#include <iostream>

using namespace std;

// i dont know how to do class templetes

// as separate files of .h and .cpp

// for some reason i had to do it all in main

template <class T>

class classTemplate

{

T first, second;

public:

classTemplate(T a,T b);

T math();

protected:

private:

};

template <class T>

classTemplate<T>::classTemplate(T a, T b)

{

first = a;

second = b;

}

template <class T>

T classTemplate<T>::math()

{

return first + second;

}

int main()

{

classTemplate <int> Object1(1.222, 7);

double z;

z = Object1.math();

cout << "a + b = " << z << endl;

// our output is 8

classTemplate <double> Object2(1.222, 7);

z = Object2.math();

cout << "a + b = " << z << endl;

//our output is 8.22

return 0;

}