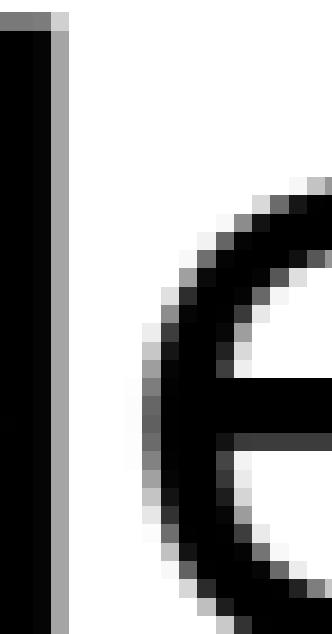
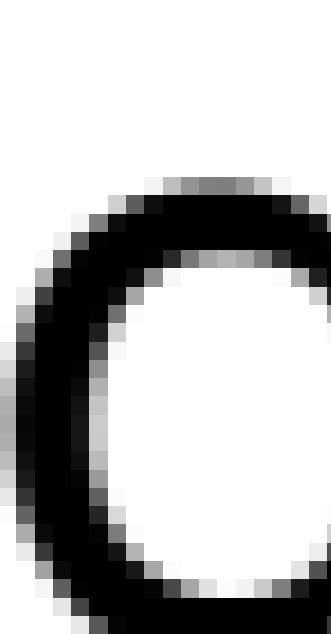
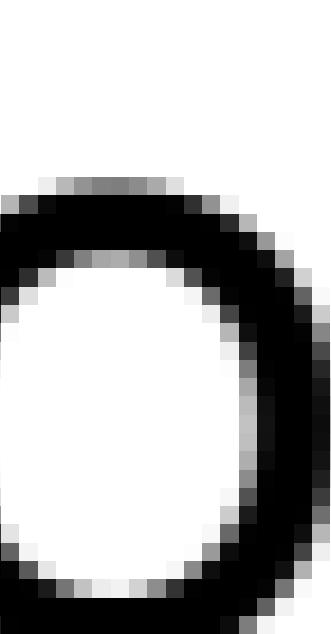
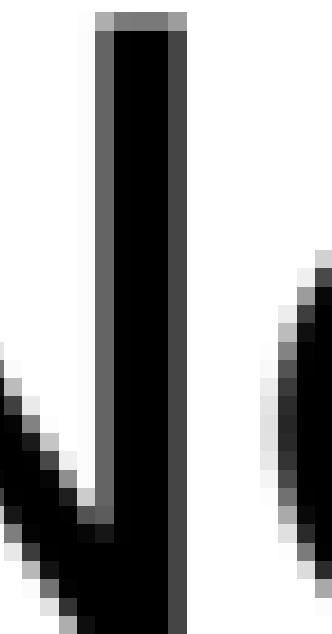
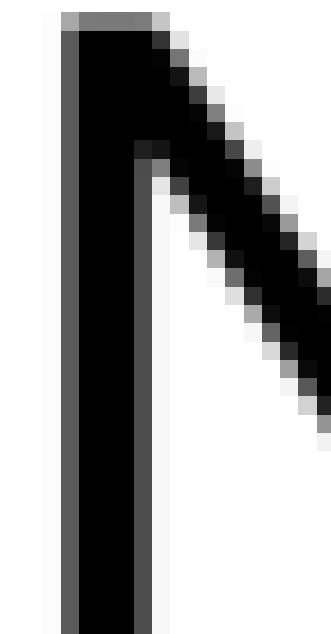
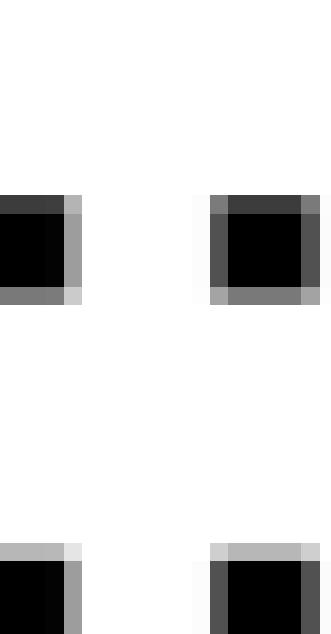
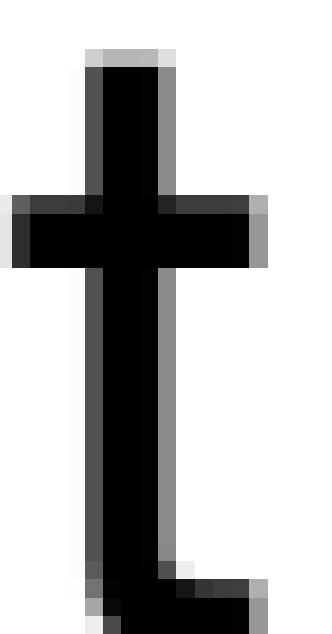
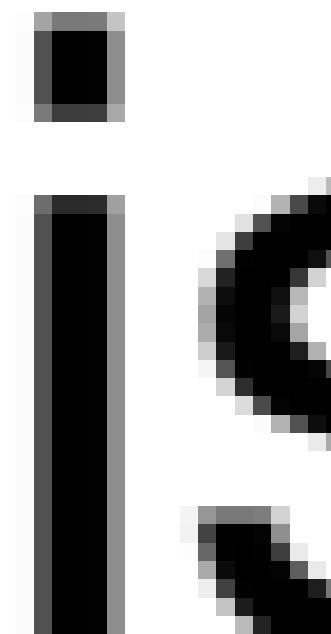
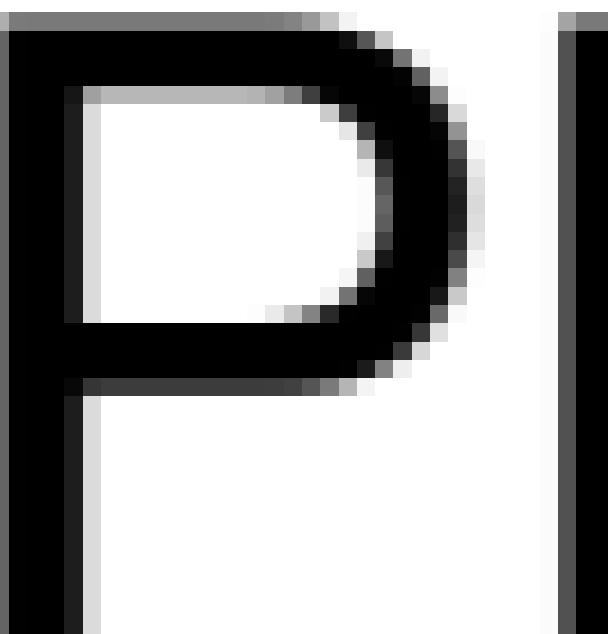
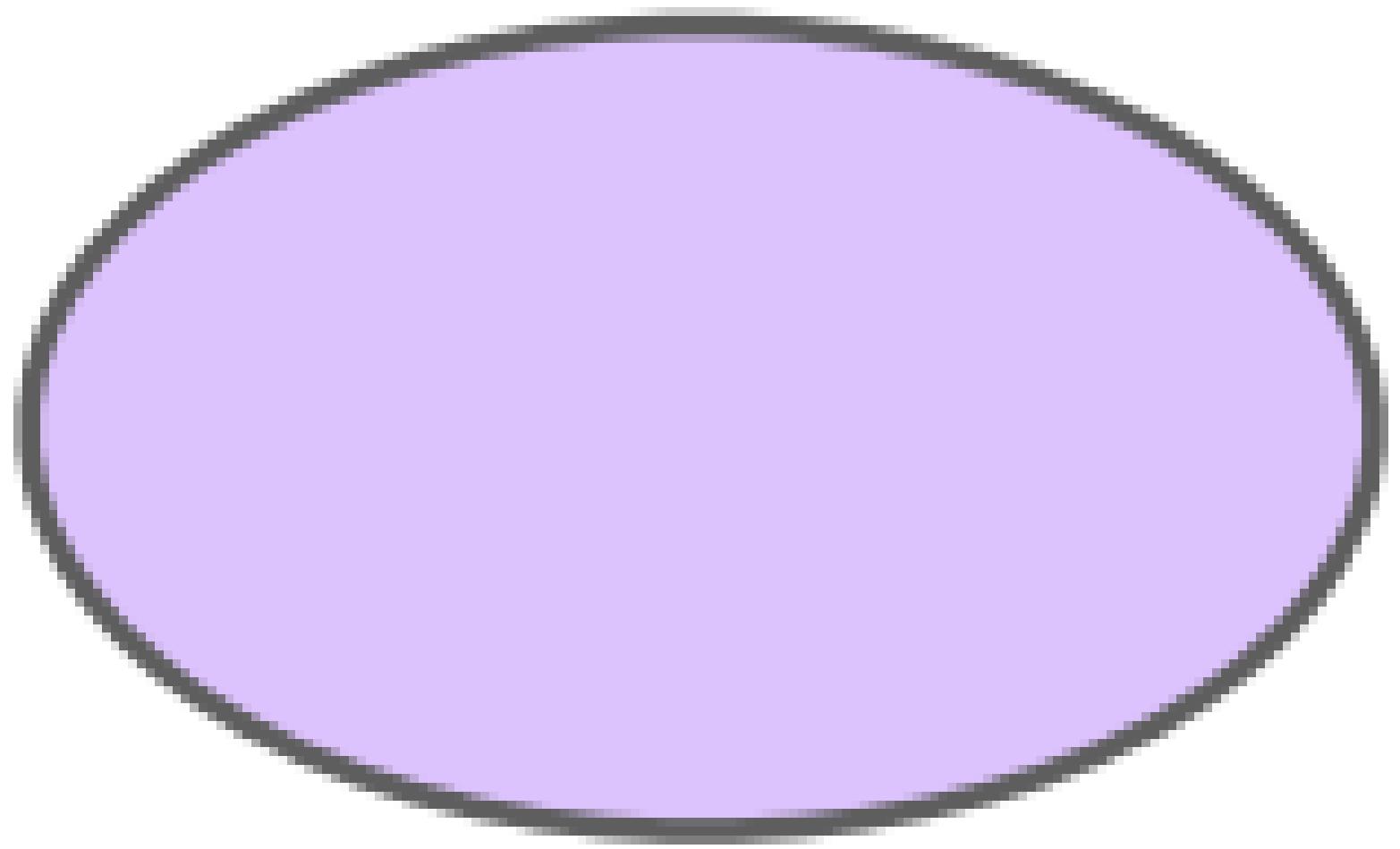
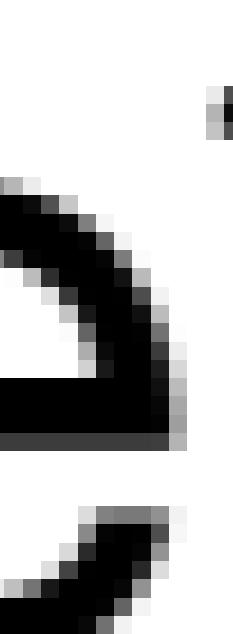
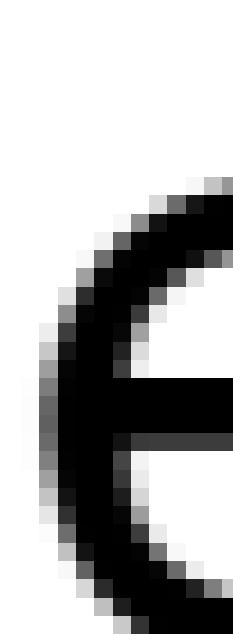
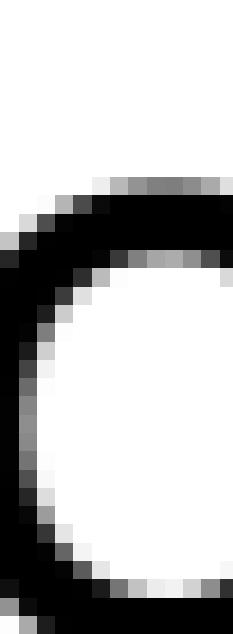
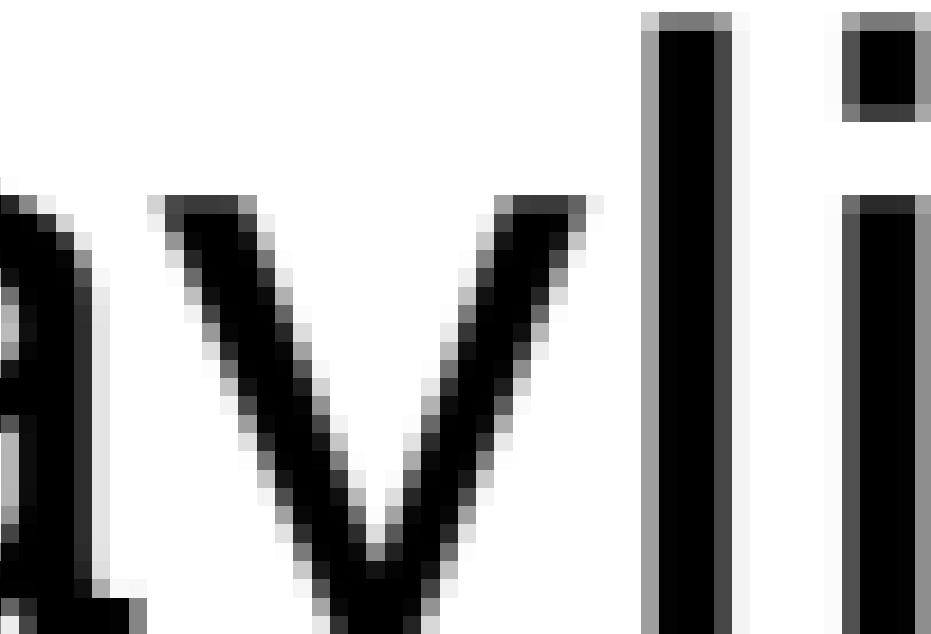
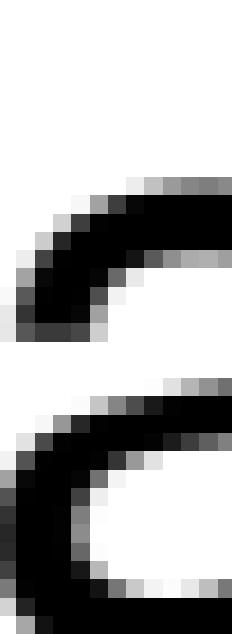
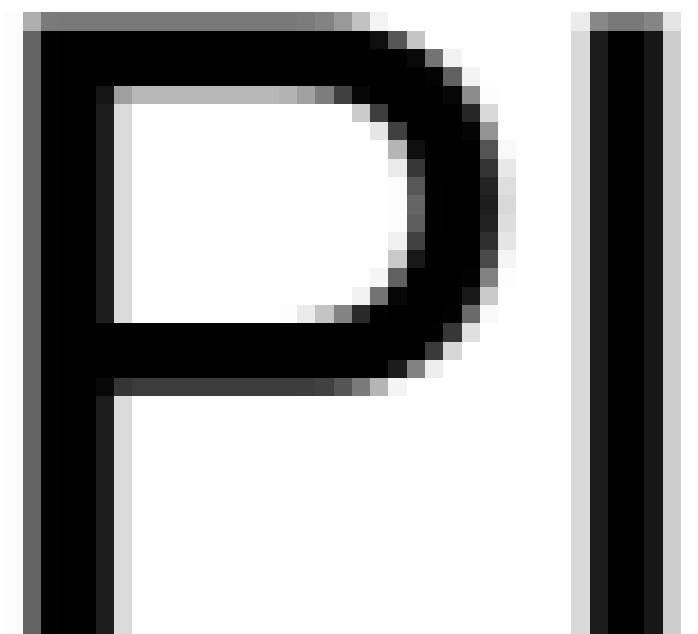


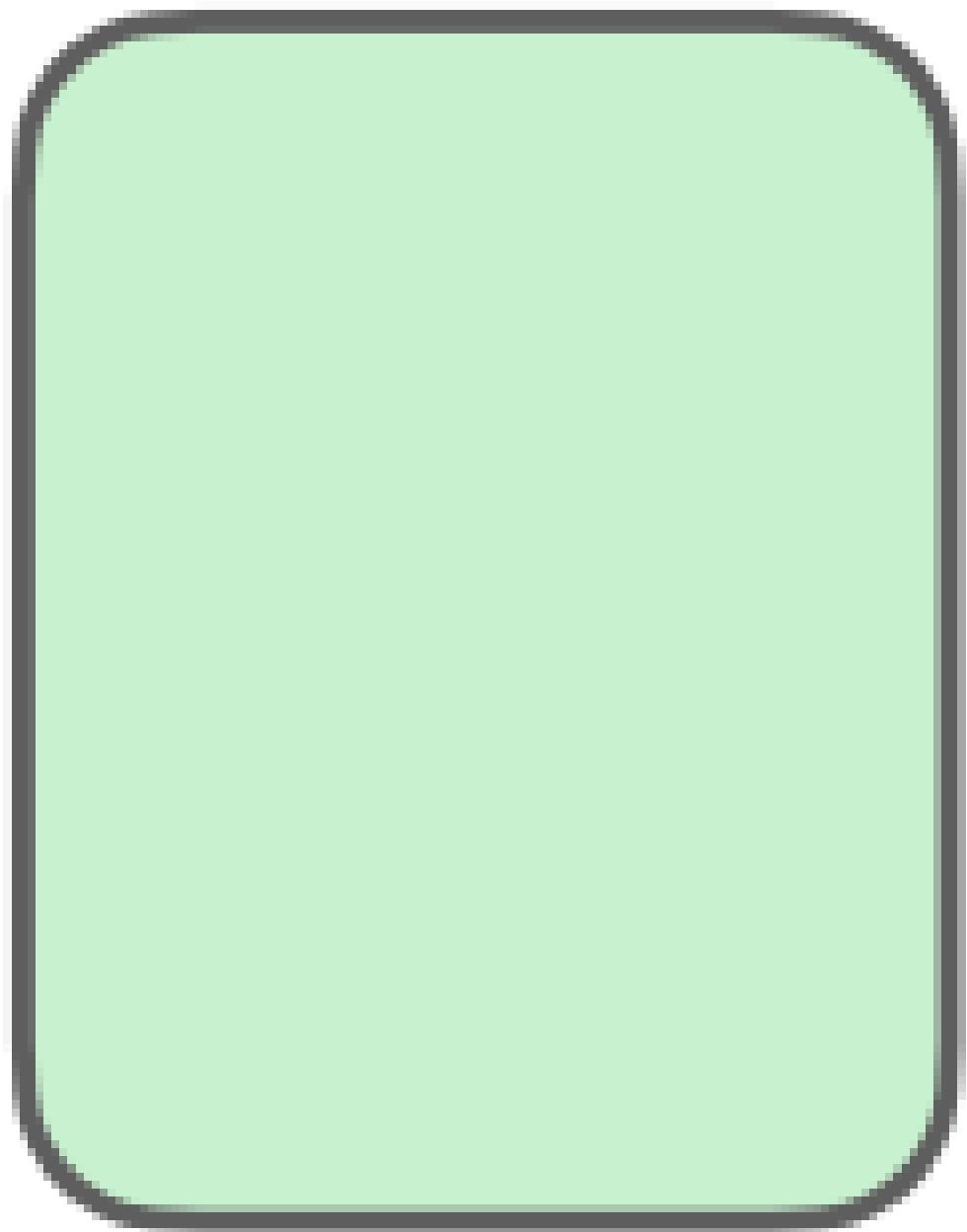
Legend





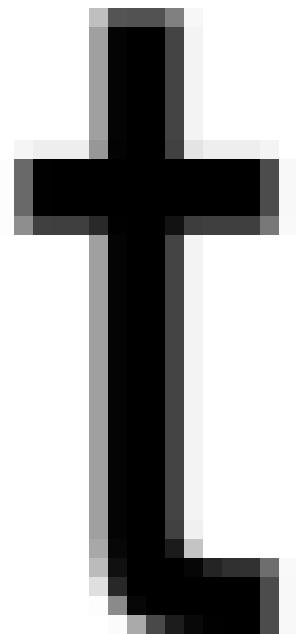
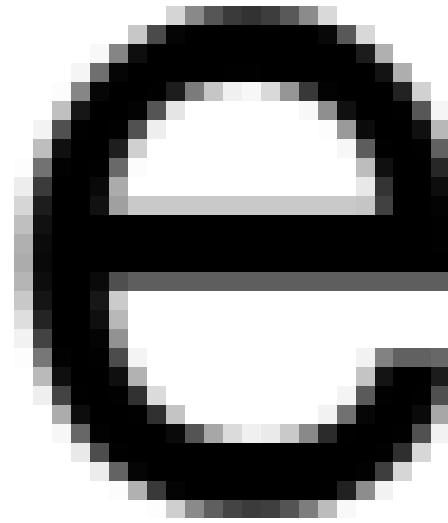
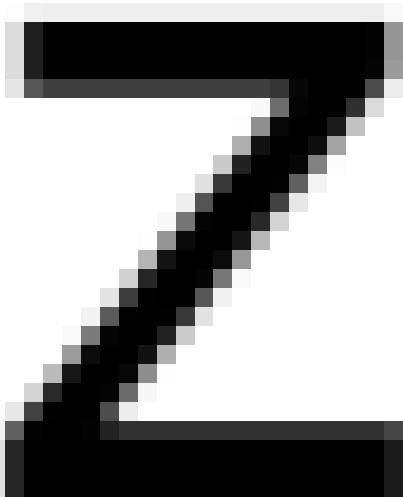
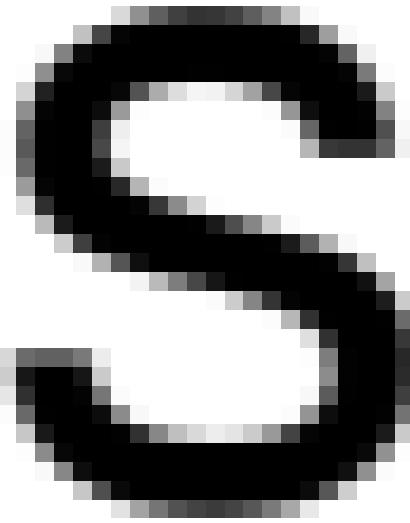




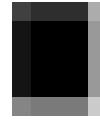
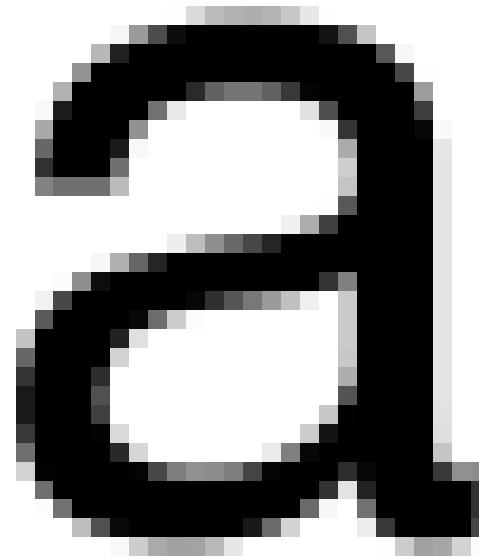
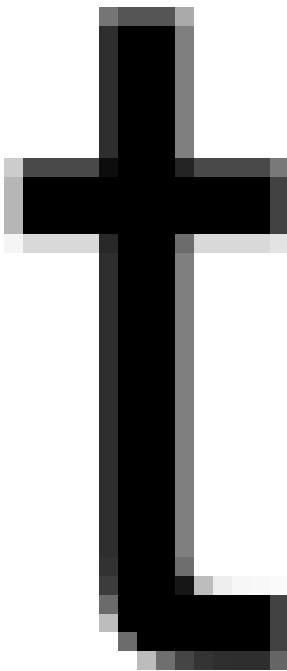


Playist - Songlist

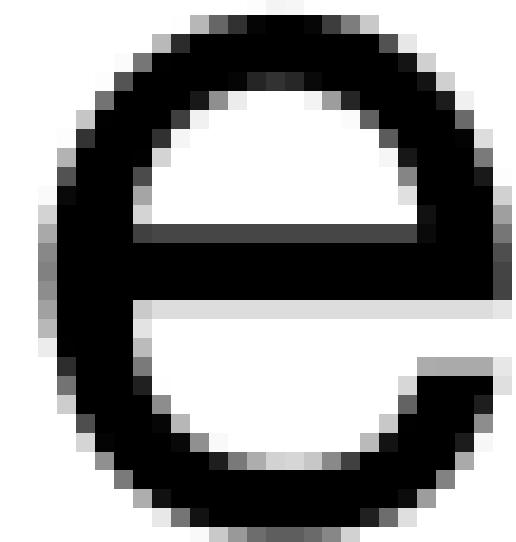
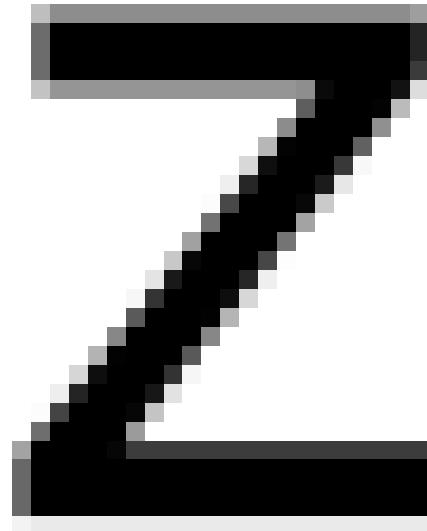
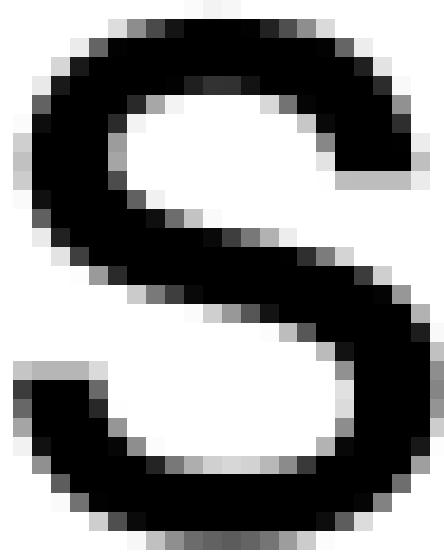












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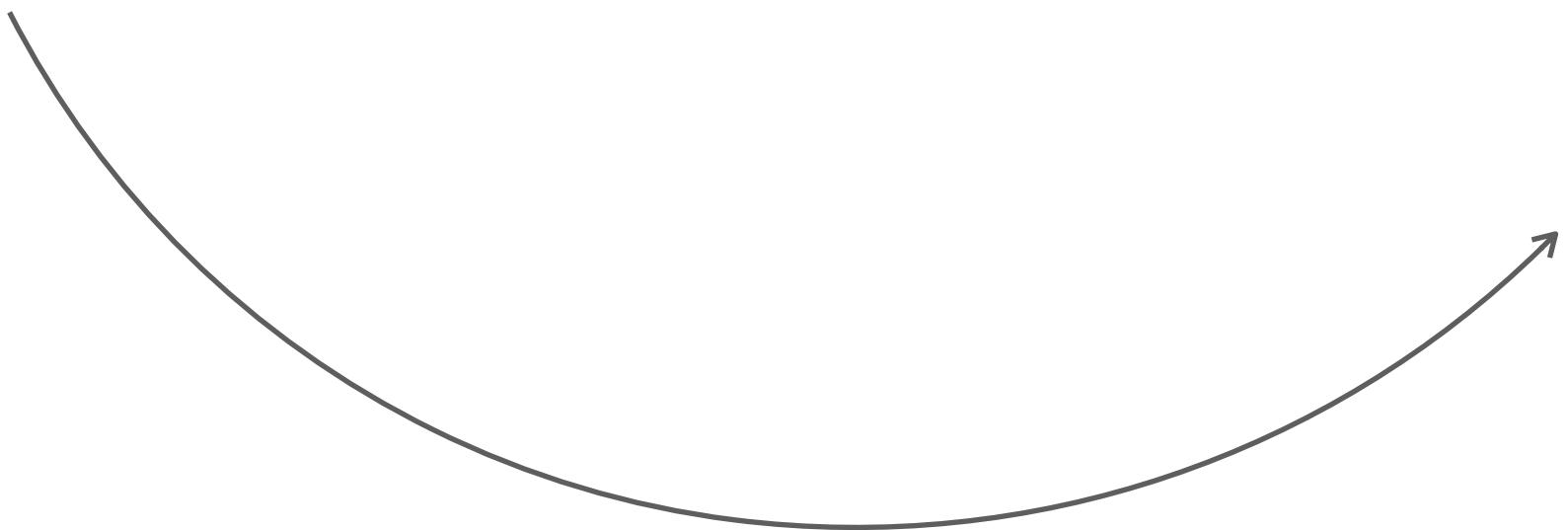


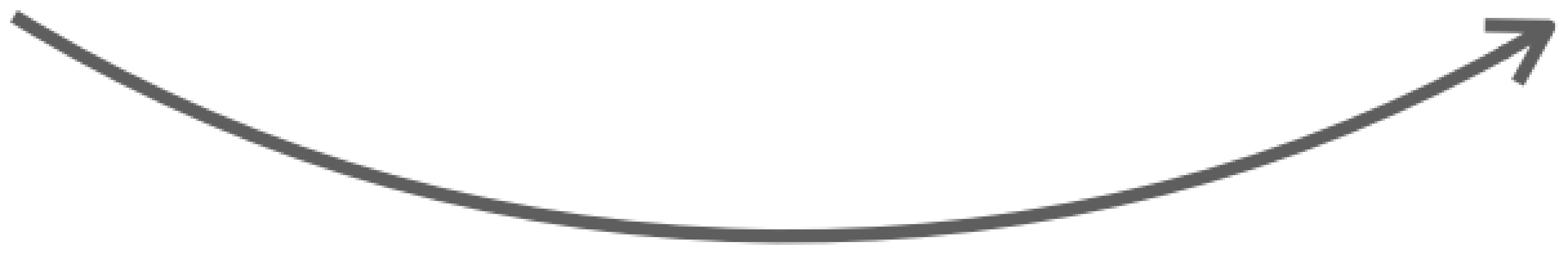




Note that in this case, `tail` does not need to be updated before the size function returns.







\_id

**-1**

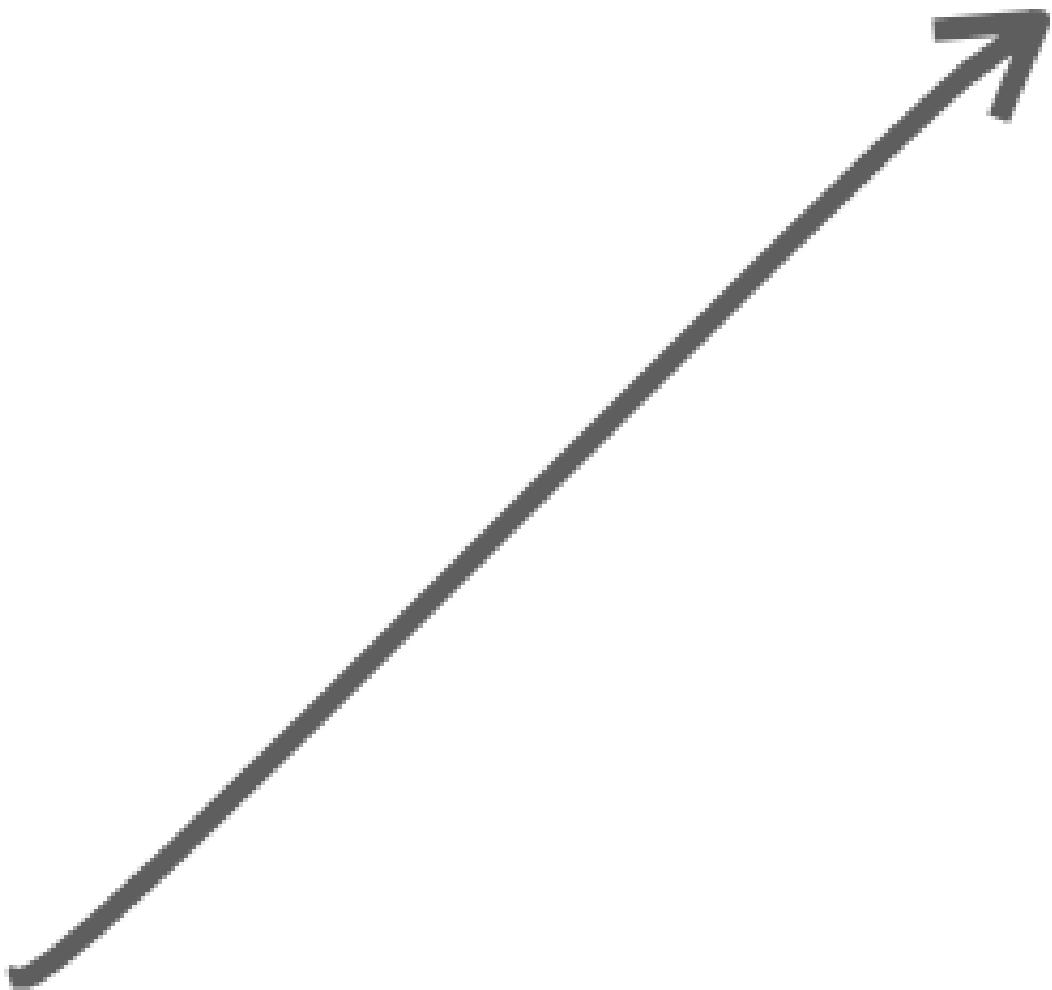
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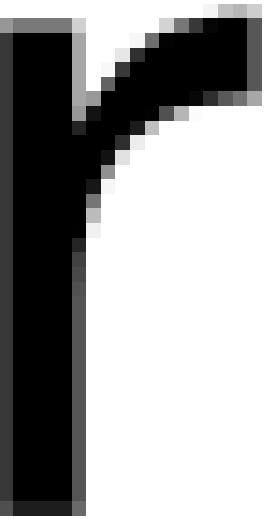
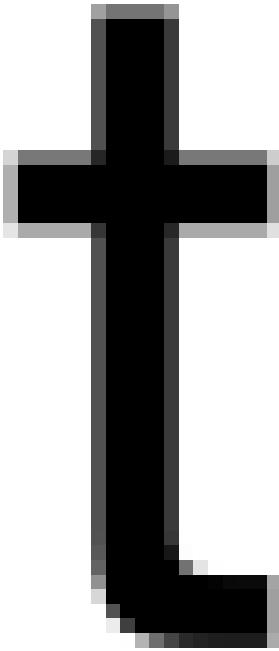
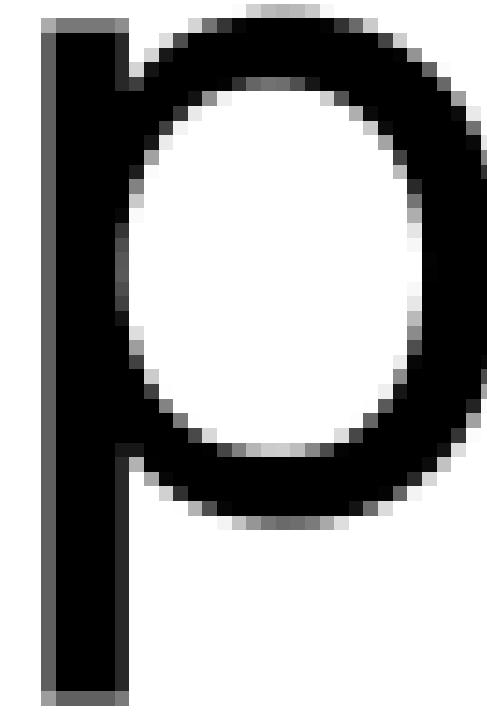
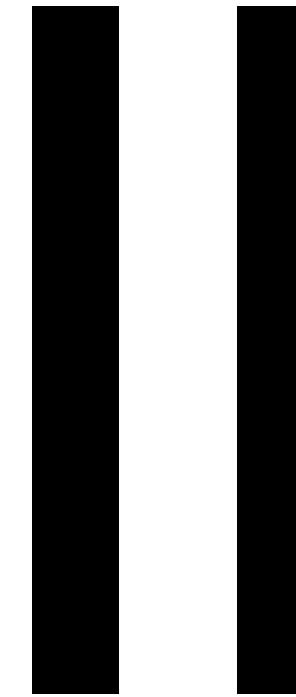
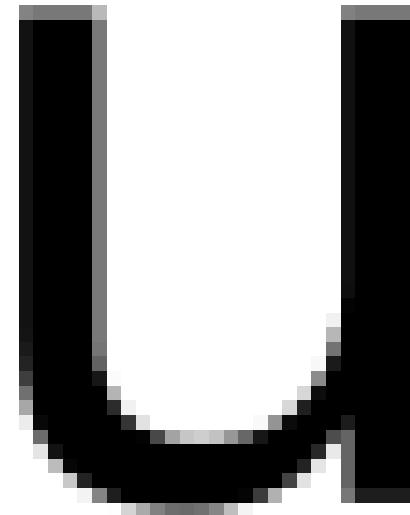
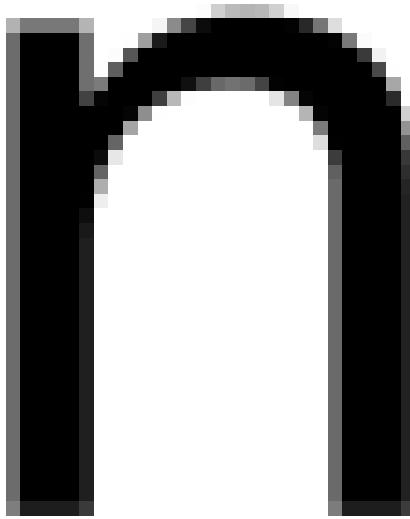
\_name

**HEAD**

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\_next







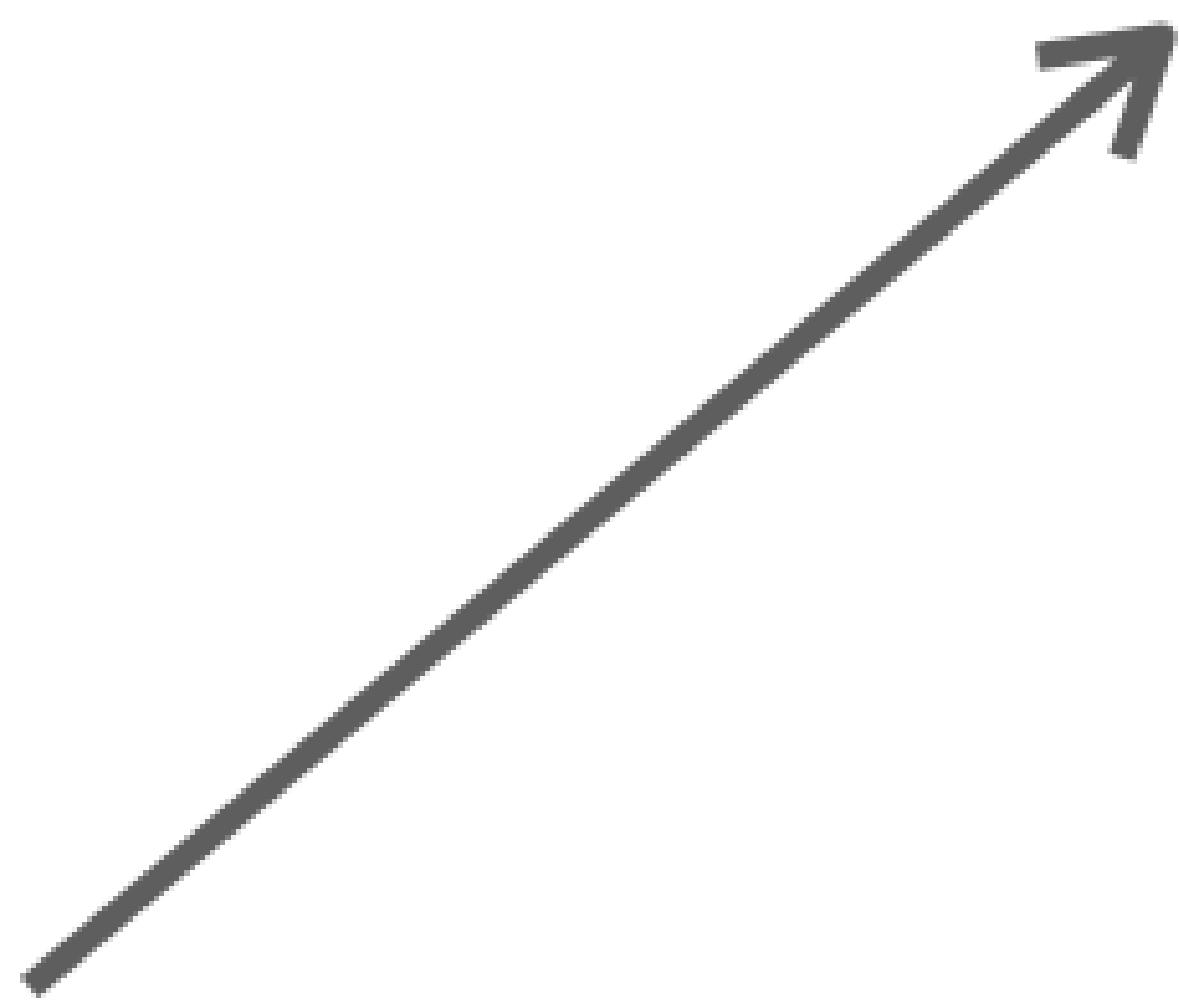
\_id

10

\_name

A

\_next



\_id

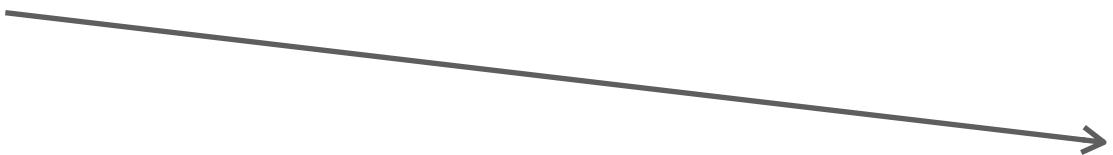
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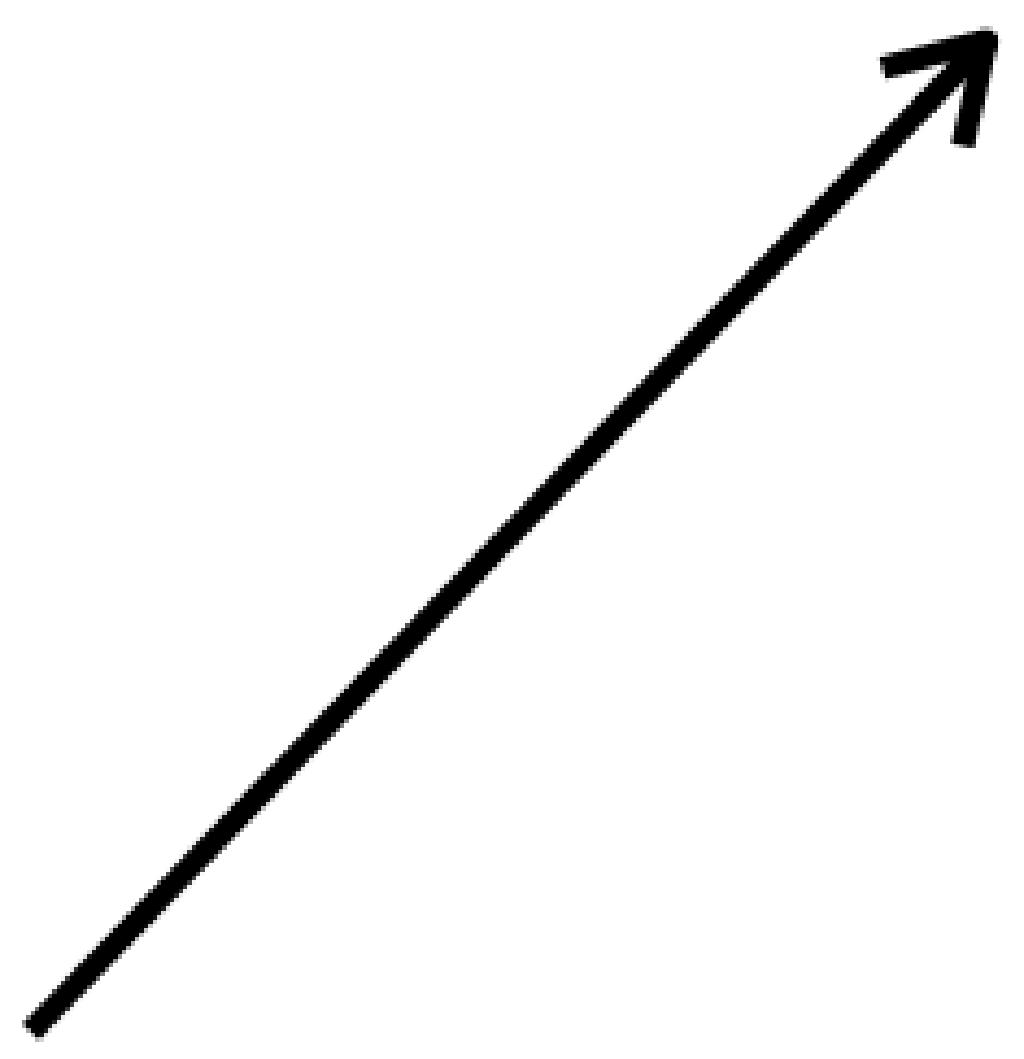
\_name

B

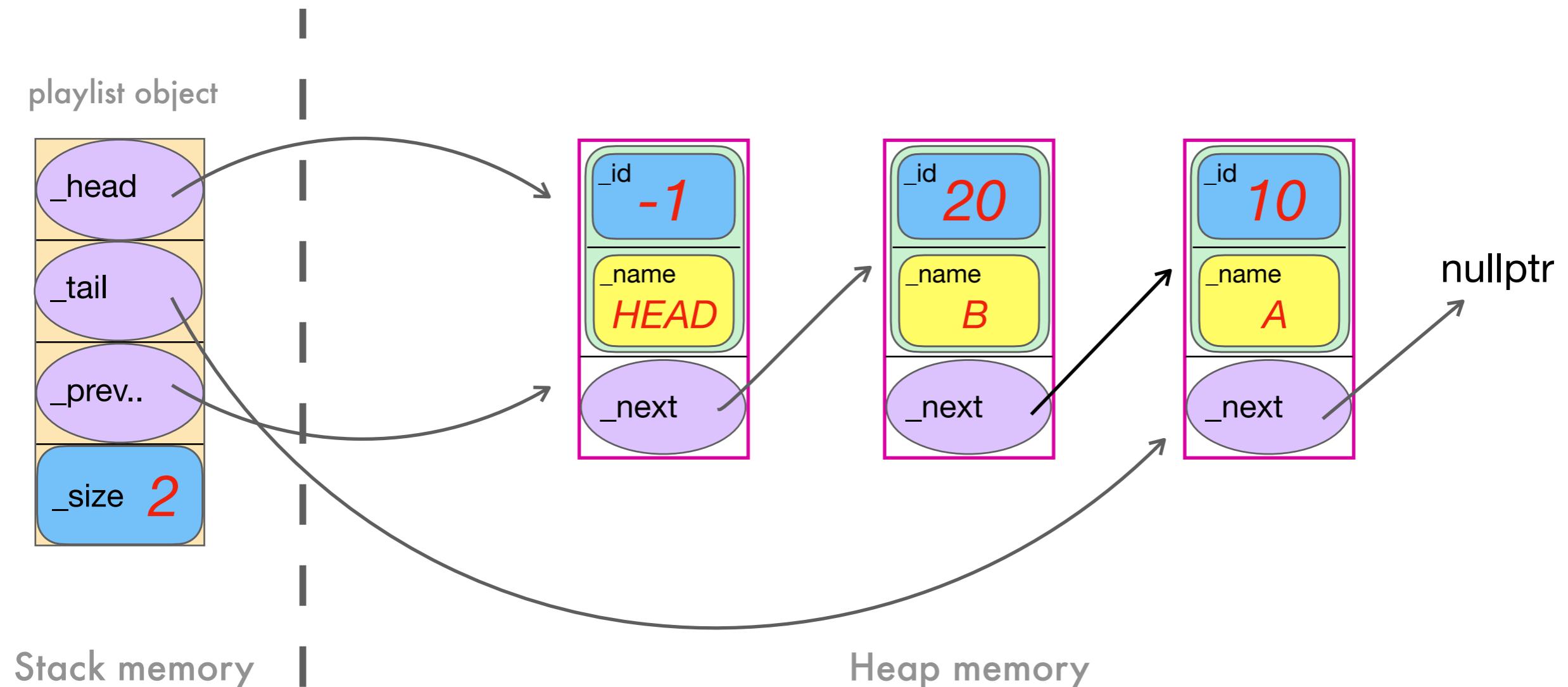
\_next

new\_node



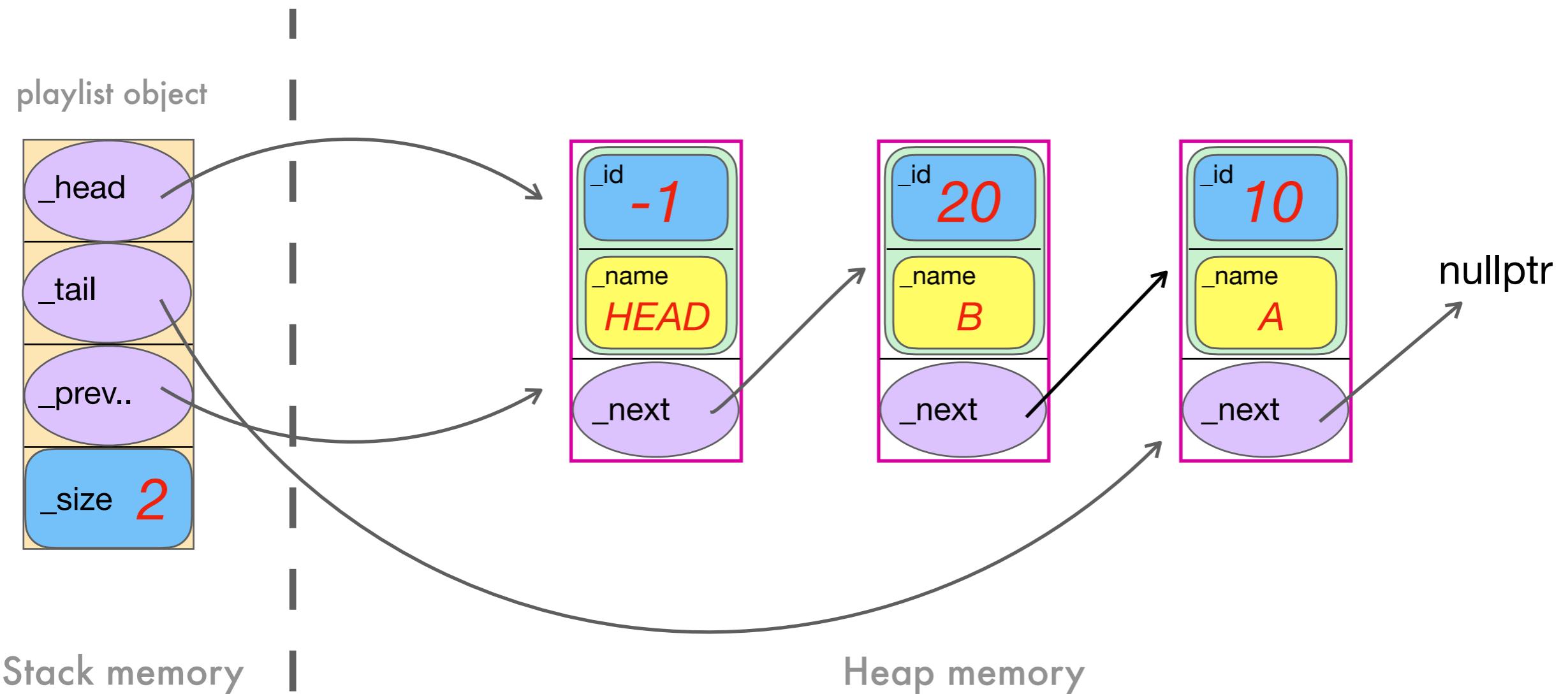


Note that in this case, `_tail` does not need to move, but we need to update the size before the function returns.

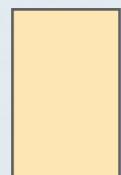


Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string

Legend



Playlist



Playlist::Node



Playlist::Node\*



Playlist::SongEntry



size\_t



std::string



Legend