# Programming Laboratory-I Assignment No-7

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**1.** Write C++ Program to display largest among two numbers using function templates.

# Code:

```
← 1.cpp

Assignment_7 \gt • 1.cpp \gt \diamondsuit maximum<T>(T, T)
       # include <bits/stdc++.h>
       using namespace std;
       // Definig a Templates for the function maximum
       template<typename T>
       T maximum(T a,T b){
  7
            return max(a,b);
 10
       int main(){
           cout<<"The maximum of the numbers is "<<maximum<int>(2,7)<<endl;</pre>
           cout<<"The maximum of the numbers is "<<maximum<float>(27,17)<<endl;</pre>
           cout<<"The maximum of the numbers is "<<maximum<char>('a','A')<<endl;</pre>
 13
 14
           return 0;
 15
```

#### **OUTPUT:**

The maximum of numbers is 7.

The maximum of numbers is 27.

### The maximum of numbers is a.

2. Write C++ Program to swap data using function templates.

## Code:

```
⊕ 2.cpp

           ×
Assignment_7 > \bigcirc 2.cpp > \bigcirc swaping<T>(T, T)
       # include <bits/stdc++.h>
       using namespace std;
       // Definig a Templates
      template<typename T>
      // Swap Function
  7
      void swaping(T a,T b){
  8
           cout<<"The elements Before Swap :"<<" a= "<<a<<" b = "<<b<<endl;</pre>
  9
           swap(a,b);
           cout<<"The elements After Swap :"<<" a= "<<a<<" b = "<<b<<endl;</pre>
 10
 11
       // Main Function
 12
 13
      int main(){
           swaping<int>(2,7);
 14
           swaping<float>(27.0,17.7);
 15
 16
           swaping<char>('a','A');
 17
           return 0;
 18
```

### **OUTPUT:**

```
1. a=7 b=2
```

3. Write C++ Program to add, subtract, multiply and divide two numbers using class template.

# Code:

```
1 # include <bits/stdc++.h>
 2 using namespace std;
    template<typename T>
    // ADD Function
    T add(T a,T b){
          return a+b;
    }
 7
 8
   // Subtraction Function
10 template<typename T>
11 T sub(T a,T b){
12
          return abs(a-b);
13 }
14
15 // Multiplication Function
16 template<typename T>
17
    T multiply(T a,T b){
18
          return a*b;
19
20
21 // Divide Function
22 template<typename T>
23 T divide(T a,T b){
          return a/b;
25 }
26
27 // Main Function
28 int main(){
         cout<<" (const char [29])"Subtraction of 25 and 6 is: "
cout<<"Subtraction of 25 and 6 is: "<<sub<int>(25,6)<<endl;
cout<<"Multiply of 5.2 and 6.1 is: "<<multiply<float>(5.2,6.1)<<endl;
cout<<"Division of 25.0 and 3.2 is: "<<divide<float>(25.0,3.2)<<endl;
30
31
32
33
          return 0;
34
```

## **OUTPUT:**

- 1. 11
- 2. 19
- 3. 31.72
- 4. 7.832

4. Write C++ Program for creating a class Numbers which has two generic type variable x and y; create two objects NUM1 and NUM2 which will accept integer and float type data types.

# Code:

```
# include <bits/stdc++.h>
      using namespace std;
     // Generic classes
     template<typename T>
      class Numbers{
          public:
              T x, y;
  8
              Numbers(T a,T b)\{x=a,y=b;\}
  9
 10
              void display(){
                  cout<<"Numbers are: "<<x<<" "<<y<<endl;</pre>
 11
 12
 13
      };
 14
 15
      // Main Function
 16
      int main(){
 17
          class Numbers<int> Num1(2,3);
 18
          class Numbers<float> Num2(3.8,4.5);
 19
          Num1.display();
          Num2.display();
 21
          return 0;
```

#### **OUTPUT:**

- 1. Numbers are: 2 and 3
- 2. Numbers are 3.8 and 4.5
- 5. Write C++ Program which will demonstrate use of function template overloading.

### Code:

```
€ 5.cpp
Assignment_7 > © 5.cpp > ...
  1 # include <bits/stdc++.h>
     using namespace std;
     // Generic classes
     // Function with 1 parameters
     template<typename T>
      T add(T a){return a+0;}
     // Function with 2 Parameters
  9
     template<typename T>
 10
     T add(T a,T b){return a+b;}
 11
 12
     // Function with 3 parameters
 13
      template<typename T>
      T add(T a,T b,T c){return a+b+c;}
 16
      // Main Function
 17
      int main(){
           cout<<add<int>(20)<<endl;</pre>
           cout<<add<float>(20,35.4)<<endl;</pre>
 19
           cout<<add<int>(20,23,45)<<endl;</pre>
 20
           return 0;
 21
 22
```

### **OUTPUT:**

- 1. 20
- 2. 65,4
- 3. 88
- 6. Write C++ Program using class template to perform searching operation on generic array.

# Code:

```
€ 4.cpp
              € 5.cpp
                             € 6.cpp
Assignment_7 > \bigcirc 6.cpp > \bigcirc search<T>(T, T)
       # include <bits/stdc++.h>
       using namespace std;
       template<typename T>
       T arr[100]={2,3,4,5,6,7,8,9,1,22};
       template<typename T>
       void search(T x,T size){
            int j=0;
            for(int i=0;i<size;i++){</pre>
   9
  10
                if(x==arr<T>[i]){
                     cout<<"The element is present inside the array\n";</pre>
  11
  12
                     j=1;
  13
  14
            if(j==0){cout<<"The element is not present in array\n";}</pre>
  15
  16
  17
  18
       int main(){
  19
            search<int>(23,10);
  20
            return 0;
  21
```

# **OUTPUT:**

Ans: The Element is Not present in the array.