**Template:**

Template is a powerful feature in C++, which enables generic programming (single function or class can be used to work with different data types using template).

Advantage:

> Code reusability

> Flexible

Template can be used in two different ways:

1. Function template

2. Class template

Function Template:

It workds similar to normal function. A single function Template can work with different data type at once but normal funcion can work with only one data type.

Syntax:

*template < class T>*

*T someFuncion(T arg)*

*{*

*... ... ...*

*}*

Here,

T is a argument that accept different data types.

class is a keyword, typename can be used instead of class.

Class Template:

Sometimes we may need to use a single class for different types but with normal class it’s not possible. Then, we go for template class.

Syntax:

*template <class T>*

*class className*

*{*

*... ... ...*

*public:*

*T var;*

*T someFun(T arg);*

*.... ... ...*

*};*

Here,

T is template argument