```
Initializing a pool with element size 32 and block size 5
Expanding pool...
Linking cells starting at 0x00B2A138
Cell allocated at 0x00B2A138
Cell allocated at 0x00B2A158
Cell allocated at 0x00B2A178
Cell allocated at 0x00B2A198
Cell allocated at 0x00B2A1B8
Expanding pool...
Linking cells starting at 0x00B2A668
Cell allocated at 0x00B2A668
Cell allocated at 0x00B2A688
Cell allocated at 0x00B2A6A8
Cell allocated at 0x00B2A6C8
Cell allocated at 0x00B2A6E8
Expanding pool...
Linking cells starting at 0x00B2A8B0
Cell allocated at 0x00B2A8B0
Cell allocated at 0x00B2A8D0
Cell allocated at 0x00B2A8F0
Cell allocated at 0x00B2A910
Cell allocated at 0x00B2A930
Expanding pool...
Linking cells starting at 0x00B2AAF8
Cell allocated at 0x00B2AAF8
Cell allocated at 0x00B2AB18
Cell allocated at 0x00B2AB38
Cell allocated at 0x00B2AB58
Cell allocated at 0x00B2AB78
Object 5 == {5,"5"}

Cell deallocated at 0x00B2A668
Creating another object:
Cell allocated at 0x00B2A668
anotherObject == {100,anotherObject}

Creating yet another object:
Expanding pool...
Linking cells starting at 0x00B2AD40
Cell allocated at 0x00B2AD40
yetAnotherObject == {120,yetAnotherObject}

Cell deallocated at 0x00B2A668
Cell deallocated at 0x00B2AD40
Cell deallocated at 0x00B2A138
Cell deallocated at 0x00B2A158
Cell deallocated at 0x00B2A178
Cell deallocated at 0x00B2A198
Cell deallocated at 0x00B2A1B8
Cell deallocated at 0x00B2A688
Cell deallocated at 0x00B2A6A8
Cell deallocated at 0x00B2A6C8
Cell deallocated at 0x00B2A6E8
Cell deallocated at 0x00B2A8B0
Cell deallocated at 0x00B2A8D0
Cell deallocated at 0x00B2A8F0
Cell deallocated at 0x00B2A910
Cell deallocated at 0x00B2A930
Cell deallocated at 0x00B2AAF8
Cell deallocated at 0x00B2AB18
Cell deallocated at 0x00B2AB38
Cell deallocated at 0x00B2AB58
Cell deallocated at 0x00B2AB78
```