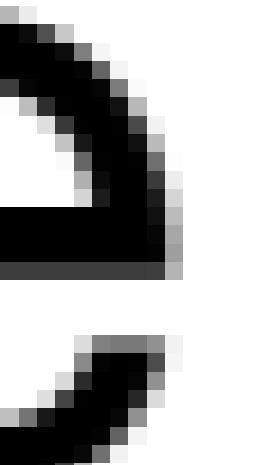
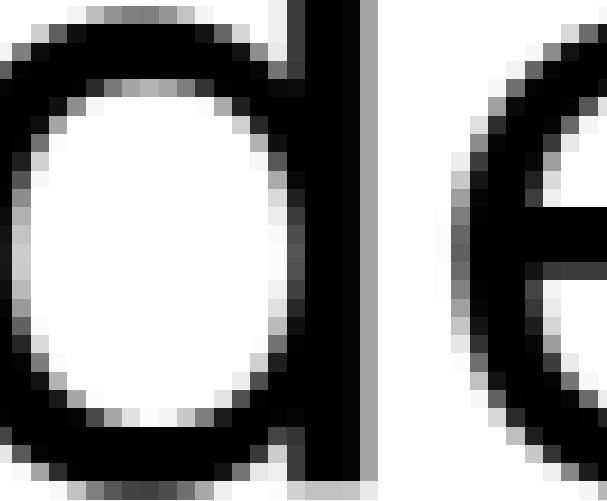
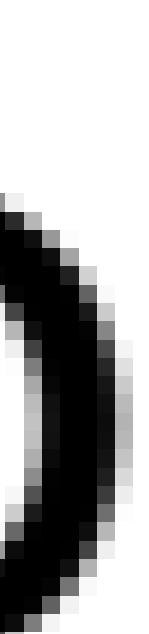
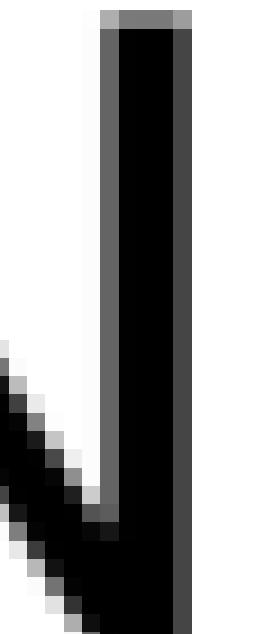
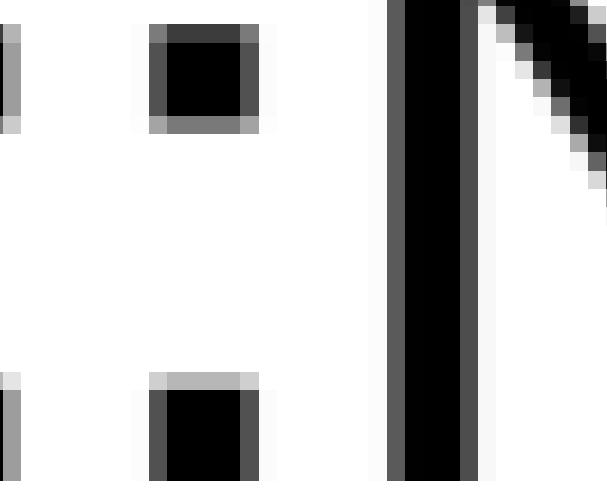
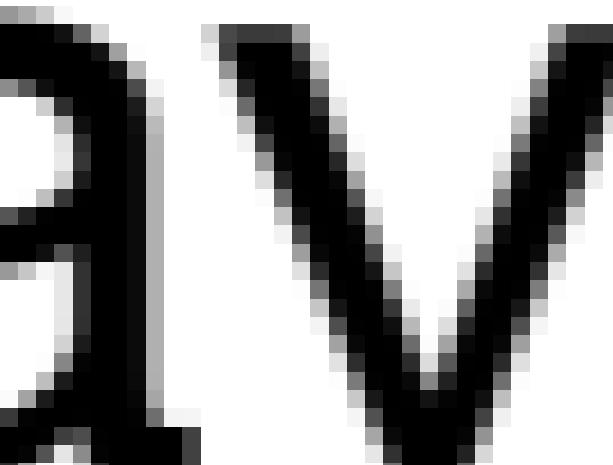
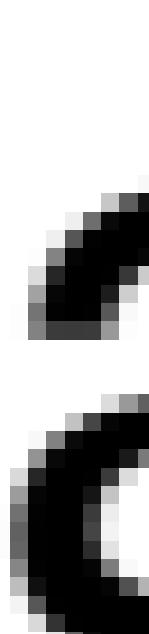
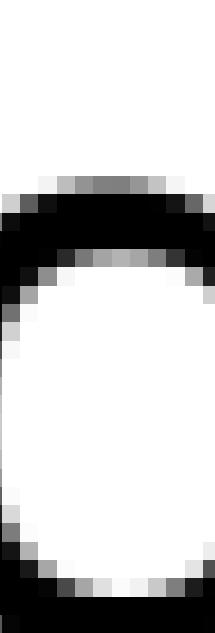
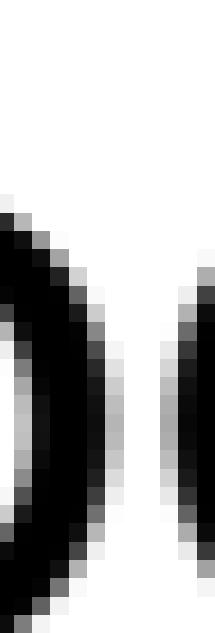


Legend











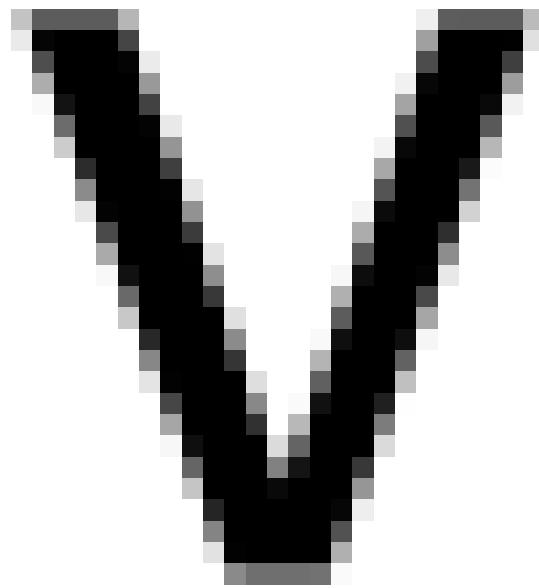
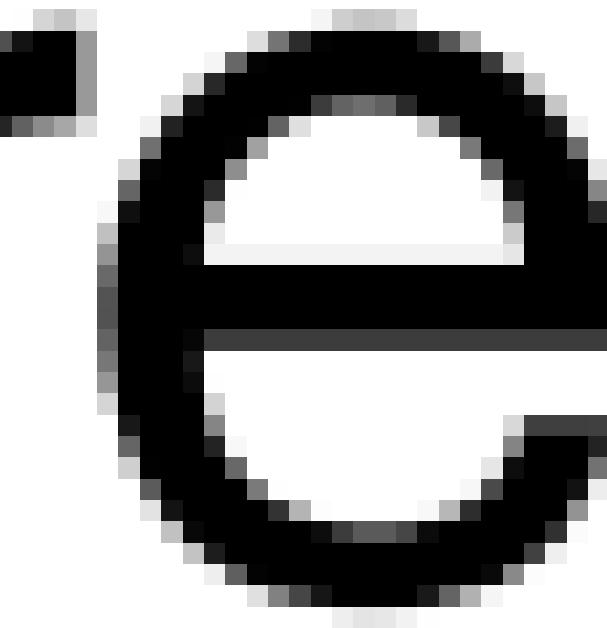
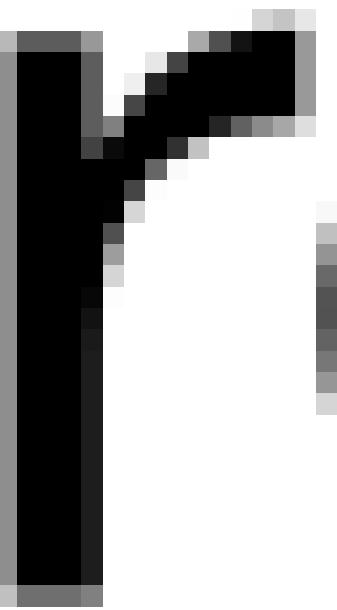
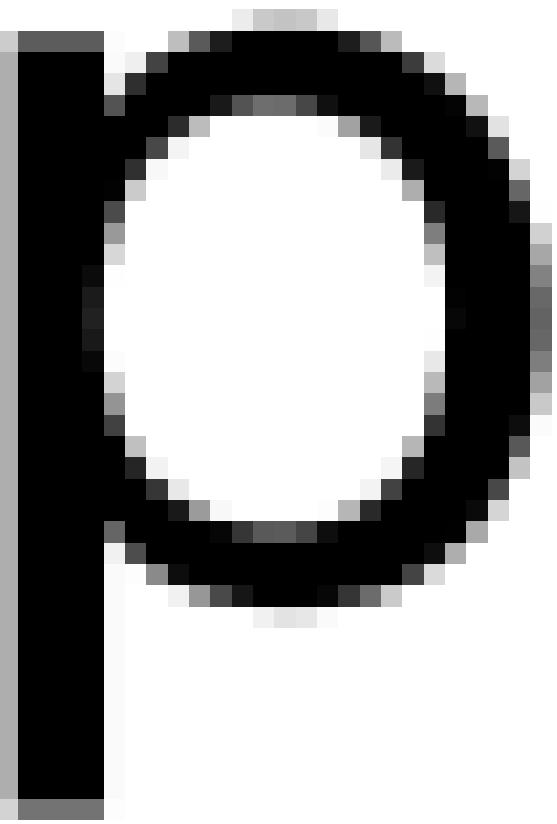
Playist . Songlist

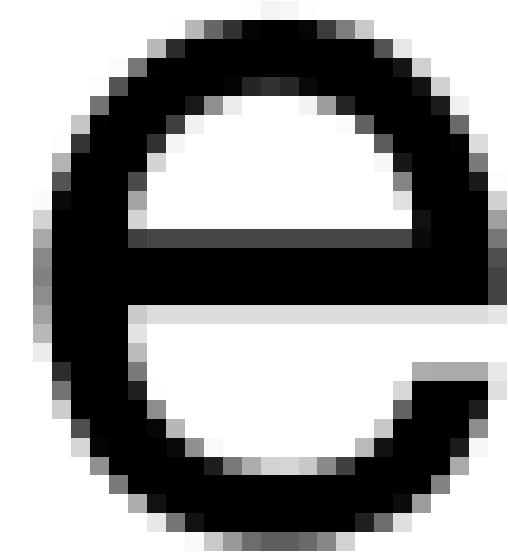
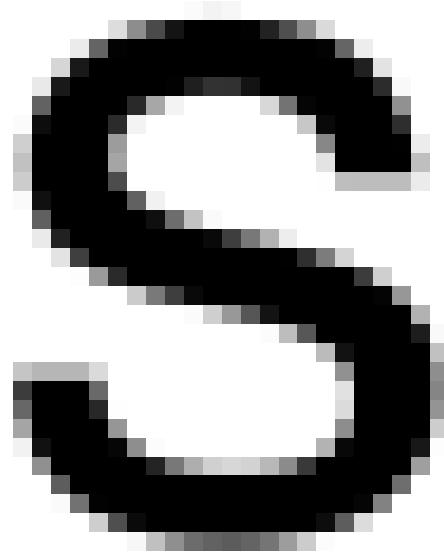












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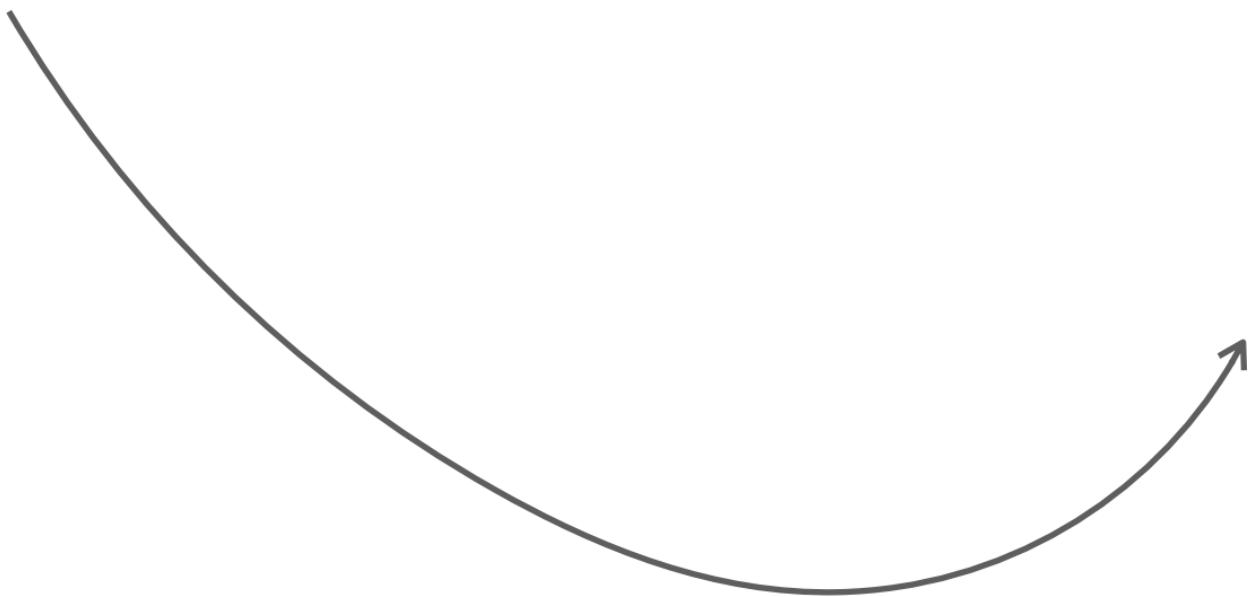
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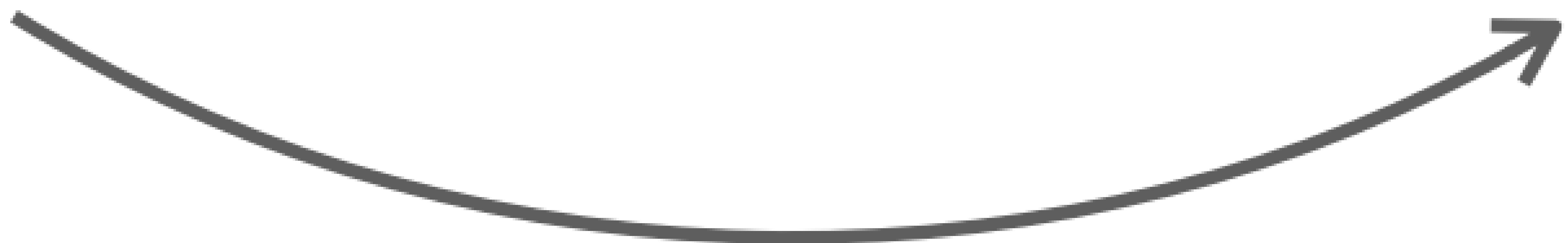




When `insert_at_cursor()` returns, the temporary local `Node*` new_node will be destroyed, but the node itself in heap memory is now accessible via the sentinel node.







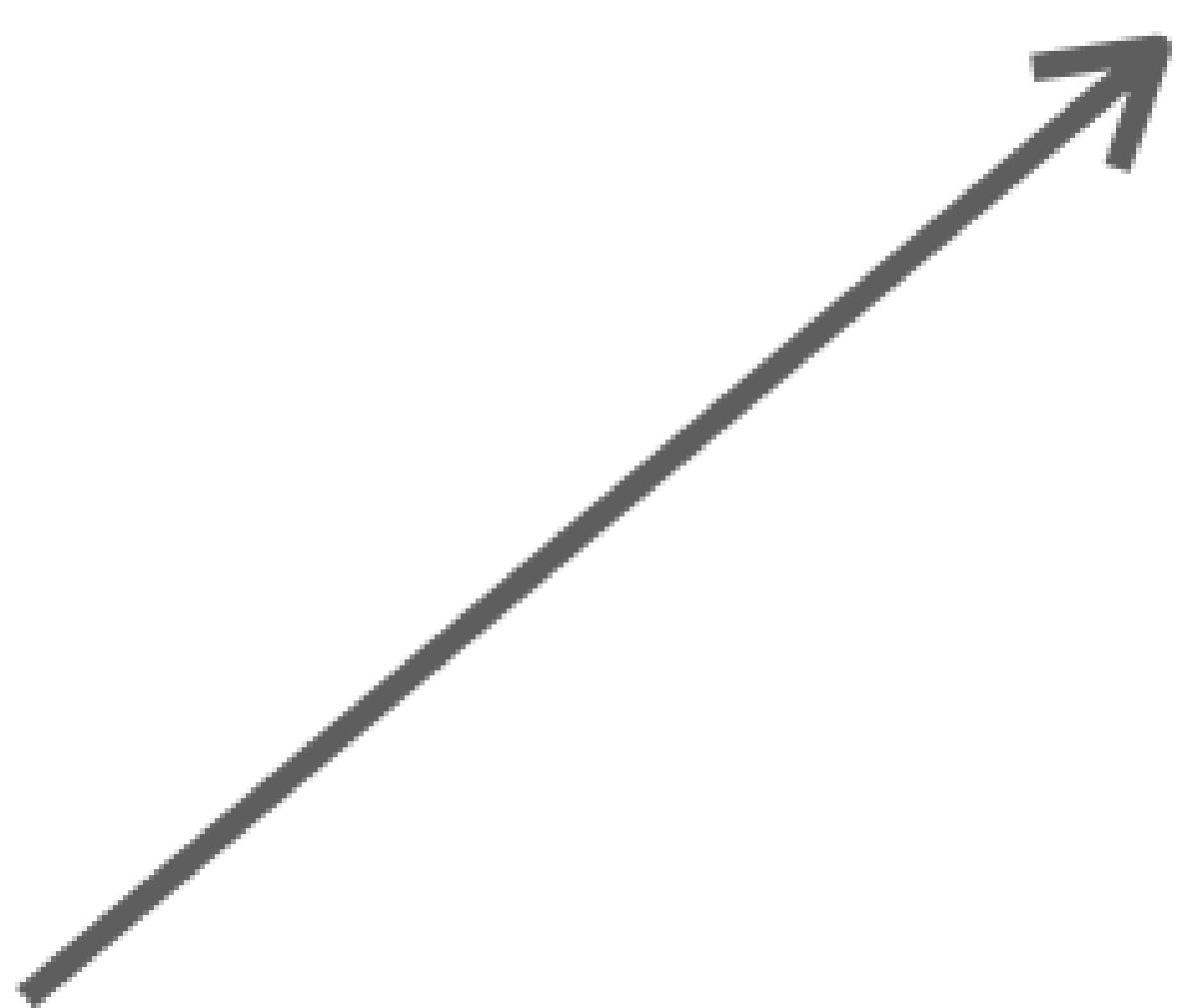
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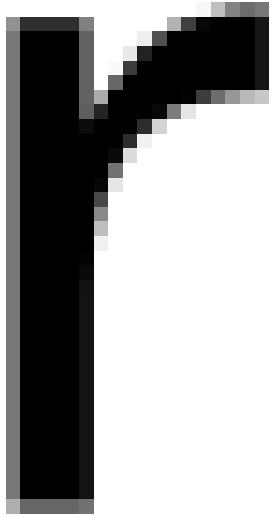
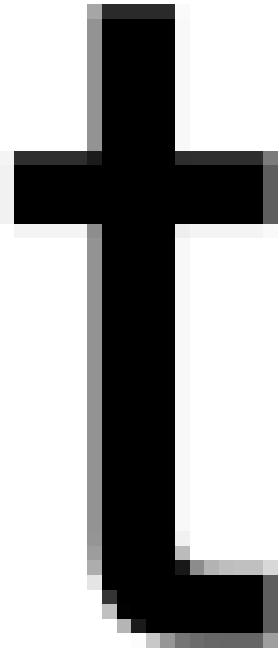
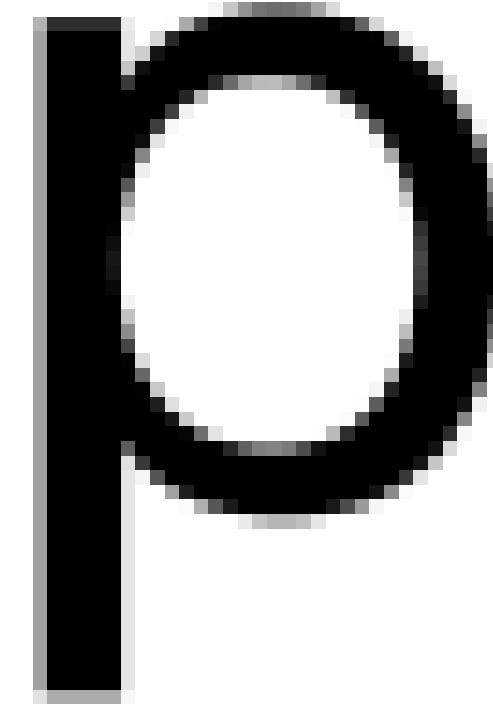
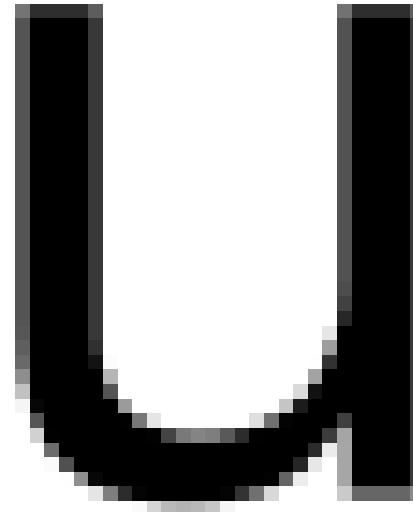
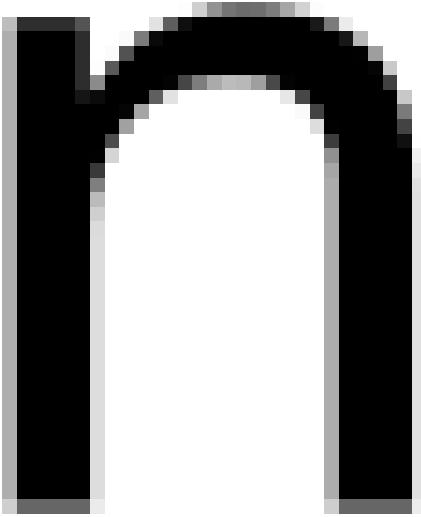
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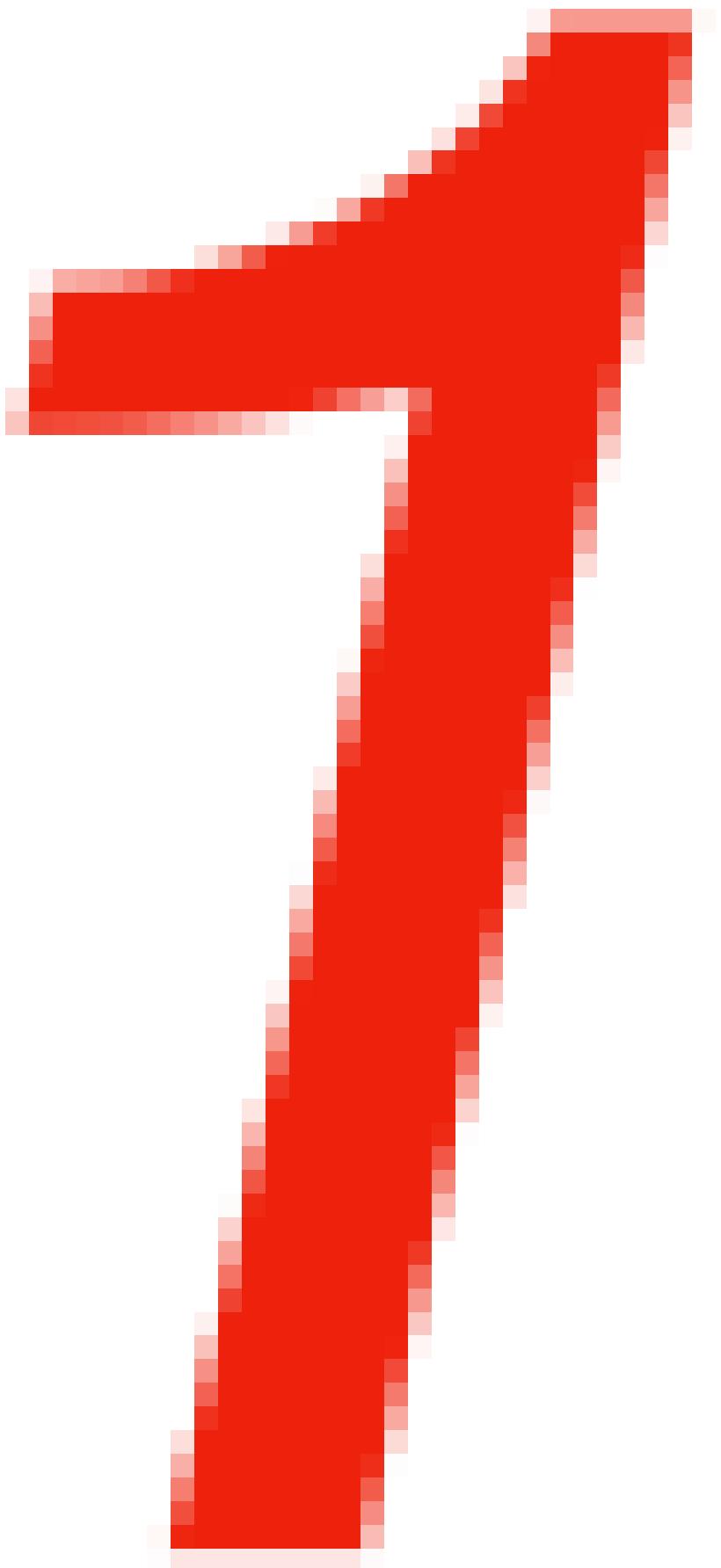
_name

HEAD

_next







_id

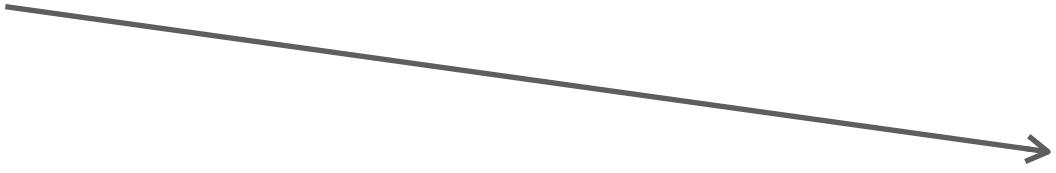
_name

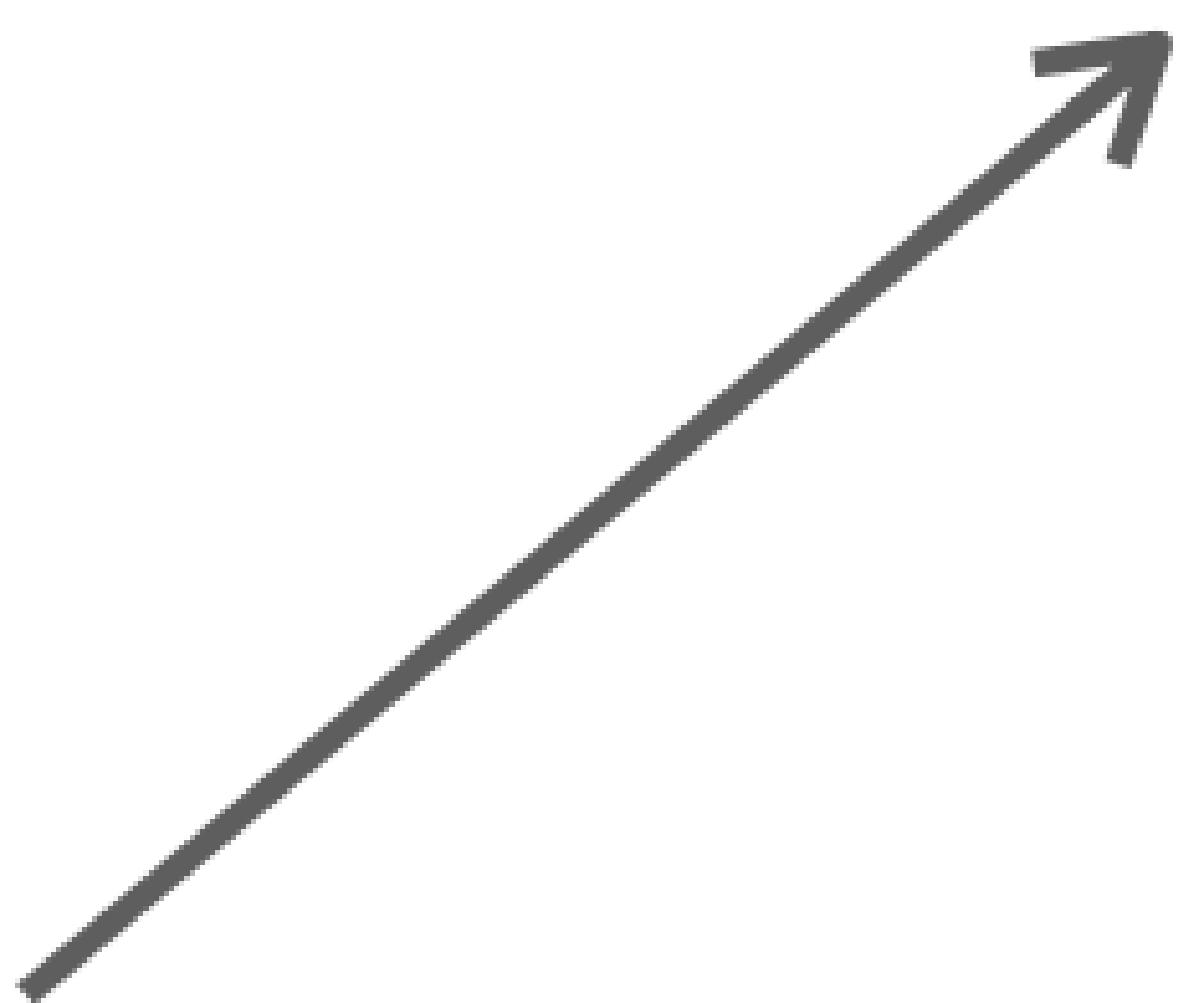
_next

10

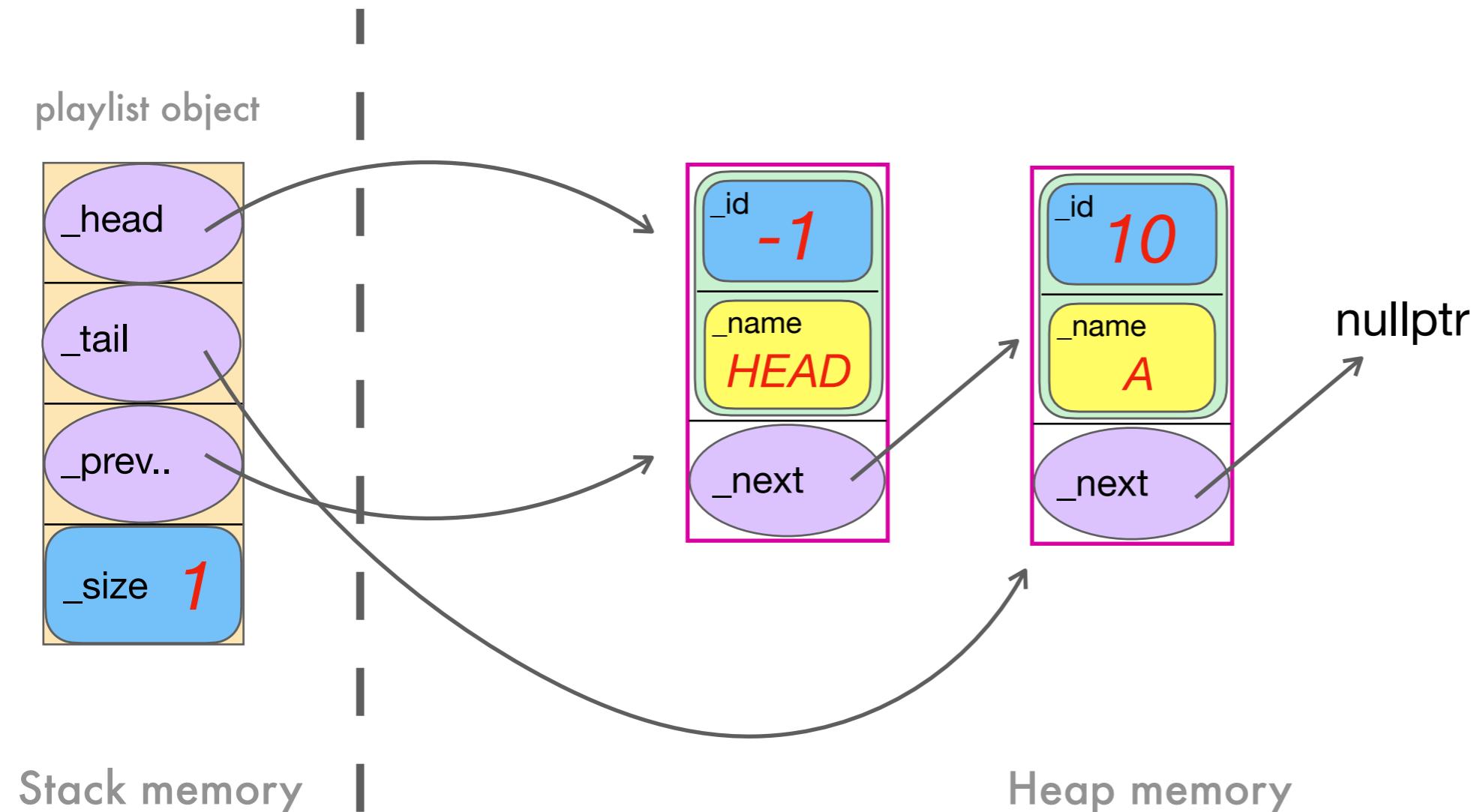
A

new_node



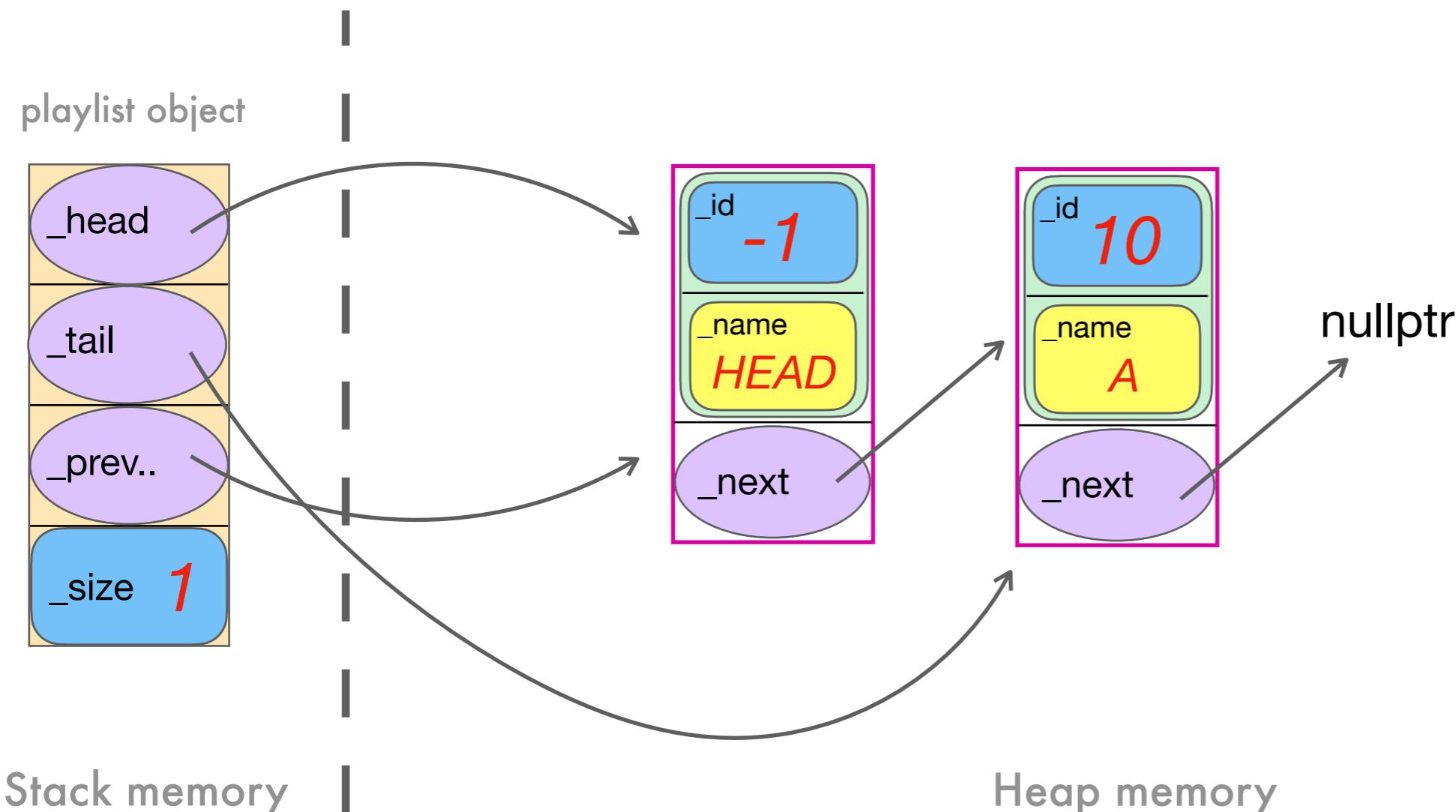


When `insert_at_cursor()` returns, the temporary local `Node*` `new_node` will be destroyed, but the node itself in heap memory is now accessible via the list, via the sentinel node.

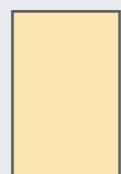


Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string

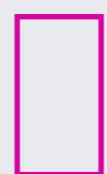
Legend



Playlist



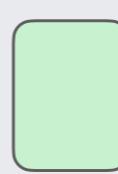
Playlist::Node



Playlist::Node*



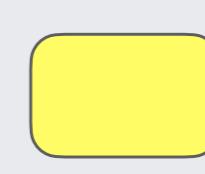
Playlist::SongEntry



size_t



std::string



Legend