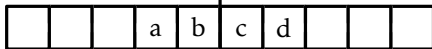
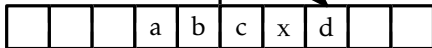


front

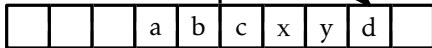
back



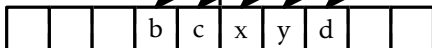
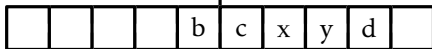
add(3,x)



add(4,y)



remove(0)*



4 3 2 1 0 0 1 2 3 4