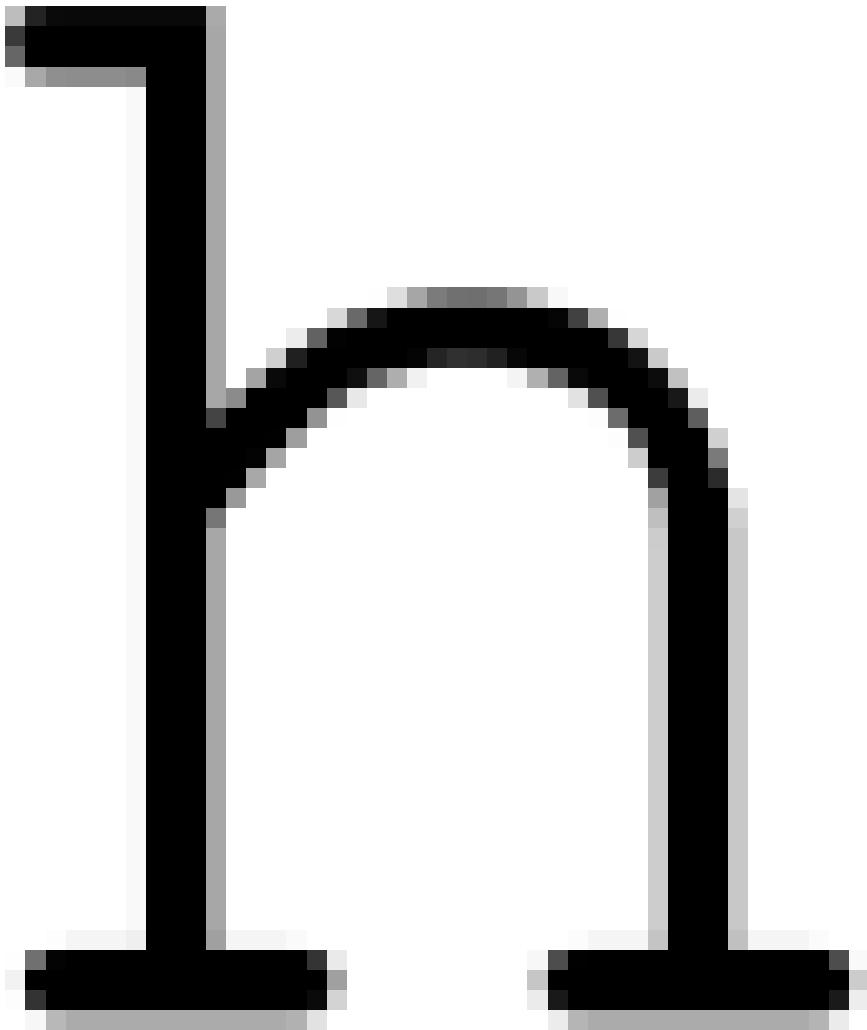


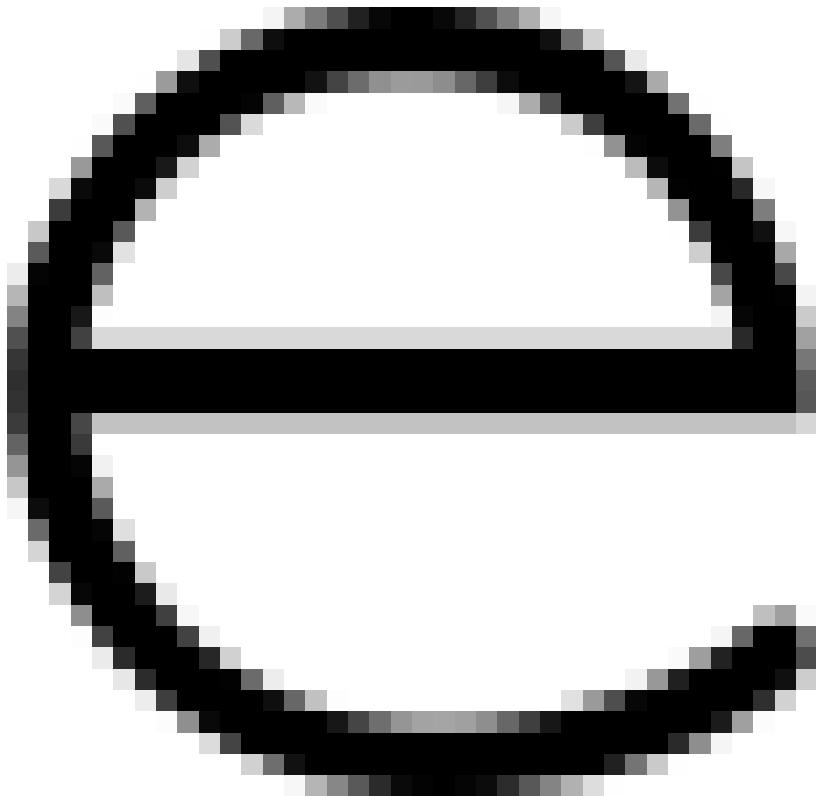


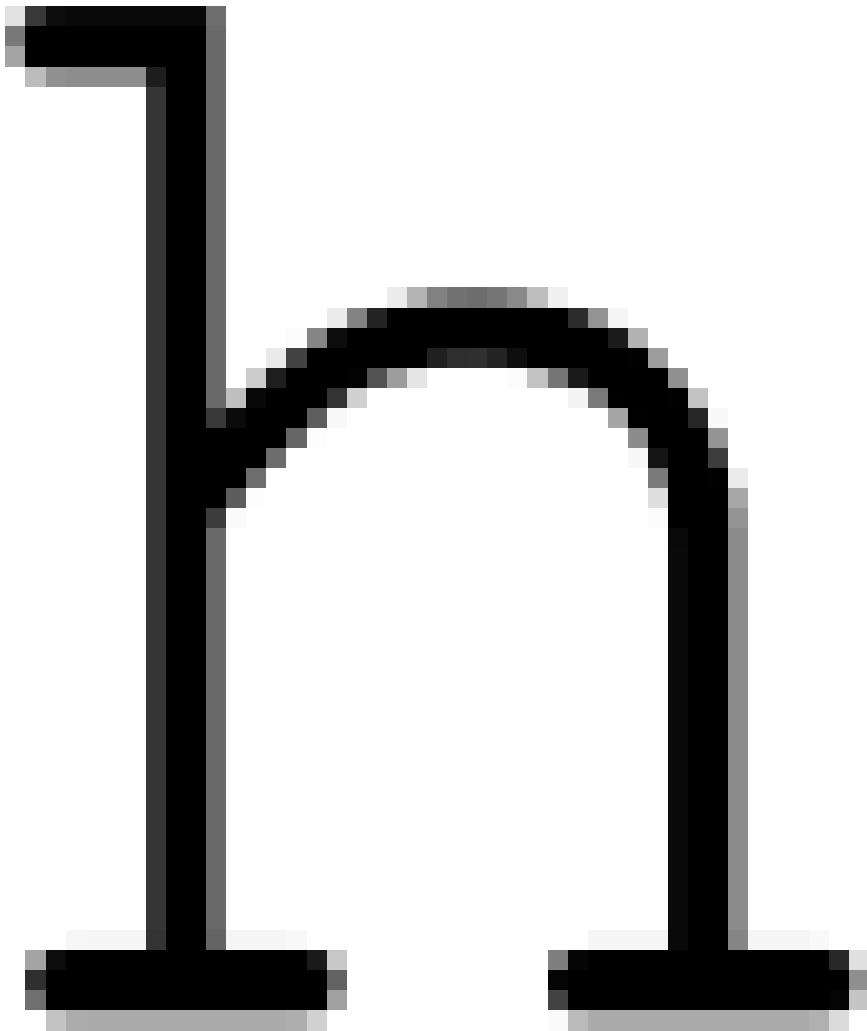






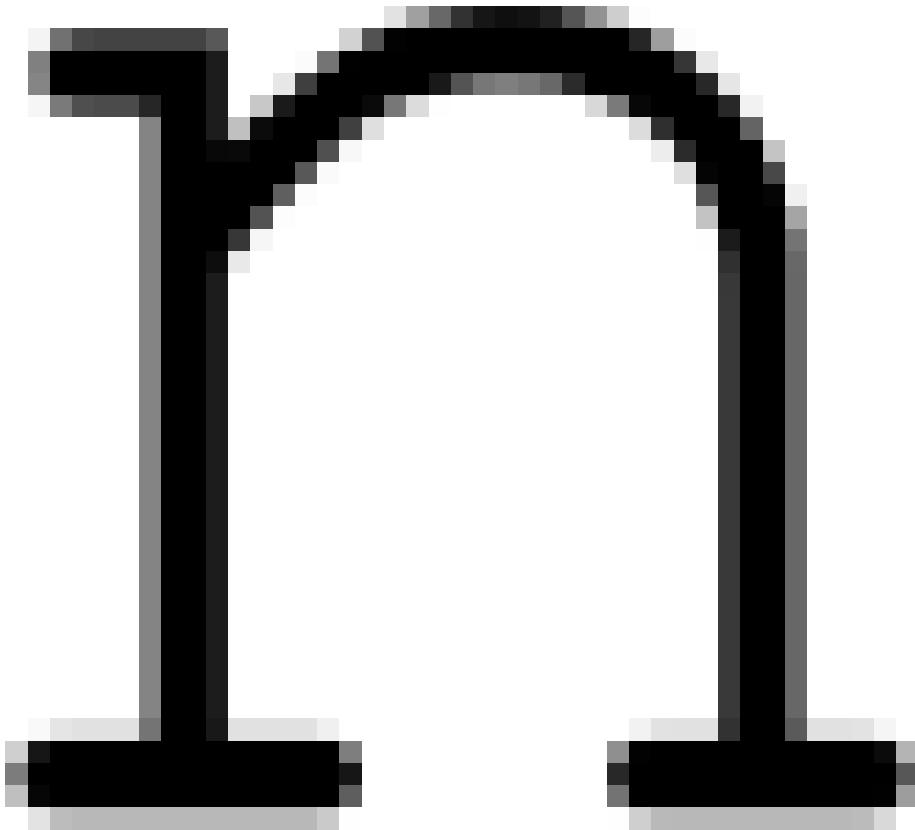


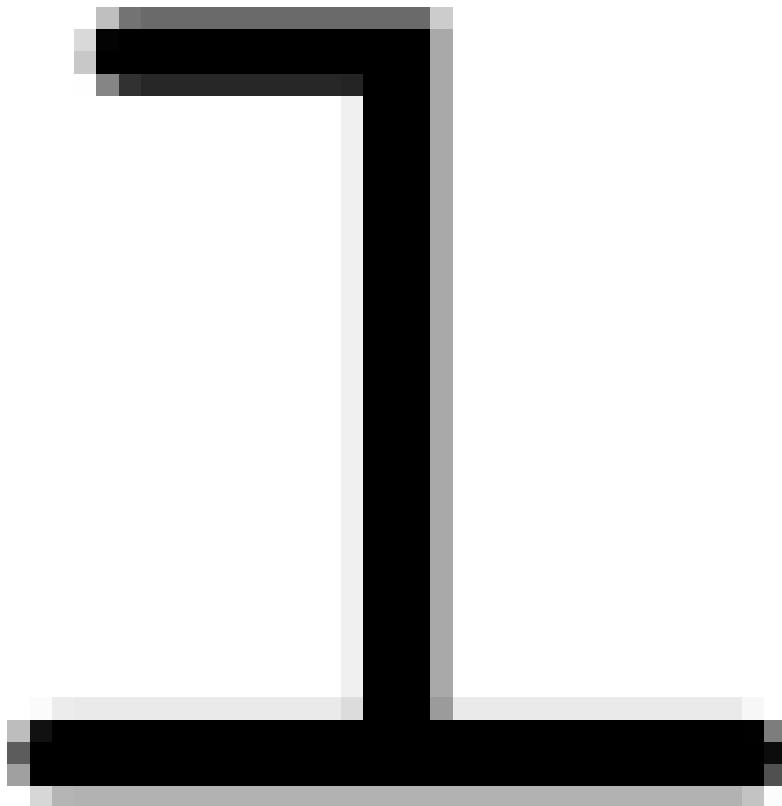
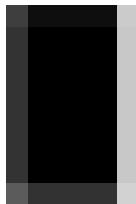


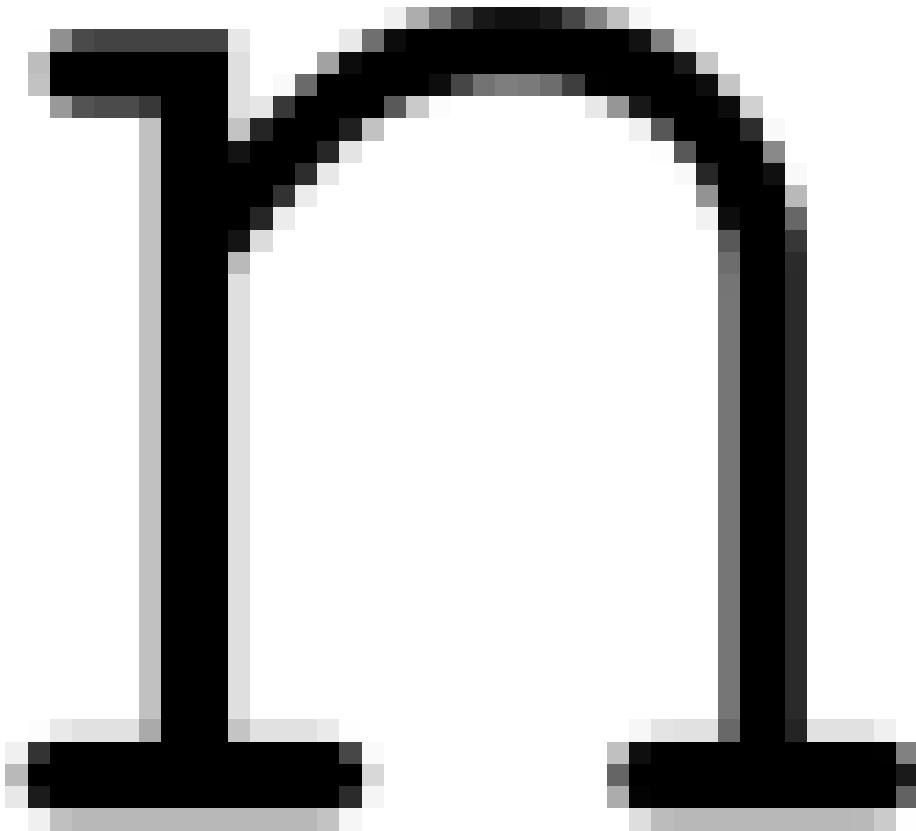


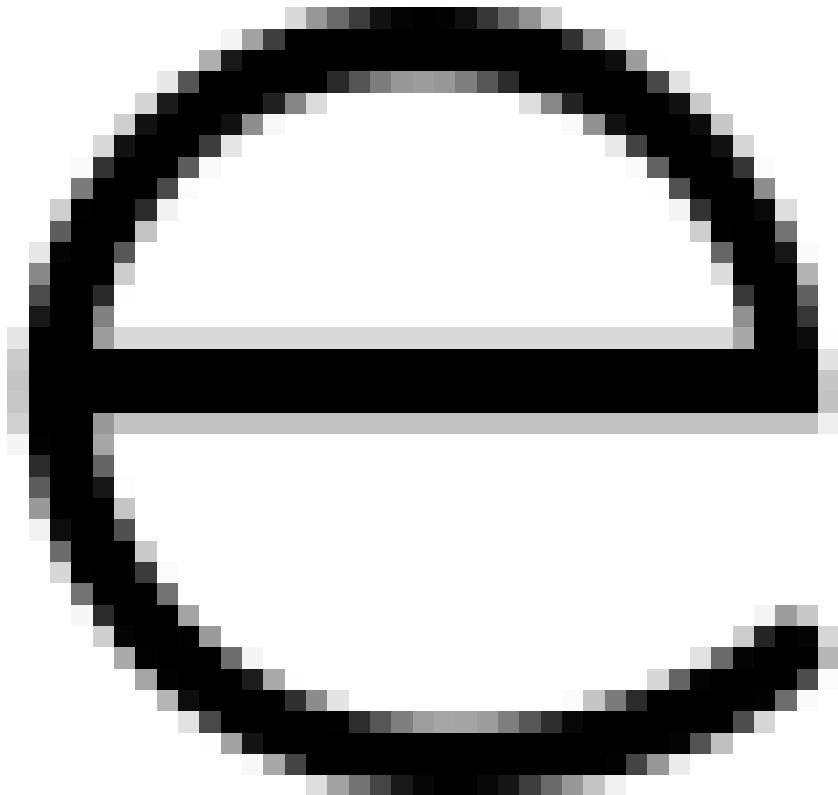


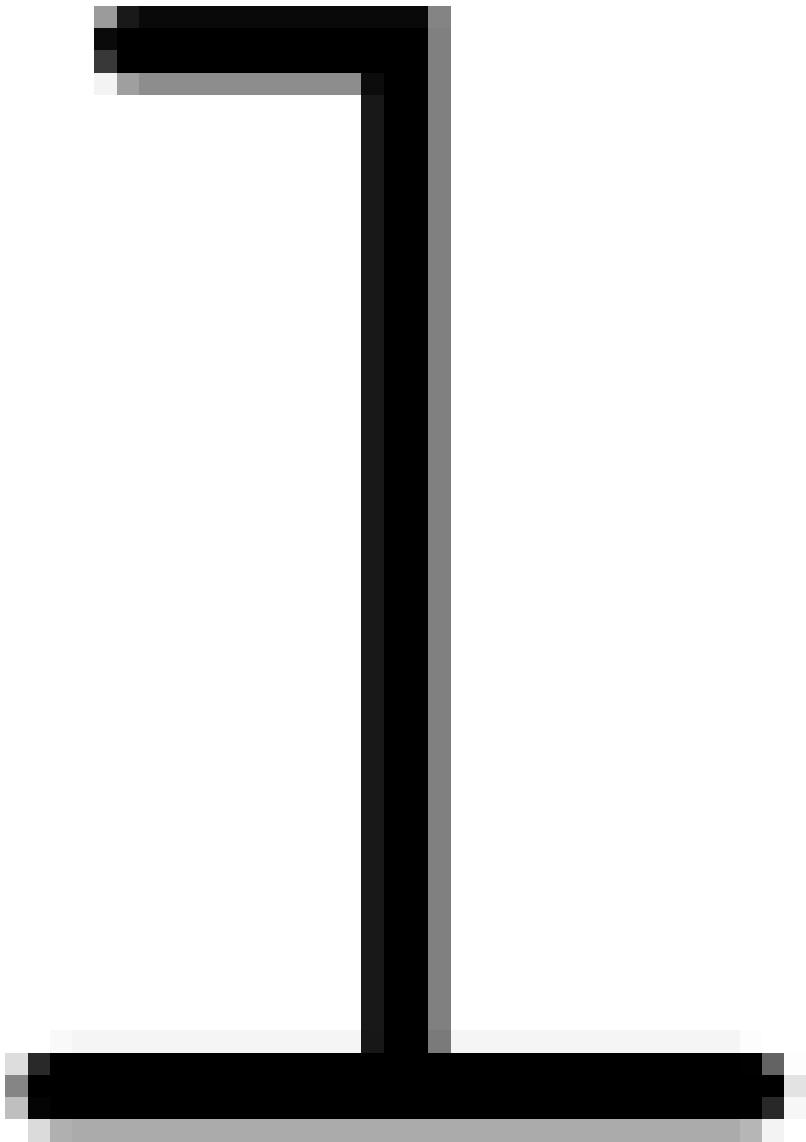


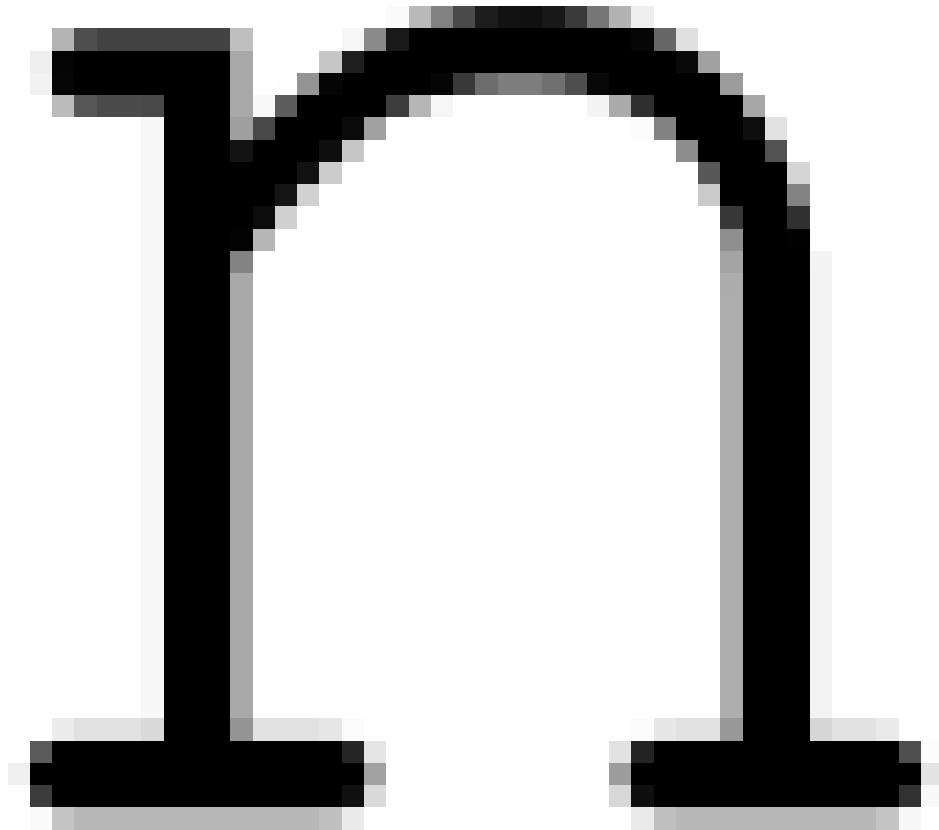


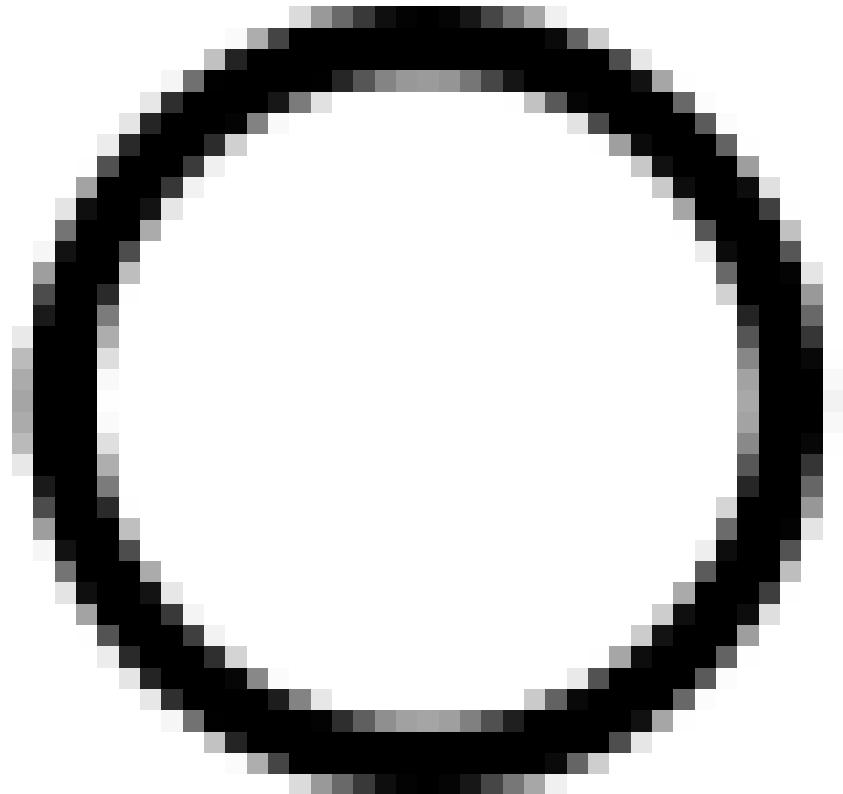


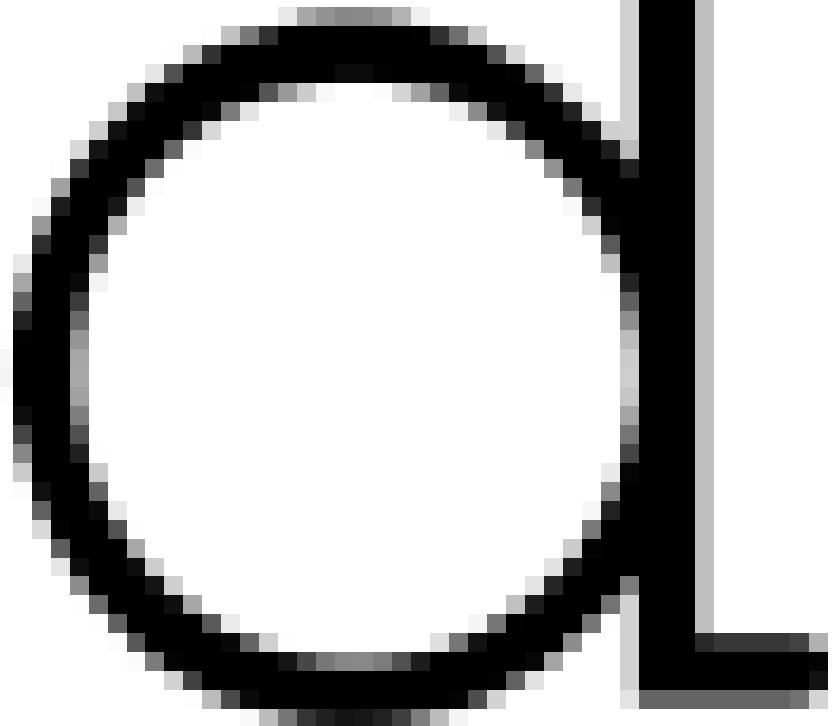




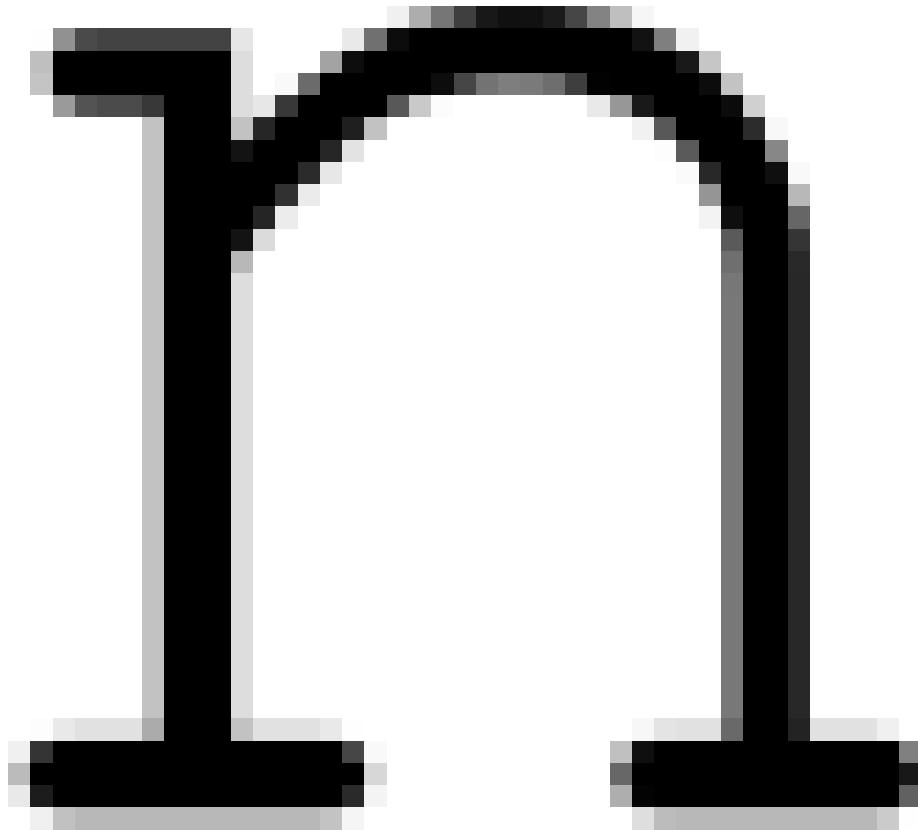




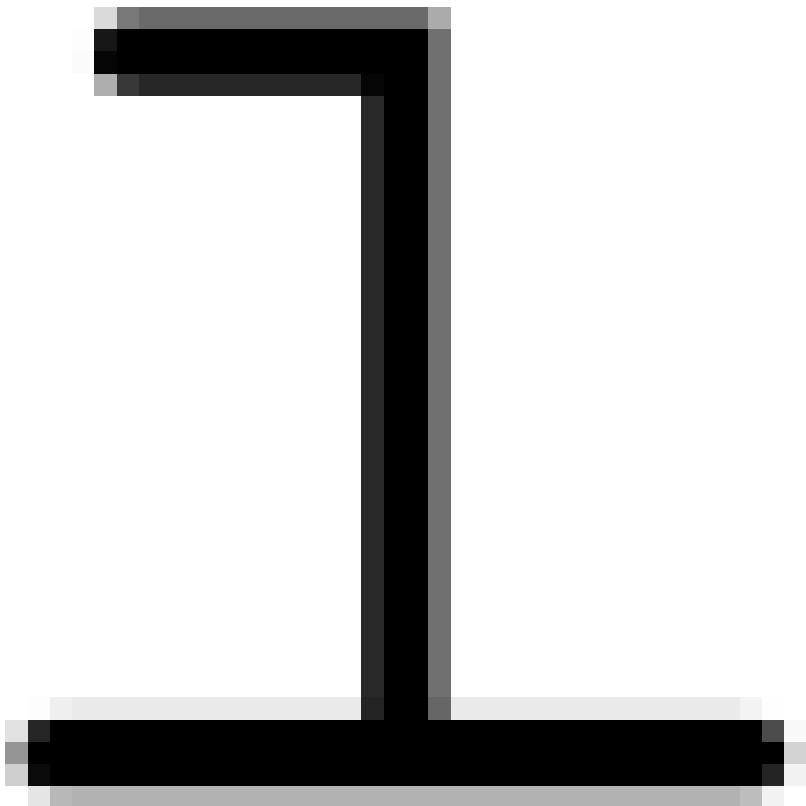
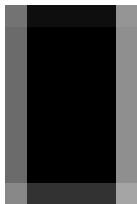


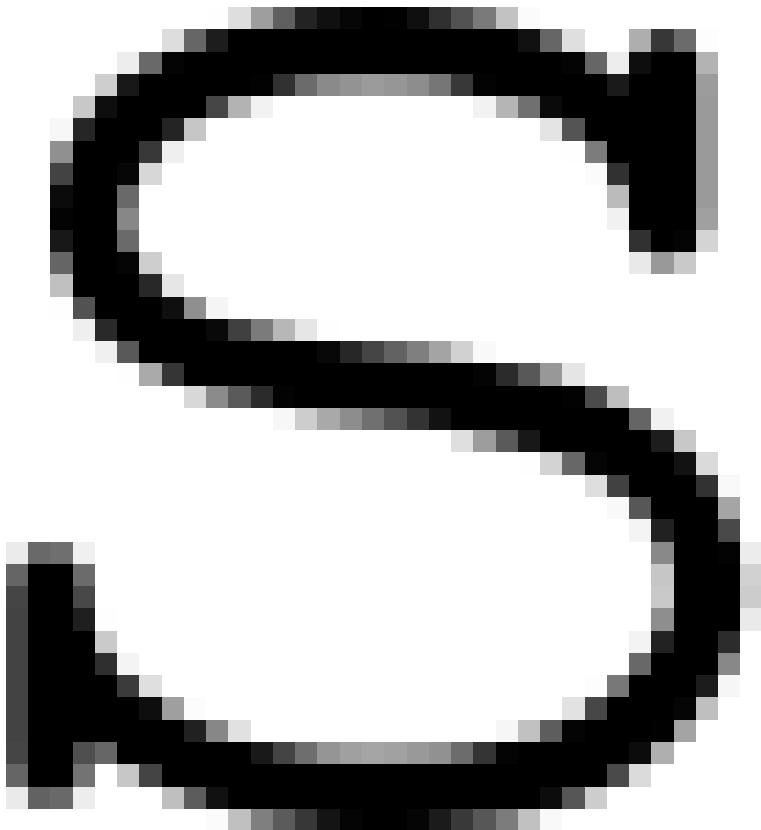


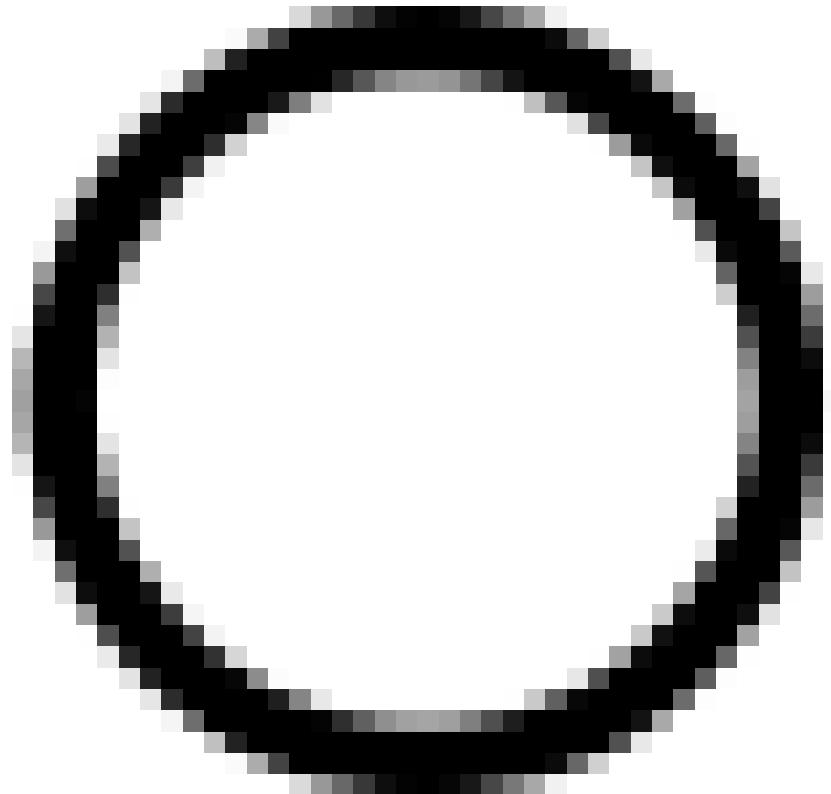


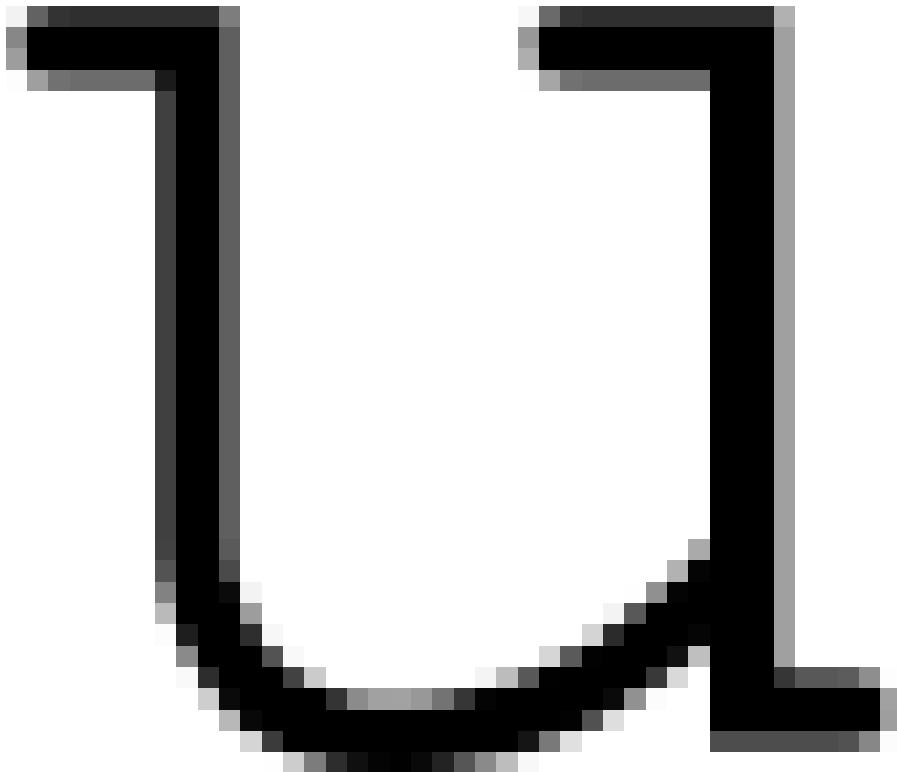


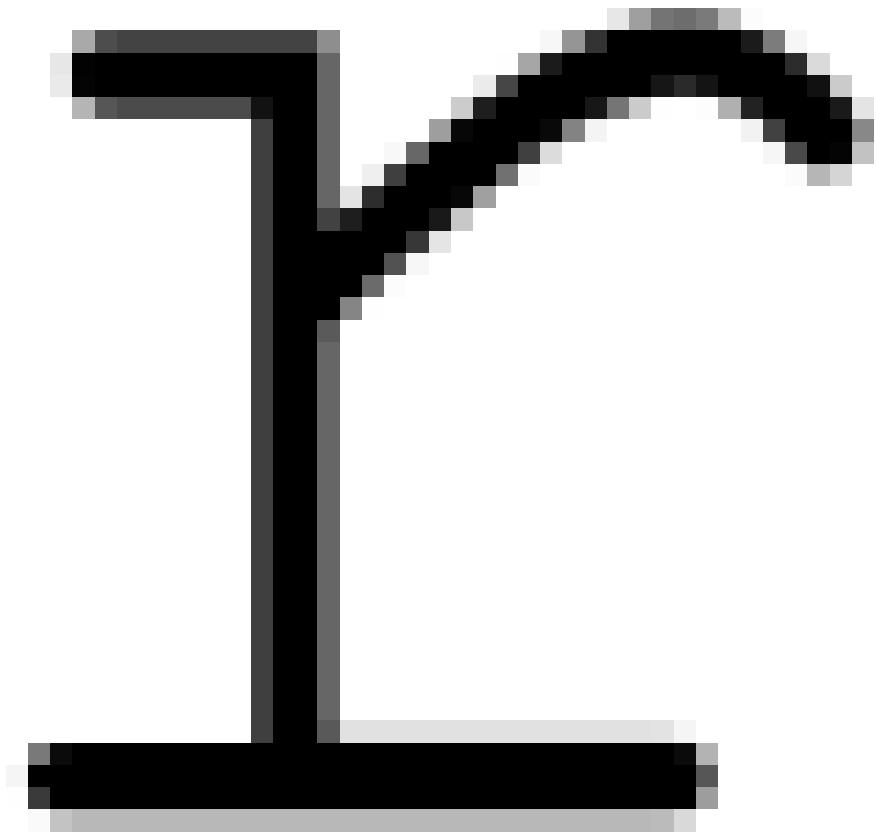






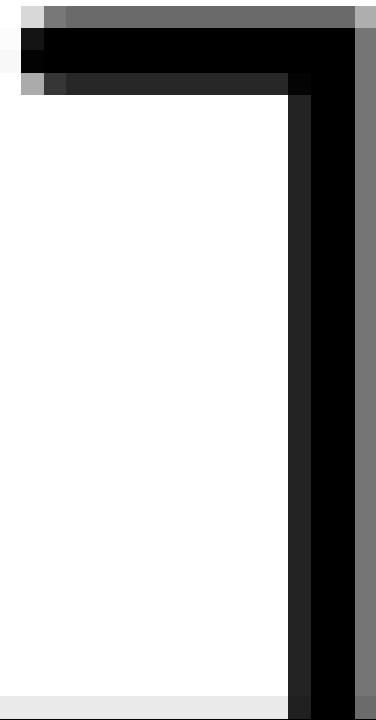
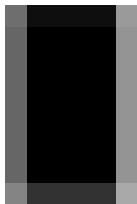


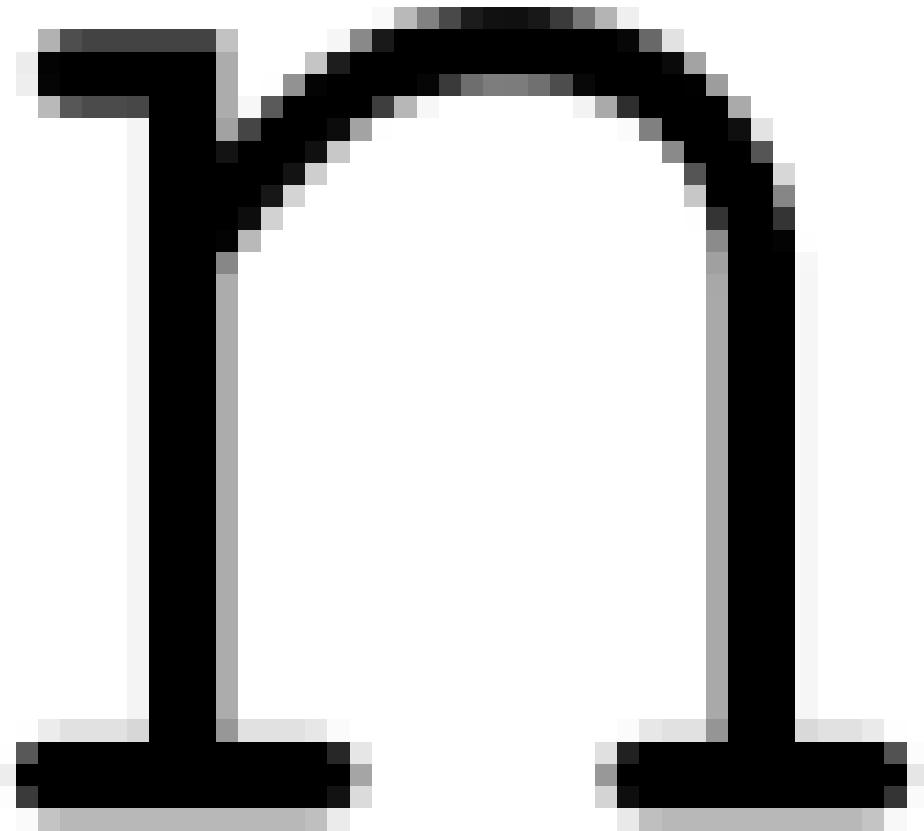


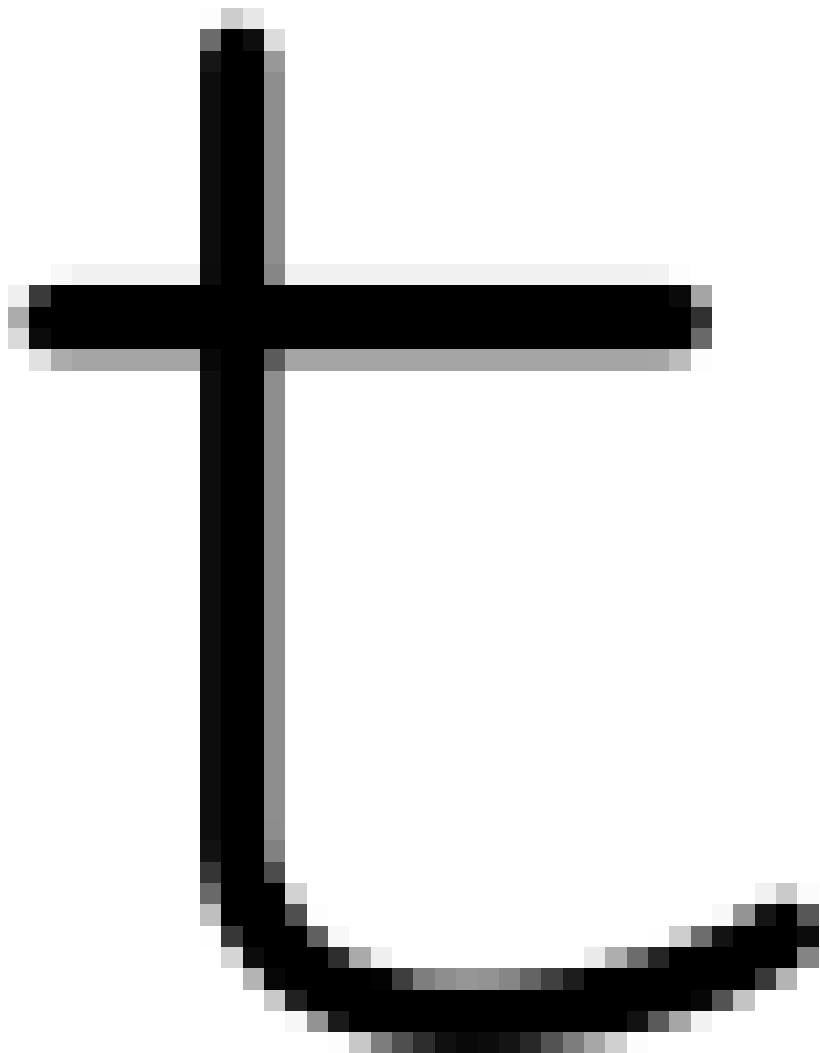


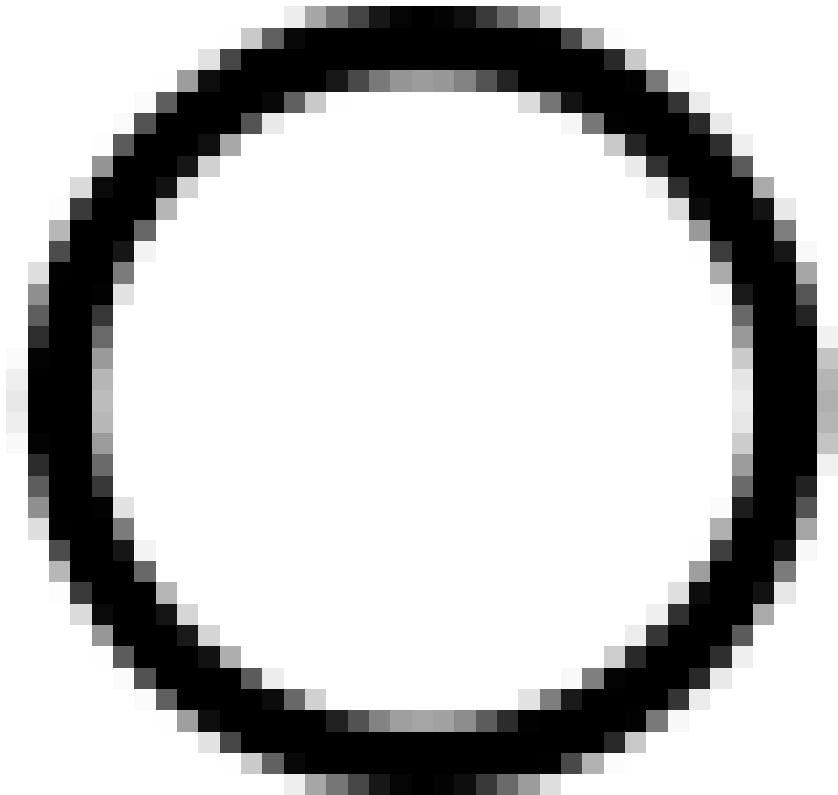


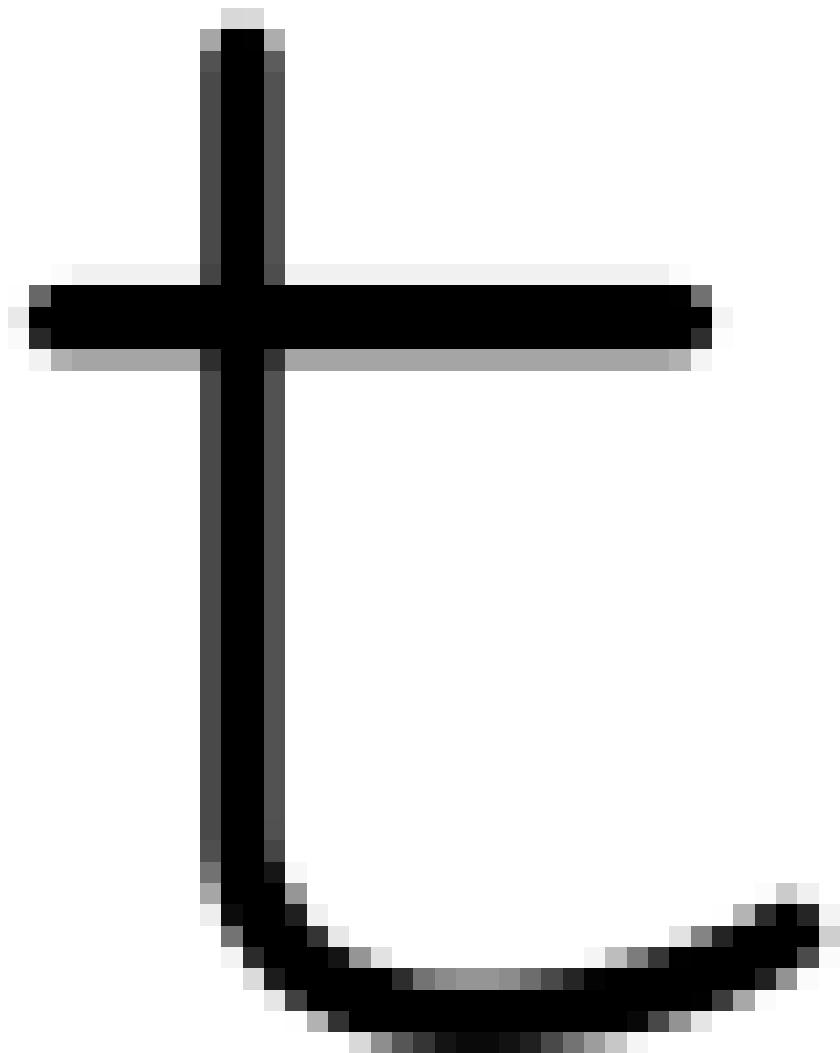


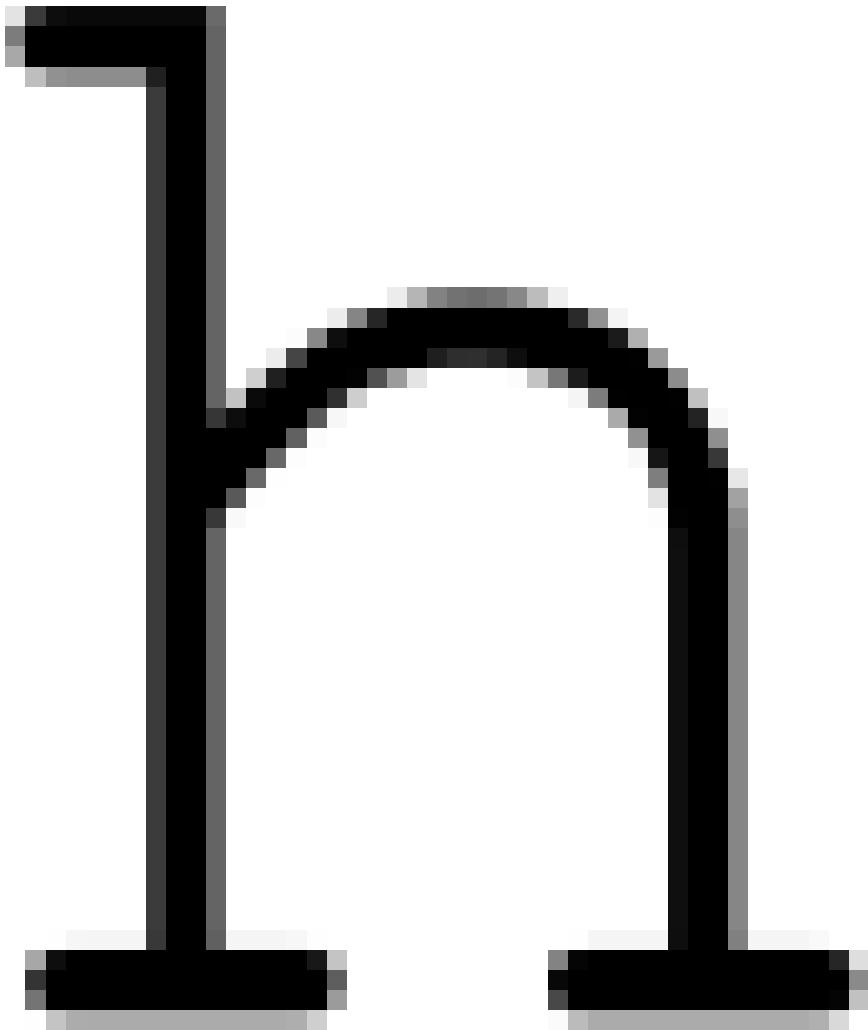


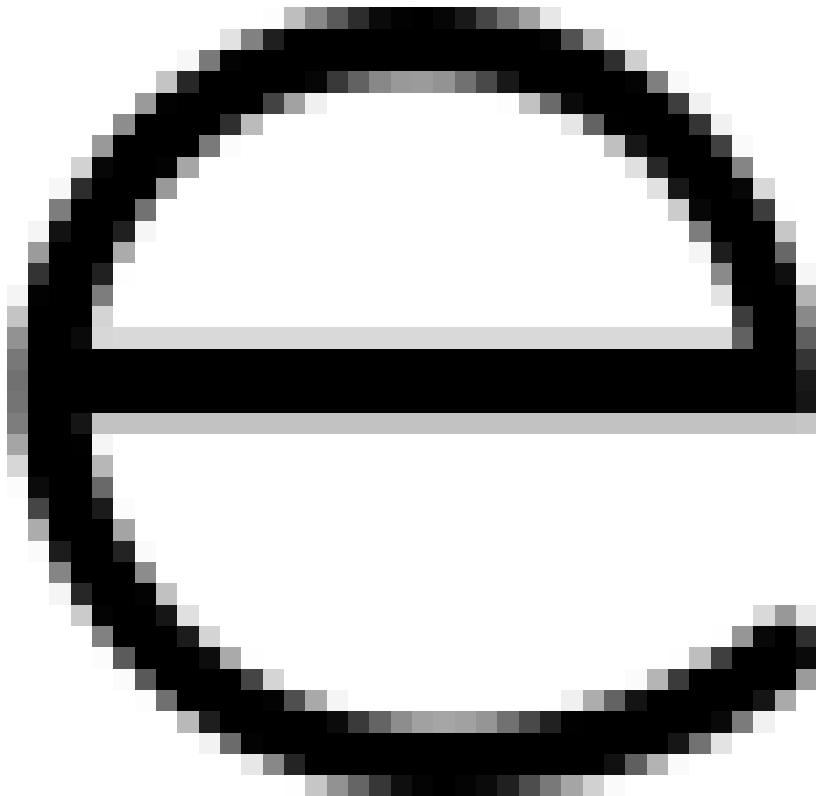


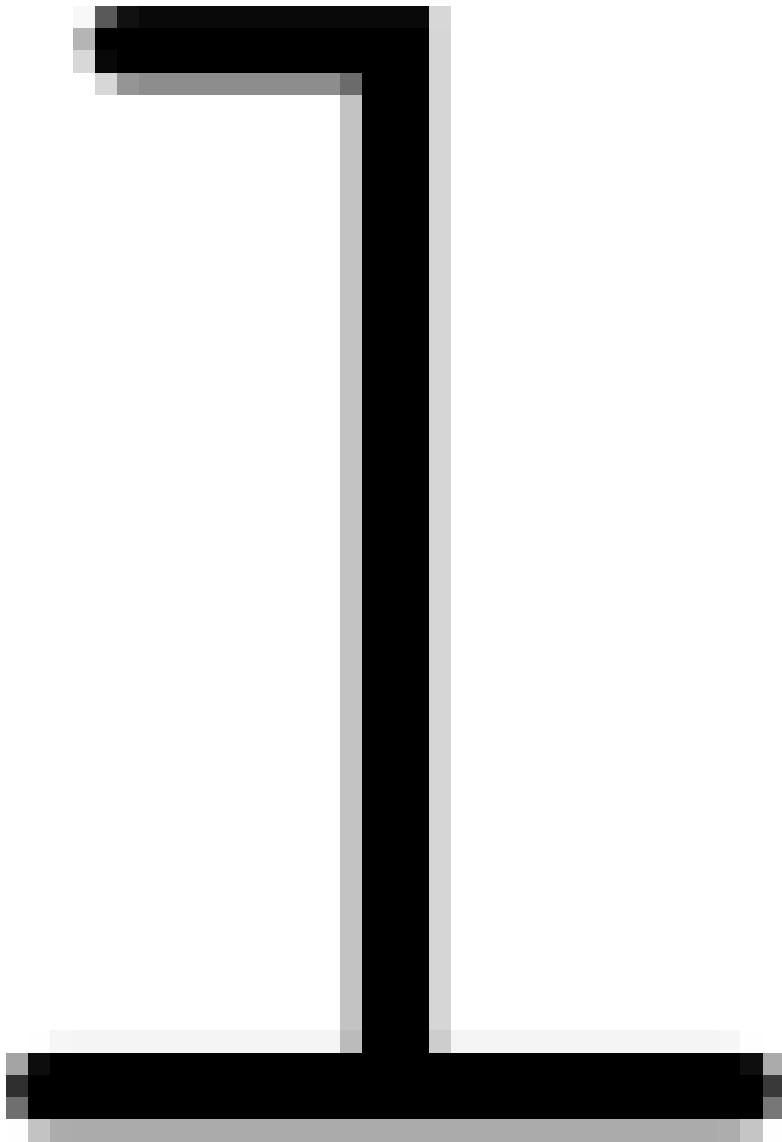


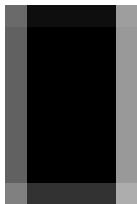


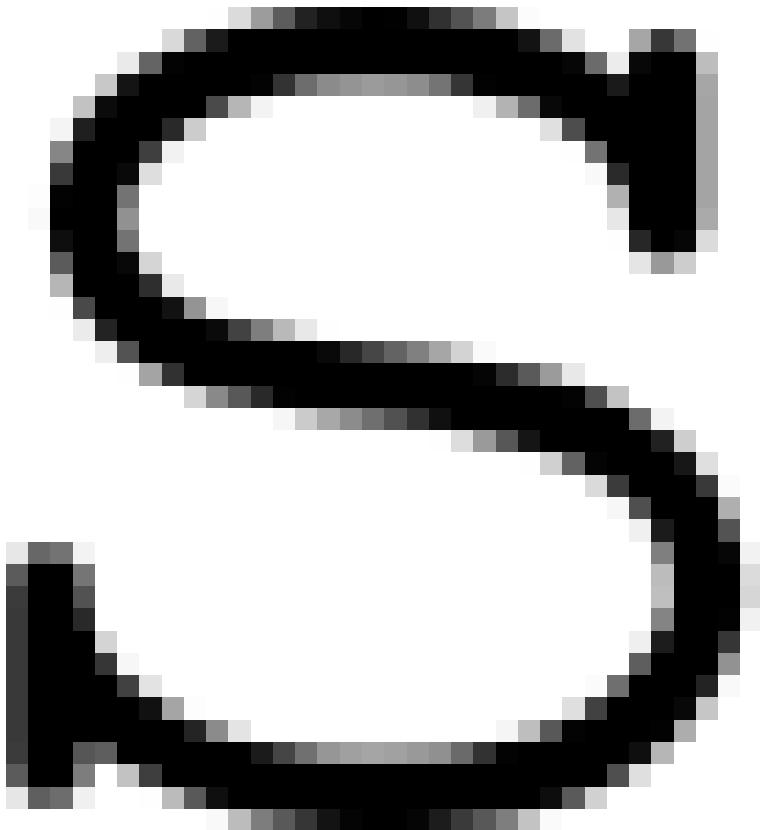


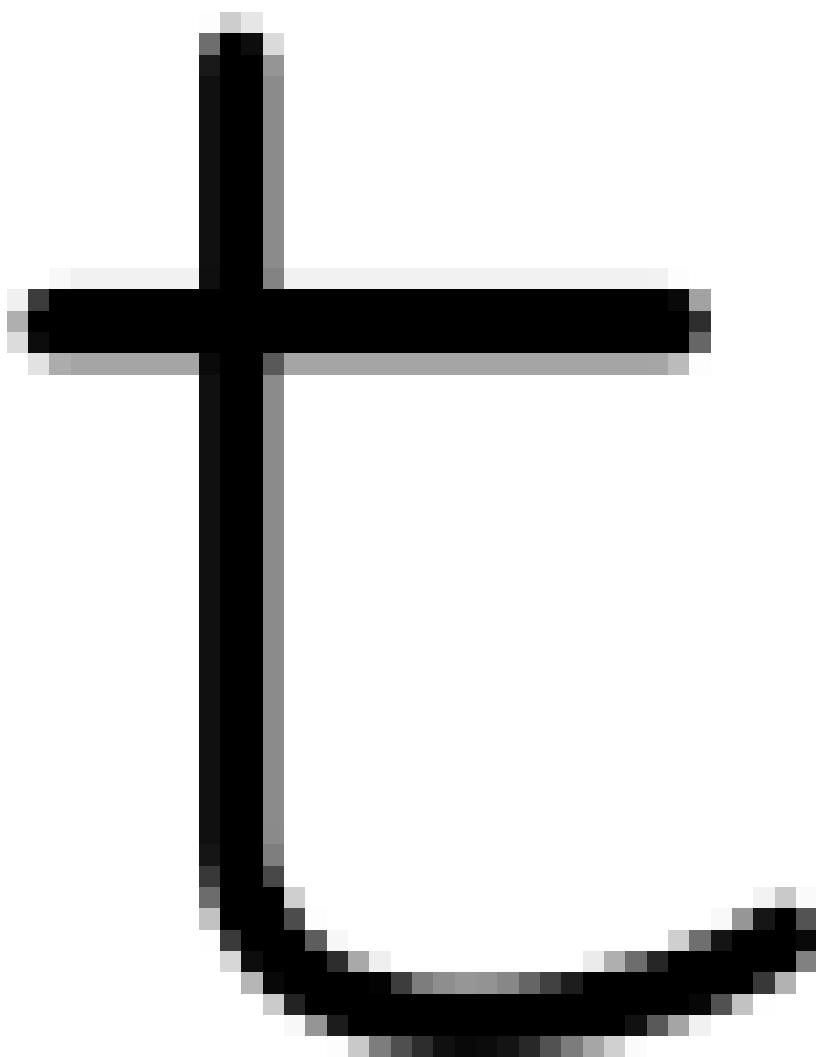




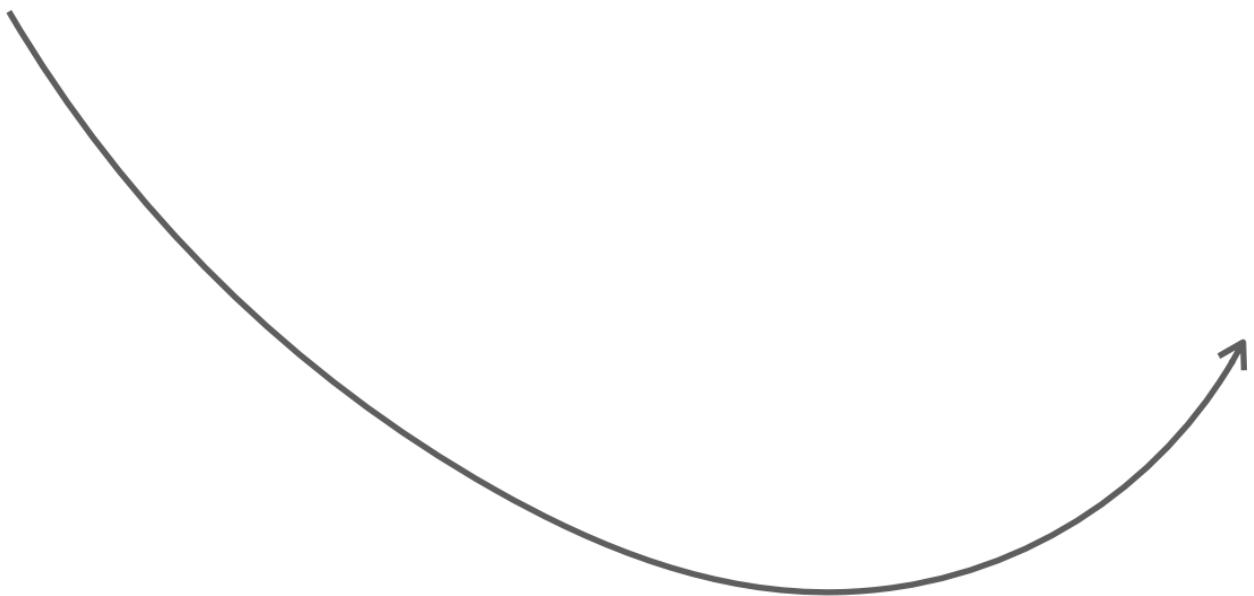


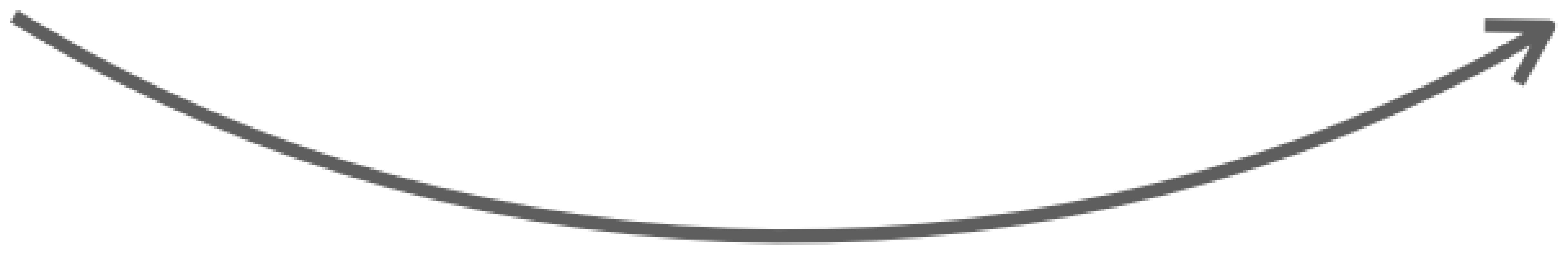












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**-1**

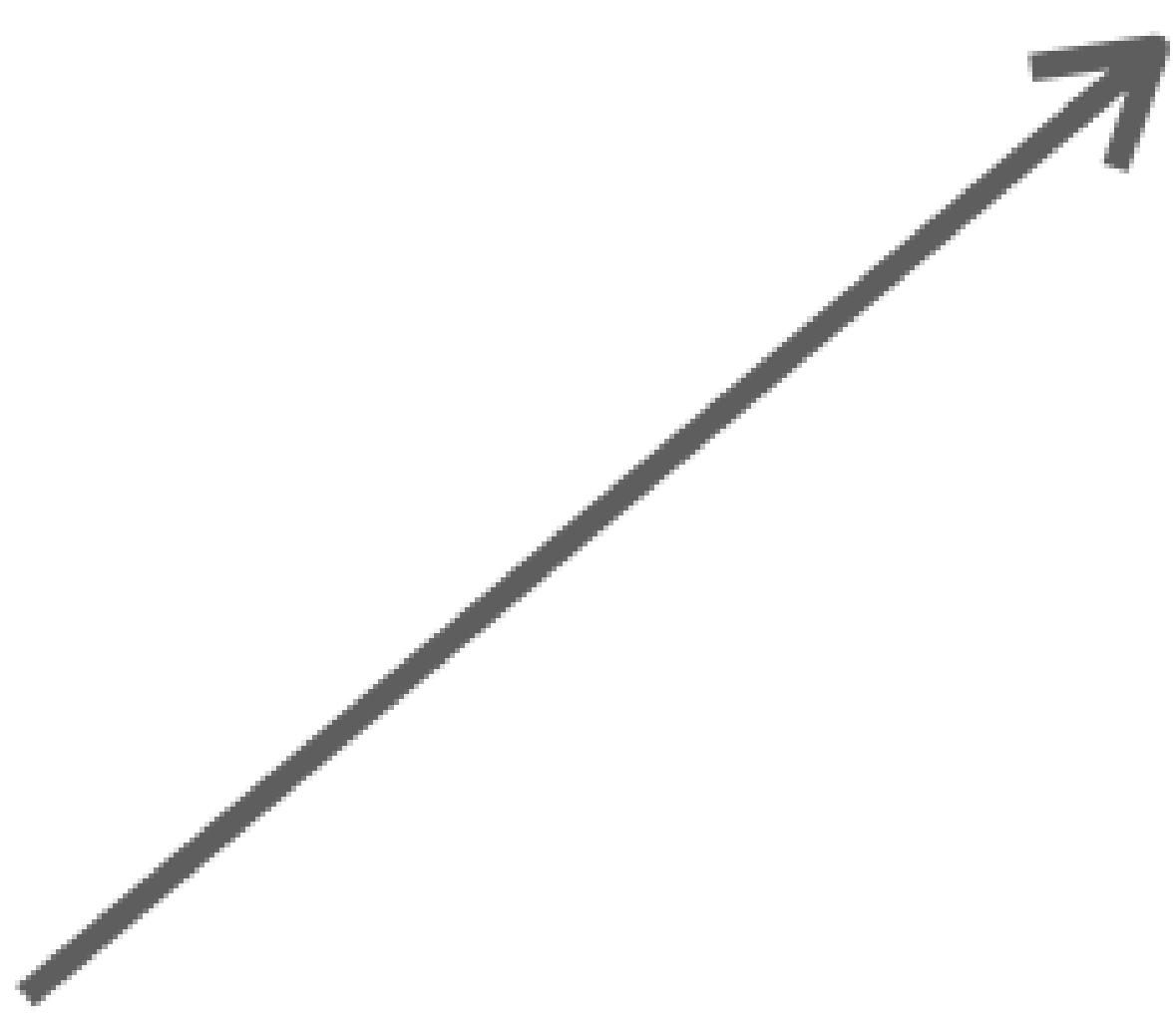
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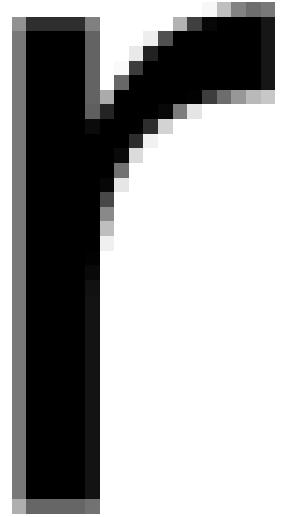
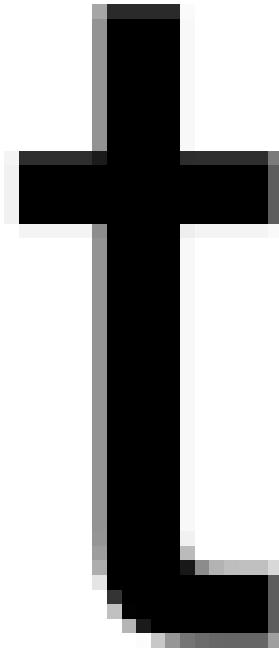
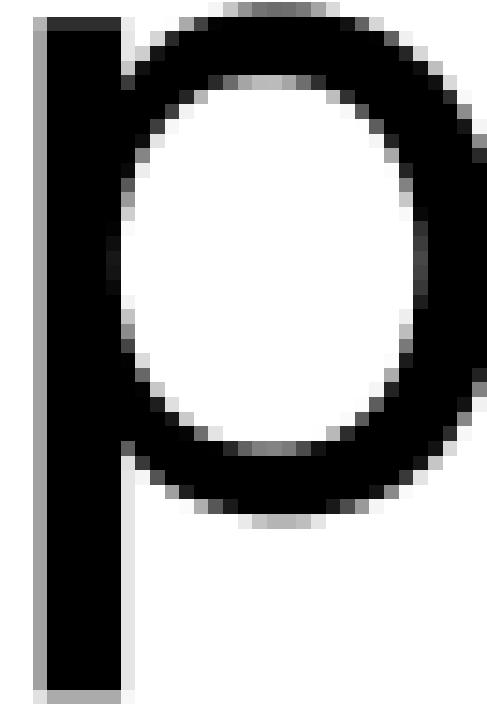
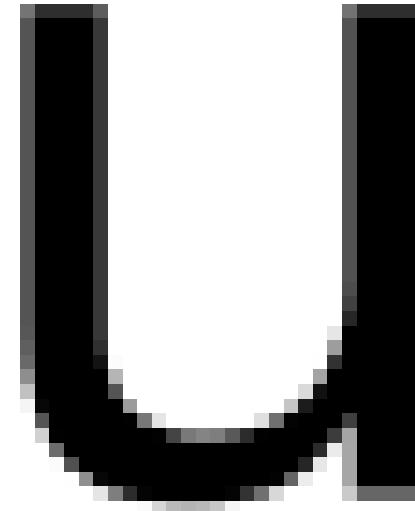
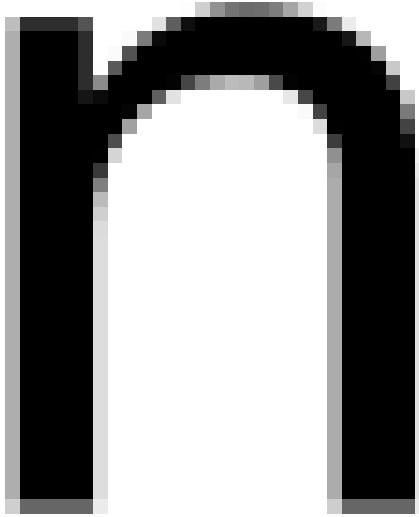
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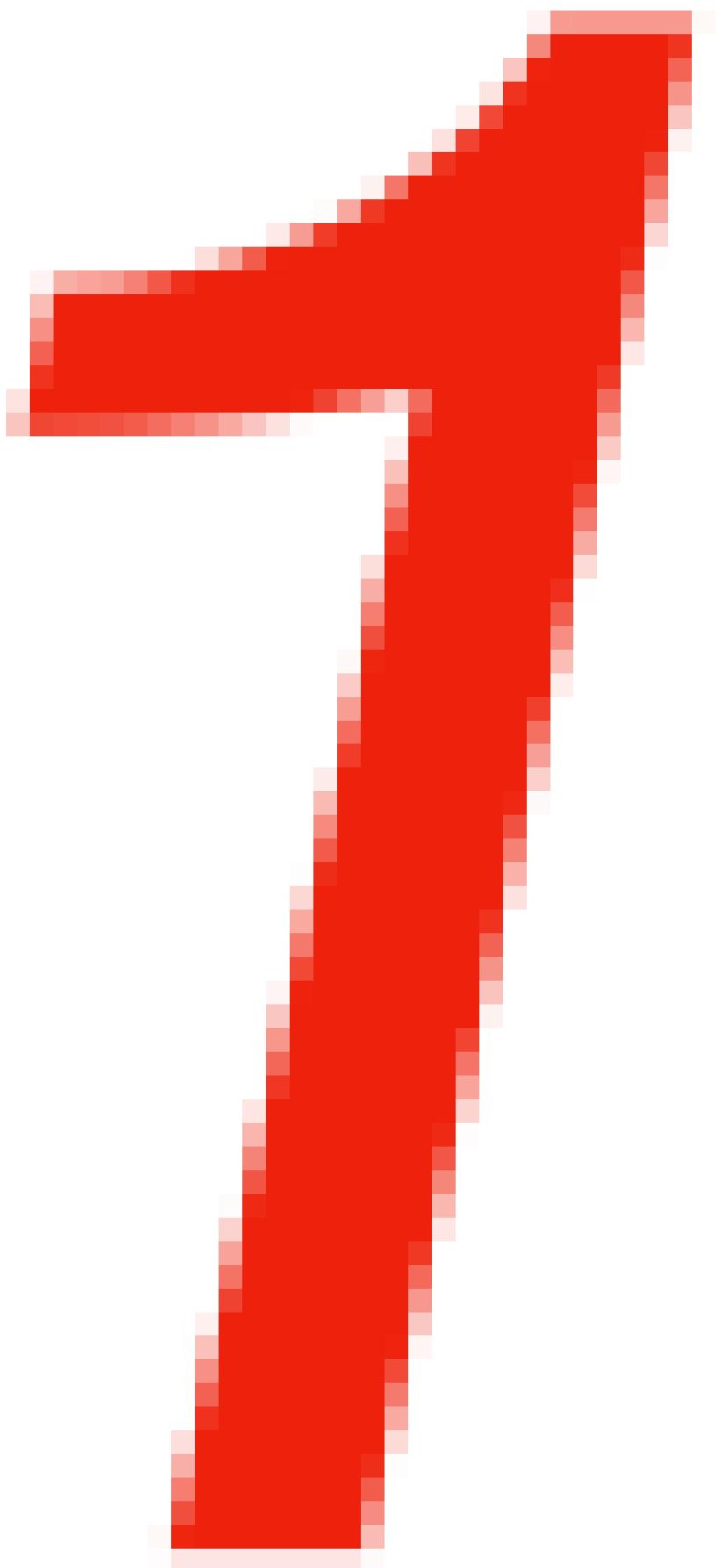
**HEAD**

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\_next

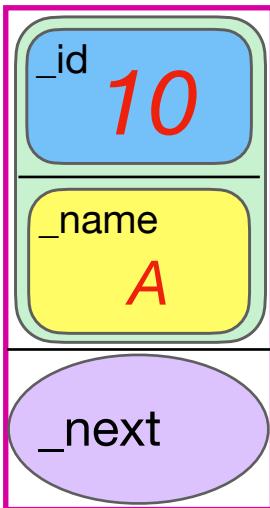
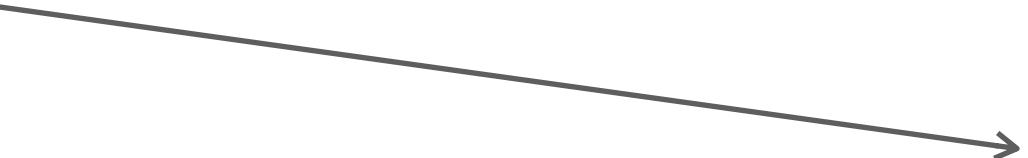


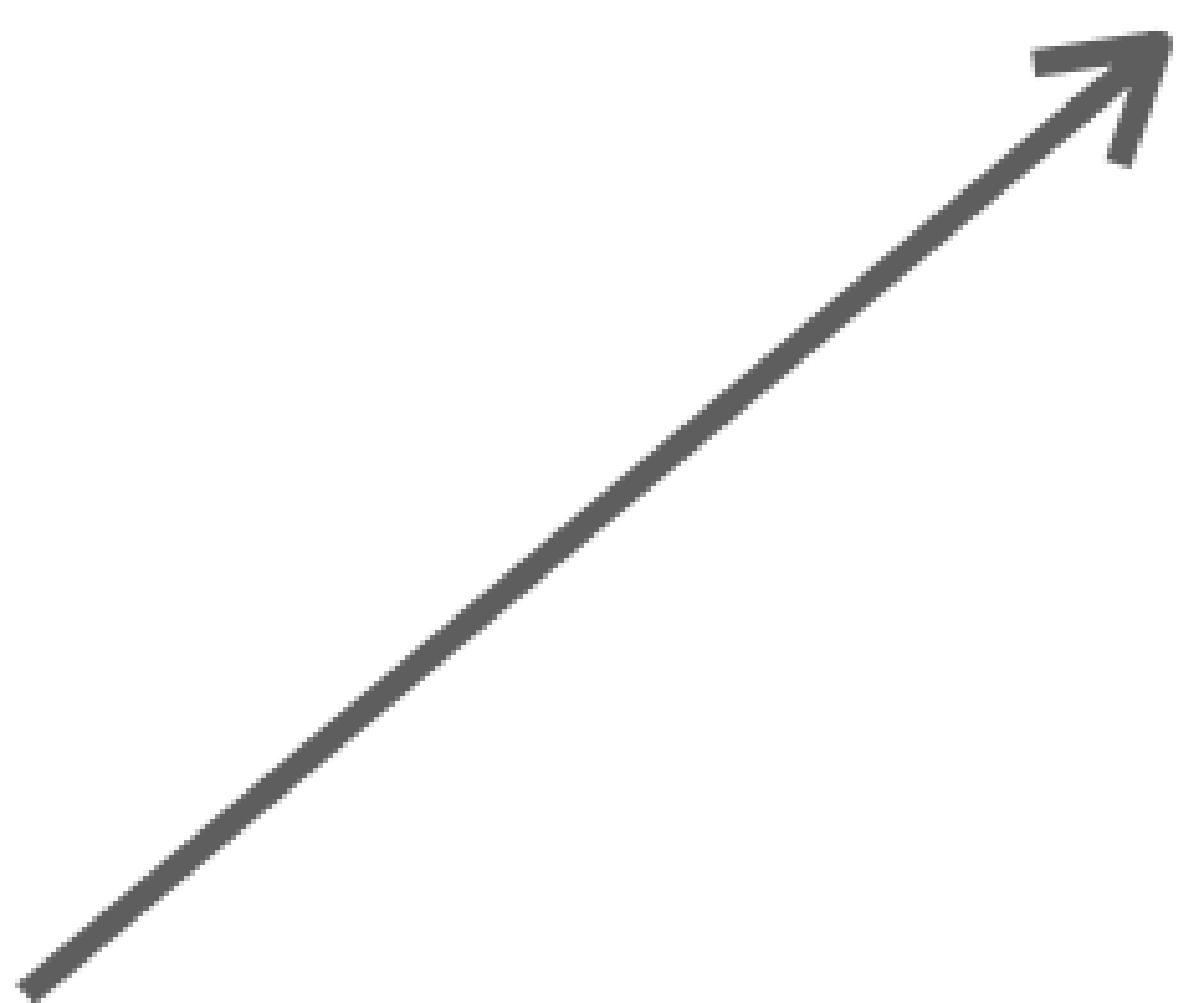




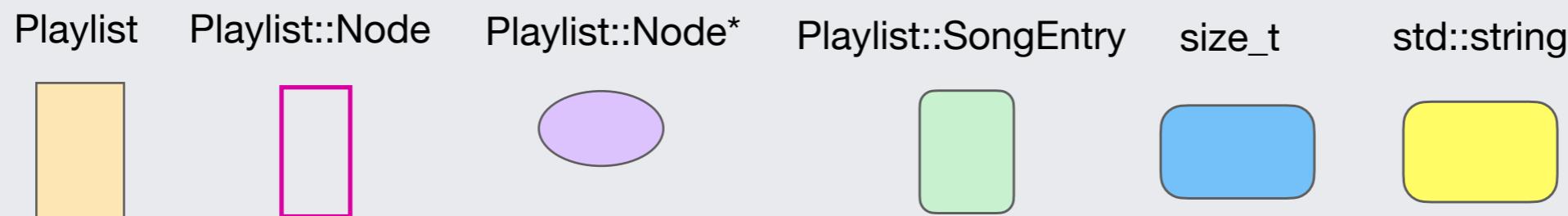
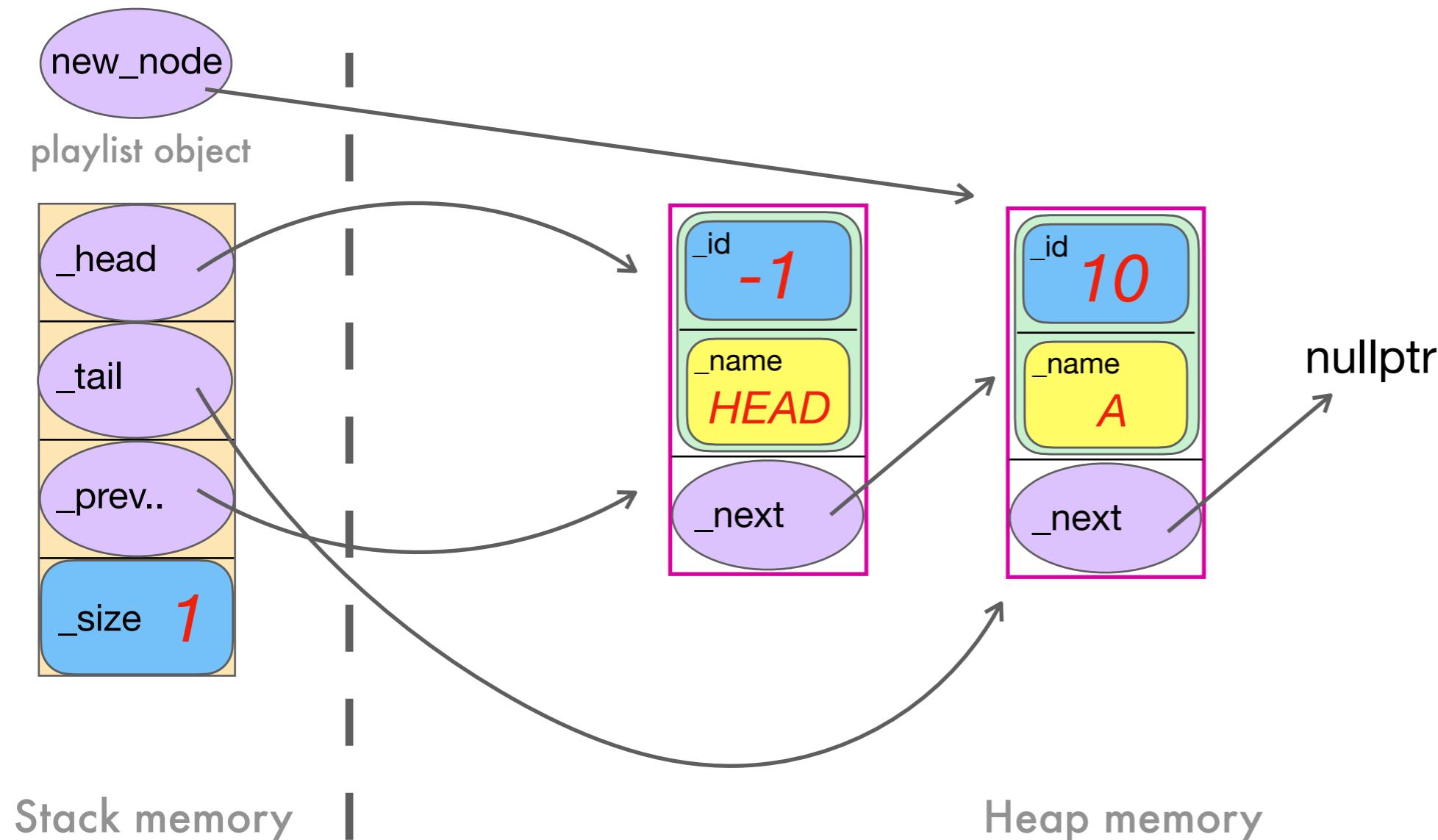
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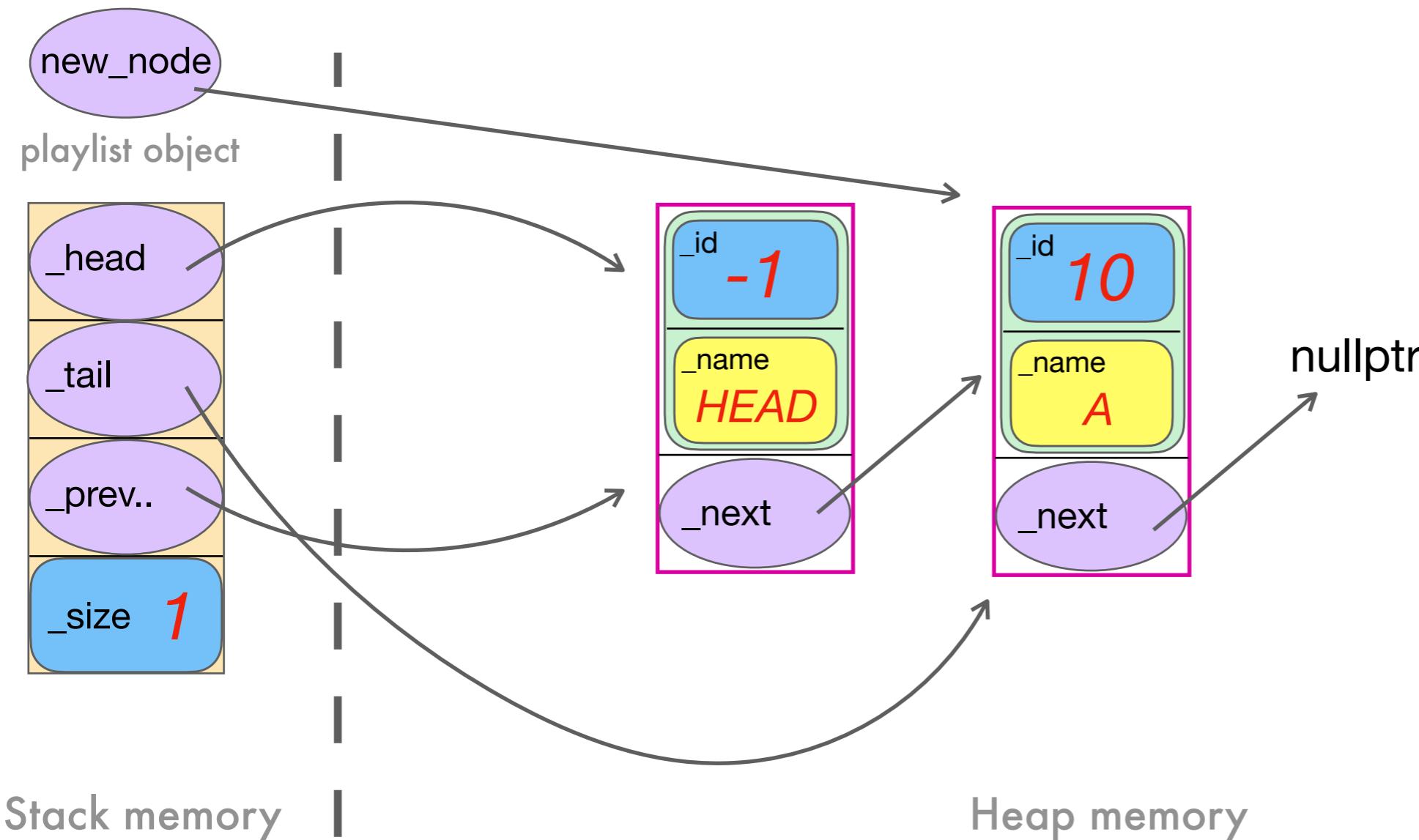
-





Neither `_head` nor `_previous_to_current` move. Indeed, `_head` will never move. It always points at the head sentinel node and is our way in to the list.





Playlist

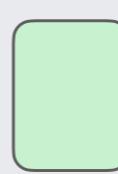
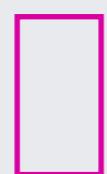
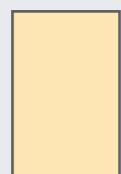
Playlist::Node

Playlist::Node\*

Playlist::SongEntry

size\_t

std::string



Legend