Initially (namely for pre-standard C++), there was no way to explicitly tell the compiler which types to use as template arguments for instantiation of a function template. In those days, a function template such as the following (part of *E.g. 4* of lecture note *311Templating*)

```
template <class T>
T GetValue()
{
   T value;
   cout << "Enter value: ";
   cin >> value;
   return value;
}
```

was illegal. Every template parameter (like τ in the example above) was required to appear at least once in the parameter list of a function template; otherwise the compiler was not able to deduce the template arguments during the instantiation of the function template (*i.e.*, resolve template arguments through *implicit deduction*).

During C++ standardization, however, *explicit specification* of template arguments for function templates (using a syntax similar to the instantiation of class templates) was added. With this feature (and provided the compiler we use supports it), we can explicitly tell the compiler which types it must use for instantiation of a function template. The current GCC C++ compiler on the CS Dept Linux servers does support the feature, so the following program (slightly modified version of *E.g. 4* of lecture note *311Templating*) will successfully compile and run.

```
#include <iostream>
#include <cstdlib>
using namespace std;
template <class T>
T GetValue()
  T value;
 cout << "Enter value: ";</pre>
 cin >> value;
  return value;
int main()
  int intValue;
  double dblValue;
  char charValue;
  intValue = GetValue<int>();
  cout << "Value entered is "
       << intValue << endl;
  dblValue = GetValue<double>();
  cout << "Value entered is "
       << dblValue << endl;
  charValue = GetValue<char>();
  cout << "Value entered is "
       << charValue << endl;
  return(EXIT_SUCCESS);
```

In this light, we shall treat the "*Failed Unification Errors*" *Pitfall* appearing in our textbook (*Page 282* for the 3rd edition, *Page 294* for the 4th edition) as no longer applicable.