# C++ Class Templates



A class template provides a specification for generating classes based on parameters. *Class templates* are generally used to implement containers. A class template is instantiated by passing a given set of types to it as template arguments. Here is an example of a class, MyTemplate, that can store one element of any type and that has just one member function *divideBy2*, which divides its value by 2.

```
template <class T>
class MyTemplate {
  T element;
  public:
  MyTemplate (T arg) {element=arg;}
  T divideBy2 () {return element/2;}
};
```

It is also possible to define a different implementation of a template for a specific type. This is called *Template Specialization*. For the template given above, we find that a different implementation for type *char* will be more useful, so we write a function *printElement* to print the *char* element:

```
// class template specialization:
template <>
class MyTemplate <char> {
  char element;
  public:
  MyTemplate (char arg) {element=arg;}
  char printElement ()
  {
  return element;
  }
};
```

You are given a main() function which takes a set of inputs. The type of input governs the kind of operation to be performed, i.e. concatenation for *strings* and addition for *int* or *float*. You need to write the class template *AddElements* which has a function *add()* for giving the sum of *int* or *float* elements. You also need to write a template specialization for the type *string* with a function *concatenate()* to concatenate the second string to the first string.

#### **Input Format**

Input will consist of N+1 lines where N is the number given in the first line of the input followed by N lines.

From the second line forward, the type of the following two elements will be provided. The type will be one of *int, float* or *string* types only. Out of the following two elements, you have to concatenate or add the second element to the first element.

#### **Constraints**

```
1 <= N <= 500000 1.0 <= value_{float} <= 10.0, where value_{float} is any float value 1 <= value_{int} <= 100000, where value<sub>int</sub> is any int value 0 <= len_{string} <= 10, where len_{string} is the length of any string
```

#### The time limit for this challenge is 4 seconds

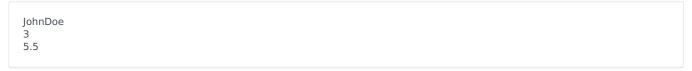
#### **Output Format**

The code provided in the code editor will use your class template to add/append elements and give the output.

### **Sample Input**

string John Doe int 1 2 float 4.0 1.5

# **Sample Output**



## **Explanation**

"Doe" when appended with "John" gives "JohnDoe". 2 added to 1 gives 3, and 1.5 added to 4.0 gives 5.5.