Simulating Random Sampling via a Box Model

Box Modeling is a method of simulating data by randomly drawing a number from a box repeatedly, either with or w/o replacement. The box may contain any number of real numbers, some (or all) of which may appear in the box more than once.
Ex: To model a toss of a fair six-sided die

1 2 3 4 5 6

Note: A box model may contain objects other than numbers.

Ex: Select two marbles from box containing 5 red and 3 blue

R B B R B B B B R