A Generic to_string

U sing the to_string() examples from the reading, write a generic version, and place it into the h15.h header file.

- Make sure you surround it with the #if preprocessor directive, so it will only be included when compiling with early versions of C++.
- Fully qualify each library name.
- Do not put using namespace in your header file.
- Add your id to h15.cpp. This will be the only code inside h15.cpp.

Do **make test** to check your code. This will compile your code using C++98 and C++17, and then test the functions using C++11. Unfortunately, all does not seem perfect.

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We want our code to act exactly like the new, standard library version of this functions. The expected values above are what the standard library returns when run with each of these tests. (We're using the C++17 library as a test oracle here.)

The three floating-point numbers errors are easy to understand. It looks like floating-point numbers are converted using **fixed** notation, even if they were originally otherwise. Simply change one line to solve this problem.

out << std::fixed << value;</pre>

Now, you should have about 91%. The only line that fails is the **char** parameter. It seems that the standard library version wants to print the **ASCII** value, while our template version wants to print the actual character.

How to we fix this? The easiest way is to print the expression (0 + value) instead of just value. When 0 is added to a char, the result is an int, and we get the same result as the standard library.

Now you can do make test, and, if you get 100%, then make submit. Visit me in my office or on Piazza if you need help.