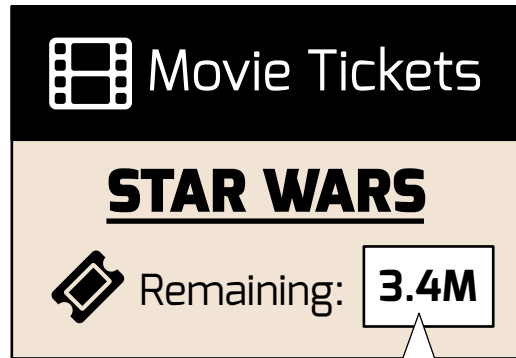


```
// Set type supporting precise *remove*
// and approximate size
template< typename T, float SizeAccuracy >
class Pool : IPAType {

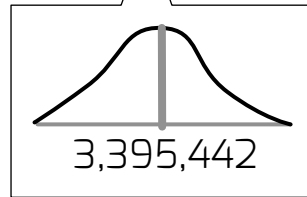
    T take(int num);

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

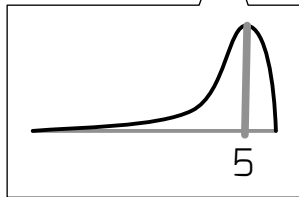
};
```



Soft bounds  
while many  
remaining.



Hard bound  
at the end.



```
using MovieTickets = Pool<TicketID, 0.10>;
```