practice_3

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☆ Templates

A wrapper class is one that can be used to wrap a basic type into a class. Here a class template can be used to create a generalized wrapper class.

YOUR ANSWER

Draft saved 10:42 pm Original code C++

```
#include ↔

using namespace std;
```

```
template<class T>
    class Item
    {
    public:
    T a;
    Item(T x)
        {
        a=x;
        }
    void show()
        {
        cout<<a;
        }
    T Add(Item ob)
        {
        //T t;
        a=ob.a+a;
        return a;
        }
    };

```

```
int main() {
    float avg;
    Item<int> obj1(5), obj2(4);
    Item<float> obj3(3.5), obj4(5.5);
    int test_case;
```

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```
            obj1.show();
            break;
        case 2:
            obj3.show();
            break;
        case 3:
            avg = obj1.Add(obj2)/2;
            cout << avg;
            break;
        case 4:
            avg = obj3.Add(obj4)/2;
            cout << avg;
            break;
        default:
            break;
    }

    return 0;
}
```

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Test against custom input

Run Code | Submit code & Continue

(You can submit any number of times)

Download sample test cases *The input/output files have Unix line endings. Do not use Notepad to edit them on windows.*