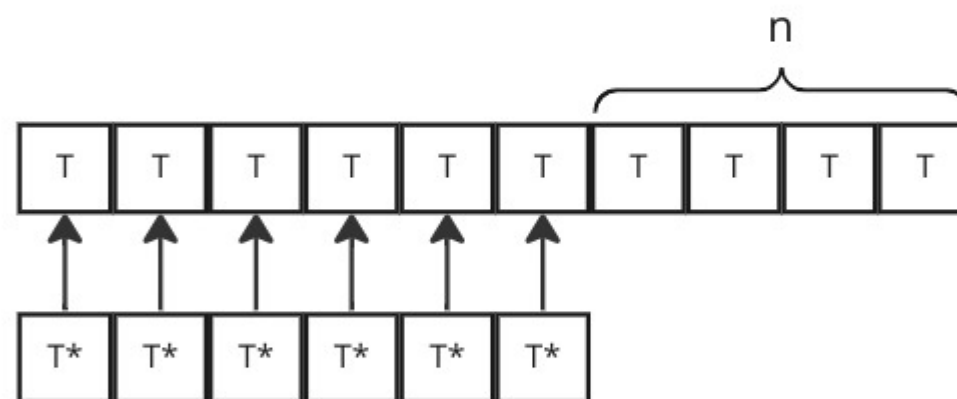
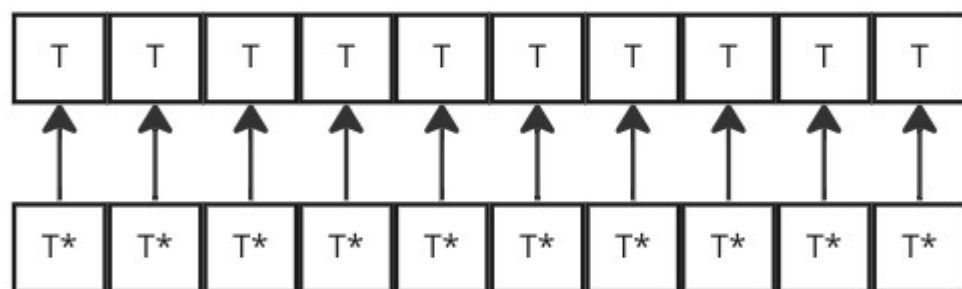
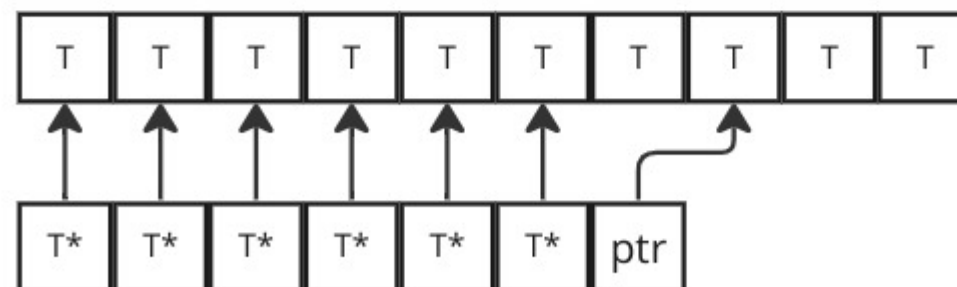
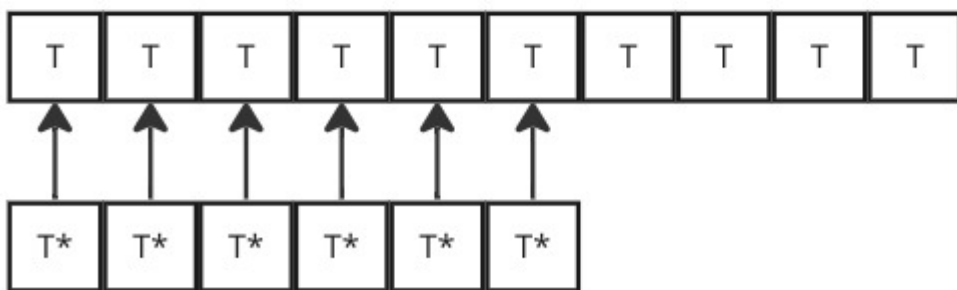


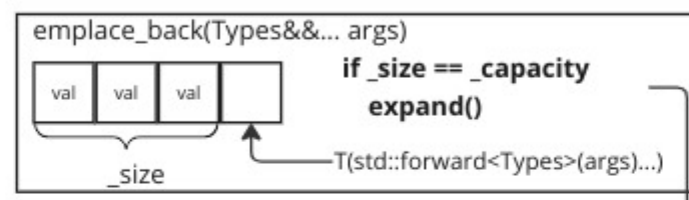
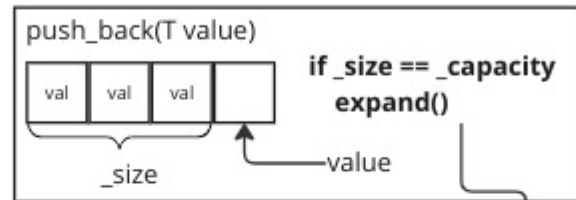
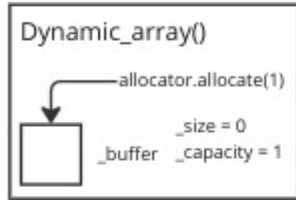
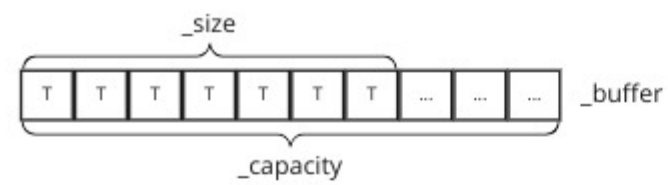
Conclusion:
allocator deque contains pointers of ONLY unused elements (or elements, which doesn't contain buffer of your container)

allocate(n)



deallocate(T* ptr, std::size_t)





Constructions with `expand()` give us the garanty, that in the end of container buffer we have free blocks (`_size < _capacity`), where we can write or construct our values

