

# Codebook

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```
11 private:
12     T data;
13 };
14
15 int main(){
16     OBJ <int> intOBJ(1);
17     cout << intOBJ.getdata() <<
        endl;
18
19     system("pause");
20     return 0;
21 }
```

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## 1 Introduction

This is the first line in this codebook.

### 1.1 code

There will be some code here.

```
1 //This is example code in c++
2 #include <iostream>
3 using namespace std;
4
5 int main(){
6     cout << "Hello World!" <<
        endl;
7     return 0;
8 }
```

```
1 #include <bits/stdc++.h>
2 using namespace std;
3
4 template <class T>
5 class OBJ{
6     public:
7         OBJ(T d){
8             data = d;
9         }
10        T getdata(){return data;}
```