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

```
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

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```
#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