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1 The `StaticPower` Class

The `StaticPower` Class is for computing powers statically at compile time.

1.1 Using `StaticPower`

To use it, simple call it statically with the appropriate parameter.

Example 1: Calculating at compiletime with `StaticPower`

```
auto X = cg::StaticPower<2,16>::value; //X == 65536
```

Why?

This is useful for classes that have restrictions on their size (at compile time) to a power of something.