#include <iostream>

using namespace std;

class MyClass

{

private: static int counter;

int count;

public :

MyClass()

{

count++;

counter++;

}

static int getcount()

{

return counter;

}

int getCount{

return count;

}

};

int MyClass::counter=0;

int main()

{

MyClass obj1;

MyClass obj2;

MyClass obj3;

std::cout << "Number of objects created: "<< MyClass::getcount() << std::endl;

std::cout<< "Object1 count method: " << obj1.getCount << std::endl;

std::cout<< "Object1 count method: " << obj2.getCount << std::endl;

std::cout<< "Object1 count method: " << obj3.getCount << std::endl;

return 0;

}

#include <iostream>

using namespace std;

template<class X,class Y> void fun(X a,Y b)

{

cout<< "value of a is : " <<a<<endl;

cout<< "value of b is : " <<b<<endl;

}

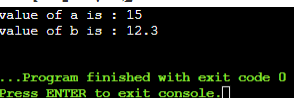
int main()

{

fun(15,12.3);

return 0;

}



#include <iostream>

using namespace std;

template<class X> void fun(X a)

{

cout<<"value of a is: "<<a<<endl;

}

template<class X,claas Y> void fun(X b , Y c)

{

cout<<"value of b is: " <<b<<endl;

cout<<"Value of c is: "<<c<<endl;

}

int main()

{

fun(10);

fun(20,30.5);

return 0;

}

