Sampling Algorithms

Check out the cool new sampling feature added to C++.

New algorithm - `std::sample` - that selects `n` elements from the sequence:

```
#include <iostream>
#include <random>
#include <iterator>
#include <algorithm>
int main() {
  std::vector<int> v { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
  std::vector<int> out;
  std::sample(v.begin(), // range start
              v.end(),                 // range end
              std::back_inserter(out), // where to put it
              3,                       // number of elements to sample
              std::mt19937{std::random_device{}()});
  std::cout << "Sampled values: ";
  //for (const auto &i : out) std::cout << i << ", ";
  for (const auto &i : out){
    if(i == out.back()){
      std::cout << i;
    }
    else {
      std::cout << i << ", ";
    }
  }
}
```

Possible output:

```
Sampled values: 1, 4, 9
```

> **Extra info:** he new sampling algorithms come from the adoption of Library Fundamentals V1 TS Components, Sampling P0220R1

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