Templates

Class → Object

Template → Class

↓

(Parameterized classes)

Why use templates?

→ DRY

→ Generic Progamming

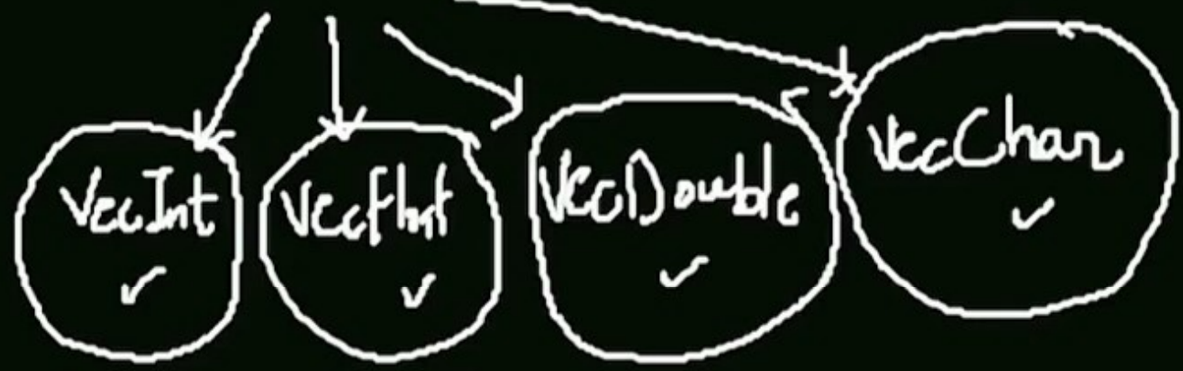
Class Vector {

int * arr;

int size;

Public:

DRY



Syntax for Templates

```
template < class T >
class vector {
        T* arr;
    Public:
        Vector(T* arr)
            {
            // code
            }
// & many other methods
    }
```

→ represent Many classes ✓

T can be int, float, char etc...

```
int main() {
    → Vector<int> myVec(ptr);
    → Vector<float> myfVec(ptr);
```

Competitive Programming

STL