#include <iostream>

#include <fstream>

#include<Windows.h>

#pragma warning (disable:4996)

using namespace std;

template<class firstType, class secondType>

firstType sum(firstType obj1, secondType obj2)

{

return obj1 + obj2;

}

template<class firstType, class secondType>

firstType subtraction(firstType obj1, secondType obj2)

{

return obj1 - obj2;

}

template<class firstType, class secondType>

firstType multiplication(firstType obj1, secondType obj2)

{

return obj1 \* obj2;

}

template<class firstType, class secondType>

firstType division(firstType obj1, secondType obj2)

{

return obj1 / obj2;

}

int main()

{

cout <<"return char type: "<< sum("A", 6);

cout << "return double type: " << sum(5.5, 6);

cout << "return int type: " << sum(6, 6.6);

}