#include <iostream>

using namespace std;

template <typename T>

T Max(T a, T b)

{

if(a>b)

{

return a;

}

else

{

return b;

}

}

template <typename T>

T Min(T a, T b)

{

return (a < b) ? a : b;

}

template <typename T>

T square(T a)

{

return a\*a;

}

template <typename T>

T cube(T a)

{

return a\*a\*a;

}

int main()

{

int x=5,y=8;

cout << "Max=" <<Max<int>(x,y)<<"\n";

cout << "Min="<<Min(x,y)<<"\n";

cout << "Square="<<square(x)<<"\n";

cout << "Cube="<<cube(x)<<"\n";

float x1=5.2,y1=8.2;

cout << "Max=" <<Max(x1,y1)<<"\n";

cout << "Min="<<Min(x1,y1)<<"\n";

cout << "Square="<<square(x1)<<"\n";

cout << "Cube="<<cube(x1)<<"\n";

return 0;

}

