// By Dana Al-Mahrouk

#include <iostream>

using namespace std;

template <class T>

class Calculator {

    private:

        T num1, num2;

public:

// Here is the first mistake

        T add();

        T subtract();

        T multiply();

        T divide();

        Calculator(T n1, T n2) {

        num1 = n1;

        num2 = n2;

        }

        void displayResult() {

            cout << "Numbers: " << num1 << " and " << num2 << "." << endl;

            cout << num1 << " + " << num2 << " = " << add() << endl;

            cout << num1 << " - " << num2 << " = " << subtract() << endl;

            cout << num1 << " \* " << num2 << " = " << multiply() << endl;

            cout << num1 << " / " << num2 << " = " << divide() << endl;

            }

};

// Here is the second error

template <class T>

T Calculator <T>::add() { return num1 + num2; }

template <class T>

T Calculator <T>::subtract() { return num1 - num2; }

template <class T>

T Calculator <T>::multiply() { return num1 \* num2; }

template <class T>

T Calculator <T>::divide() { return num1 / num2; }

int main() {

    Calculator<int> intCalc(2.4, 1);

    Calculator<float> floatCalc(2.4, 1.2);

    cout << "Int results:" << endl;

    intCalc.displayResult();

    cout << endl << "Float results:" << endl;

    floatCalc.displayResult();

return 0;

}