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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