

## Templates in functions

Make a template operation ***calculate\_sum*** which takes two parameters of the same type, but can be any type) and returns the sum of the types.

Call it with int, string and a data class that you make. You will probably have to overload the + operator on that class.

Make a template operation ***is\_sum\_higher\_than*** which takes three parameters of the same type, a, b and compare. It returns true if the sum of a and b is higher than compare, otherwise false. You should simply allow the operators + and < on the types to decide what is higher and how the sum is calculated.

Call it with int, string and a data class that you make.

## Templates in classes

Make the class ***MyPair*** in its own .h file.

You should be able to construct an instance of MyPair with two parameters of two different types. They should become ***first*** and ***second*** in the class.

Implement the operations ***get\_first***, ***get\_second***, ***set\_first*** and ***set\_second***. Set operations take a parameter (but are usually void, and return nothing) while get operations usually don't take a parameter but return the correct type of variable.