Template function:

#include <iostream>

using namespace std;

template <typename T>

T myMax(T x, T y)

{

return (x > y) ? x : y;

}

template<typename T> T min1(T z, T k)

{

return (z < k) ? z : k;

}

template <typename T> T sq(T x){

cout<<"square: ";

return(x\*x);

}

template <typename T>T cube1(T x)

{

cout<<"cube: ";

return(x\*x\*x);

}

int main()

{

int a,b;

cout<<"enter the A and B: ";

cin>>a>>b;

cout << myMax<int>(a, b) << endl;

cout << min1<int>(a, b) << endl;

cout <<"a"<< sq<int>(a) << endl;

cout <<"b" <<sq<int>(b) << endl;

cout <<"a"<< cube1<int>(a) << endl;

cout <<"b"<< cube1<int>(b) << endl;

double a1,b1;

cout<<"enter the float A and B:";

cin>>a1>>b1;

cout << myMax<double>(a1, b1) << endl;

cout << min1<double>(a1,b1) << endl;

cout<<"a"<<sq<double>(a1)<< endl;

cout <<"b"<<sq<double>(b1)<< endl;

cout <<"a"<<cube1<double>(a1)<< endl;

cout <<"b"<<cube1<double>(b1)<< endl;

return 0;

}

