#include <iostream>

#include <vector>

#include <string>

using namespace std;

template <typename T, typename R>

class Basketball\_Team

{

private:

T NAME;

vector<R> players;

public:

Basketball\_Team(T name)

{

NAME = name;

}

void change\_name(T name)

{

NAME = name;

}

void add\_player(R player)

{

players.push\_back(player);

}

void display()

{

cout << NAME << "players are listed below:" << endl;

for (int i = 0; i < players.size(); i++)

{

cout << players[i] << endl;

}

}

};

int main()

{

Basketball\_Team<string, string> team1("Lakers");

team1.add\_player("Kobe");

team1.add\_player("Horry");

team1.add\_player("Shaq");

team1.add\_player("Jones");

team1.display();

cout << "\n";

cout << "Size of int: " << sizeof(int) << endl;

cout << "Size of double: " << sizeof(double) << endl;

cout << "Size of string: " << sizeof(string) << endl;

cout << "Size of float: " << sizeof(float) << endl;

cout << "Size of char: " << sizeof(char) << endl;

system("pause");

return 0;

}

**Outpout:**

**Lakers players are listed below:**

**Kobe**

**Horry**

**Shaq**

**Jones**

**Size of int: 4**

**Size of double: 8**

**Size of string: 28**

**Size of float: 4**

**Size of char: 1**

**Press any key to continue . . .**