**Message system**

**Develop the following:**

**1.** Create a messaging system using a *std::deque*. The container should add *std::string* messages to the back and process them from the front.

**2.** Pressing a key should process the next message from the front of the *deque*.

**3.** Once the messages are removed from the front, they should be displayed

**4.** Incoming messages should be created randomly, using a set of pre-defined ones.

**5.** For example, create messages along the lines of *Player connected*, *Player has left*, *Player 2* has died, etc.