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CSC220 -- Activity 12
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Class

```
template<class T>
class Bag {
    private:
        vector<T> bag;

    public:
        Bag(int size);
        void add(T item) {
            bag.push_back(item);
        }
        void print() {
            cout << "bag contents: " << endl;
            for (unsigned int ii=0; ii<bag.size(); ii++) {
                cout << bag[ii] << " ";
            }
            cout << endl;
        }
};

template<class T>
Bag<T>::Bag(int size) {
    vector<T> bag(size);
}

}
```

main()

```
int main() {
    Bag<string> myBag(10);
    myBag.add("hello");
    myBag.add("goodbye");
    myBag.print();

    Bag<int> myIntBag(1);
    myIntBag.add(1);
    myIntBag.add(2);
    myIntBag.add(3);
    myIntBag.print();

    return 0;
}
```

Sample Output

```
$ g++ act12.cpp
$ ./a.out
bag contents:
hello goodbye
bag contents:
1 2 3
```