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/*This programme defines a class template for a custom-made array*/

#include <iostream>
using namespace std;

// Defining a class template
template <class a_type>
class myArray
{
private:
        a_type* ptr;
        int size;
public:
          myArray(a_type arr[], int s)
                {
                      ptr = new a_type[s];
                      size = s;
                      for (unsigned int i = 0; i < size; i++) ptr[i] = arr[i];
                };

          ~myArray() {/*should there be anything here?*/ };

          void print(); // This is a function prototype only

};



// Member fuction definition is here:
template <class a_type>    // We need to repeat this line because it is a different scope
void myArray<a_type>::print()
{
        for (unsigned int i = 0; i < size; i++)
                cout << " " << *(ptr + i) << endl;
};




void main() {

        int A[5]{ 1,2,3,4,5 };
        myArray<int> a(A, 5); // myArray of type integer

        char B[6]{ "Hello" };
        myArray<char> b(B, 5); // myArray of type character

        a.print();

        b.print();

        system("pause");
};
```