1. Template Function(Max,Min,Sq,Cube)

Program :

#include<iostream>

using namespace std;

template <typename T>

T Max(T x,T y)

{

if (x>y)

{

return x;

}

else if(y>x)

{

return y;

}

}

template <typename T>

T Min(T x,T y)

{

if (x>y)

{

return y;

}

else if (y>x)

{

return x;

}

}

template <typename T>

T sq(T x)

{

return x\*x;

}

template <typename T>

T cube(T x)

{

return x\*x\*x;

}

int main()

{

int a,b;

cout << "Enter 2 nos : " << endl;

cin >> a >> b;

cout << "Max(int) : " << Max<int>(a,b) << endl;

cout << "Min(int) : " << Min<int>(a,b) << endl;

float c,d;

cout << "\nEnter 2 floating nos : " << endl;

cin >> c >> d;

cout << "Max(float) : " << Max<float>(c,d) << endl;

cout << "Min(float) : " << Min<float>(c,d) << endl;

int e;

cout << "\nEnter a number : " << endl;

cin >> e;

cout << "Square : " << sq<int>(e) << endl;

float f;

cout << "\nEnter a floating number : " << endl;

cin >> f;

cout << "Cube : " << cube<float>(f) << endl;

return 0;

}

Output :

