STL Deque Sequential Container

- A `std::deque` (pronounced “deck”) is a double-ended queue
- It adds efficient insertion & removal at the container’s *beginning* & *end* via the `push_front()` & `pop_front()` methods
- Also has `emplace_front()` & `emplace_back()` methods

```cpp
template <typename T, typename Allocator = allocator<T>>
class deque;
```

1. **T**: Datatype of the elements that can be stored in the deque.
2. **Allocator**: This is the allocator object used to define the storage allocation model
   - By default, the Allocator class template from `<memory>` for type `T` is used, which defines the simplest memory allocation model and is value-independent.

See en.wikipedia.org/wiki/Double-ended_queue
#include <deque>
#include <iostream>
using namespace std;

int main() {
    deque<float> deck;
    for(size_t i=0; i < 7; i++)
        deck.push_front(i * 1.1);

    for(size_t i=0; i < deck.size(); ++i)
        cout <<  deck[i] << ' ' ;

    cout << endl;
    return 0;
}

See github.com/douglascraigschmidt/CPlusPlus/tree/master/STL/S-03/3.4