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| #include <iostream>  using namespace std;  template <class T>  T Getmax(T a, T b, T c) {  if (a >= b && a >= c)  return a;  else if (b >= a && b >= c)  return b;  else  return c;  }  int main()  {  int i1 = 4, i2 = 3, i3 = 6, i;  float f1 = 3.4, f2 = 4.5, f3 = 5.2 , f;  char c1 = 'a', c2 = 'b', c3 = 'c', c;  i = Getmax<int>(i1, i2, i3);  f = Getmax<float>(f1, f2, f3);  c = Getmax<char>(c1, c2, c3);  cout << i << endl;  cout << f << endl;  cout << c << endl;  system("pause");  return 0;  } |