

Write a function template called `swapValues()` that swap the values of two variables of any data type. Demonstrate `swapValues()` on both integer and string data types.

Output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS

PS C:\Users\Acer\OneDrive\OOP LAB\Fifth lab> g++ swap_the_value_of_two_variables.cpp ; ./a.exe
Before swap: a = 10, b = 20
After swap: a = 20, b = 10
Before swap: First_Name = Bimal, Last_Name = Kunwar
After swap: First_Name = Kunwar, Last_Name = Bimal
```

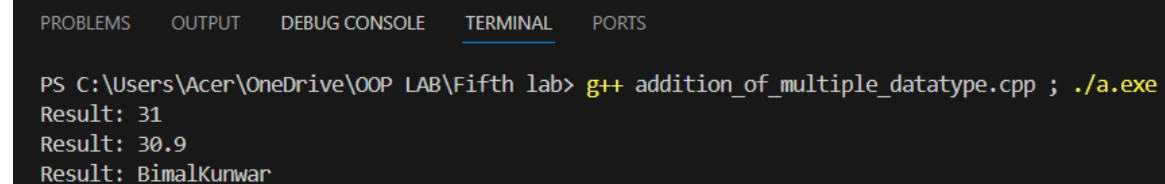
Write an overloaded template function `maximum()` that finds the maximum of two values. Implement versions for both integer and character types.

Output:

```
PS C:\Users\Acer\OneDrive\OOP LAB\Fifth lab> g++ maximum_of_two_integer_character.cpp ; ./a.exe
Maximum of 30 and 40 is = 40
Maximum of 'v' and 'k' is ' = v'
```

Write a C++ program to demonstrate the addition of multiple data types using function template.

Output:



A screenshot of a terminal window with a dark background. At the top, there are five tabs: 'PROBLEMS', 'OUTPUT', 'DEBUG CONSOLE', 'TERMINAL' (which is selected and underlined), and 'PORTS'. Below the tabs, the terminal shows the command 'g++ addition_of_multiple_datatype.cpp ; ./a.exe' being executed. The output consists of three lines: 'Result: 31', 'Result: 30.9', and 'Result: BimalKunwar'.

```
PS C:\Users\Acer\OneDrive\OOP LAB\Fifth lab> g++ addition_of_multiple_datatype.cpp ; ./a.exe
Result: 31
Result: 30.9
Result: BimalKunwar
```

**Define a class template Stack that can hold element of any data type.
Implement function to push ,pop and display elements from the stack using
function template.**

Output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS

PS C:\Users\Acer\OneDrive\OOP LAB\Fifth lab> g++ push_pop_display_elements.cpp ; ./a.exe
Stack elements: 10 20 30
Stack elements: 10 20
```