```cpp
 1   #include <iostream>
 2   #include <string>
 3   #include <iomanip>
 4   #include <fstream>
 5
 6   using namespace std;
 7
 8   struct bryntype{
 9   int x;
10   string y;
11   };
12
13
14   template <class Bryn>
15   void swapme(Bryn &first, Bryn &second) {
16   Bryn temp = first;
17   first = second;
18   second = temp;
19   }
20
21   int main() {
22   ofstream outf;
23   outf.open("outputfile.txt");
24   int j = 3;
25   int t = 5;
26   outf << "integer j = " << j << " and integer t = " << t << "." << endl;
27   outf << "Inititating Swapme Function" << endl;
28   swapme(j,t);
29   outf << "integer j = " << j << " and integer t = " << t << "." << endl << endl;
30   string name1 = "John";
31   string name2 = "Jane";
32   outf << "string name1 = " << name1 << " and string name2 = " << name2 << "." << endl;
33   outf << "Inititating Swapme Function" << endl;
34   swapme(name1,name2);
35   outf << "string name1 = " << name1 << " and string name2 = " << name2 << "." << endl
     << endl;
36   bryntype firststruct = {1234, "Link"};
37   bryntype secondstruct = {9894, "Zelda"};
38   outf << "firststruct.x = " << firststruct.x << " and firststruct.y = " <<
     firststruct.y << "." << endl;
39   outf << "secondstruct.x = " << secondstruct.x << " and secondstruct.y = " <<
     secondstruct.y << "." << endl;
40   outf << "Inititating Swapme Function" << endl;
41   swapme(firststruct,secondstruct);
42   outf << "firststruct.x = " << firststruct.x << " and firststruct.y = " <<
     firststruct.y << "." << endl;
43   outf << "secondstruct.x = " << secondstruct.x << " and secondstruct.y = " <<
     secondstruct.y << "." << endl;
44   system("pause");
45   }
46
47
```