#include <iostream>

using namespace std;

template <class T1,class T2>

class A

{

public:

T1 data1;

T2 data2;

A(T1 a, T2 b)

{

data1=a;

data2=b;

}

void display()

{

cout<<"data1 value is "<<data1<<endl;

cout<<"data2 value is "<<data2<<endl;

}

};

int main()

{

A<float,int>B(3.4,5);

B.display();

return 0;

}

/\*

data1 value is 3.4

data2 value is 5

\*/