//FUNCTION TEMPLATE

#include <iostream>

using namespace std;

template <typename A>

A maxmin(A p, A q){

if(p>q)

return p;

else

return q;

}

template <typename B>

B sqrt(B p){

return (p\*p);

}

template <typename C>

C cube(C p){

return (p\*p\*p);

}

int main(){

int a,b;

float c;

a=10;

b=2;

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

cout<<c<<endl;

c=maxmin<float>(1.22,22.23);

cout<<c<<endl;

c=sqrt<int>(a);

cout<<c<<endl;

c=sqrt<float>(12.22);

cout<<c<<endl;

c=cube<int>(a);

cout<<c<<endl;

c=cube<float>(12.3);

cout<<c<<endl;

}

OUTPUT:

