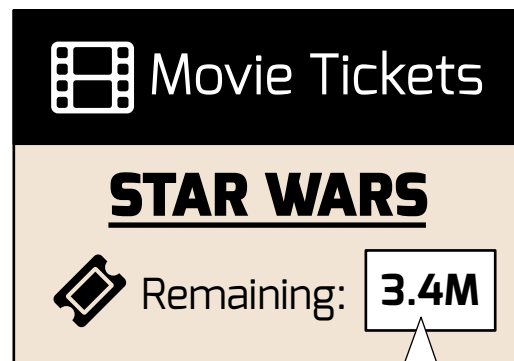


```
// Set type supporting precise *remove*
// and approximate size
template< typename T,
          float Accuracy,
          Time Latency >
class Pool : IPAType {

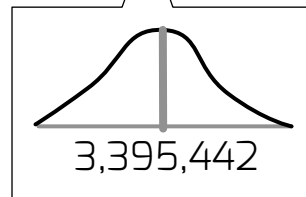
    T take(int num);

    // return a range representing the
    // current possible sizes
    Range<int> size();

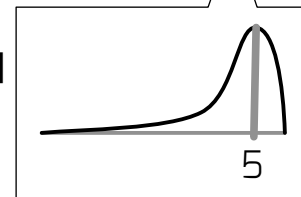
};
```



Soft bounds
while many
remaining.



Hard bound
at the end.



```
using MovieTickets = Pool<TicketID, 0.10, Millis(100)>;
```