Template

#include <iostream>

using namespace std;

template <typename T>

T maximum(T x , T y)

{

if (x>y)

{

return x;

}

else

return y;

}

template <typename T>

T minimum(T x , T y)

{

if (x<y)

{

return x;

}

else

return y;

}

template <typename T>

T square (T x , T y)

{

return x\*x;

return y\*y;

}

template <typename T>

T cube (T x , T y)

{

return x\*x\*x;

}

int main()

{

int a,b,c,d,e,f;

cout<<"Enter the 2 integer numbers\n";

cin>>a>>b;

c=maximum<int>(a,b);

d=minimum<int>(a,b);

e=square<int>(a,b);

f=cube<int>(a,b);

cout<<"max :"<<c<<"\n";

cout<<"min :"<<d<<"\n";

cout<<"square :"<<e<<"\n";

cout<<"cube :"<<f<<"\n";

float a1,b1,c1,d1,e1,f1;

cout<<"Enter the 2 float nuumbers\n";

cin>>a1>>b1;

c1=maximum<float>(a1,b1);

d1=minimum<float>(a1,b1);

e1=square<float>(a1,b1);

f1=cube<float>(a1,b1);

cout<<"max :"<<c1<<"\n";

cout<<"min :"<<d1<<"\n";

cout<<"square :"<<e1<<"\n";

cout<<"cube :"<<f1<<"\n";

}

