**Code**

#include<iostream>

#include<string>

using namespace std;

struct Profile{

string name;

int age;

string state;

Profile()

{

name = "";

age = 0;

state = "";

}

Profile(string name, int age, string state)

{

this->name = name;

this->age = age;

this->state = state;

}

bool operator==(const Profile& lhs){

return lhs.name == name;

}

};

ostream& operator << (ostream & output, Profile p) {

output << p.name;

return output;

}

template <class T>

class Twitter

{

T \*user[5];

int count = 0;

public:

Twitter()

{

for (int i = 0; i < 5; i++)

{

user[i] = NULL;

}

}

void addFollower(T \*follower)

{

//for (int i = 0; i < 5; i++)

//{

if (count < 5)//(user[i] == NULL)

{

user[count] = follower;

cout << "Follower is added" << endl;

count++;

return;

}

//}

cout << "\nlimit is reached cannot add more followers\n" << endl;

}

void removeFollower(T \*follower)

{

for (int i = 0; i < count; i++)

{

//cout << "return for == operator: " << (\*follower==\*user[i]) << endl;

if (\*user[i] == \*follower )

{

user[i] = NULL;

cout << "Follower is removed" << endl;

return;

}

}

cout << \*follower <<" is not a follower of this user" << endl;

}

void printFollowers()

{

for (int i = 0; i < 5; i++)

{

if (user[i] != NULL)

{

cout << "User "<< i+1 <<" : ";

cout << \*user[i];

cout << endl;

}

}

}

};

int main()

{

string name;

int age,c = 0;

string state;

char status;

Twitter<Profile> \*User1 = new Twitter<Profile>();

Twitter<string> \*User2 = new Twitter<string>();;

while (c!=1)

{

string \*name2 = new string ("");

cout << "do you want to set the profile of the user? ";

cin >> status;

if (status == 'y' || status == 'Y')

{

cout << "Enter user name: ";

cin >> name;

cout << "what is user's age: ";

cin >> age;

cout << "which state do user live in: ";

cin >> state;

}

else

{

cout << "Enter user name: ";

cin >> \*name2;

}

Profile \*follower = new Profile(name, age, state);

if (status == 'y' || status == 'Y')

User1->addFollower(follower); //adding follower to the user 1

else

User2->addFollower(name2); //adding follower to the user 2

cout << "\nFollowers of User 1 " << endl;

User1->printFollowers(); //printing the followers of user 1

cout << "\nFollowers of User 2 " << endl;

User2->printFollowers(); //printing the followers of user 2

cout << "press 1 to quit" << endl;

cin >> c;

}

int d = -1;

while (d != 1)

{

string name2 = "";

cout << "enter name for the follower you want to remove: ";

cin >> name;

Profile follower2(name, 0, "");

cout << "which user you chose ( 1 or 2 ): ";

cin >> c;

if (c == 1)

User1->removeFollower(&follower2);

else if (c == 2)

User2->removeFollower(&name2);

cout << "press 1 to quit" << endl;

cin >> d;

cout << "\nFollowers of User 1 " << endl;

User1->printFollowers(); //printing the followers of user 1

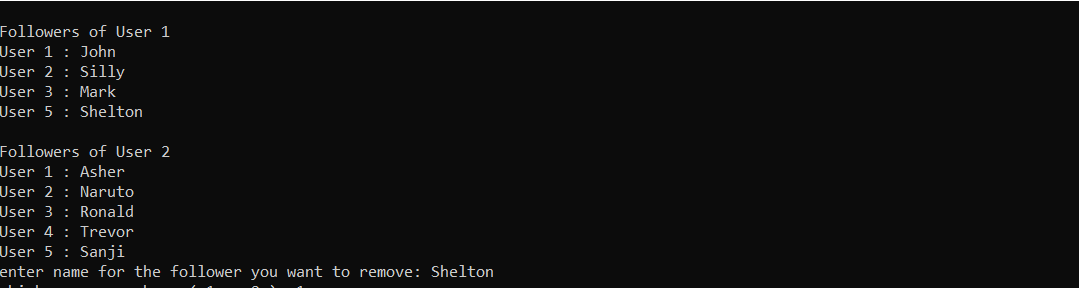
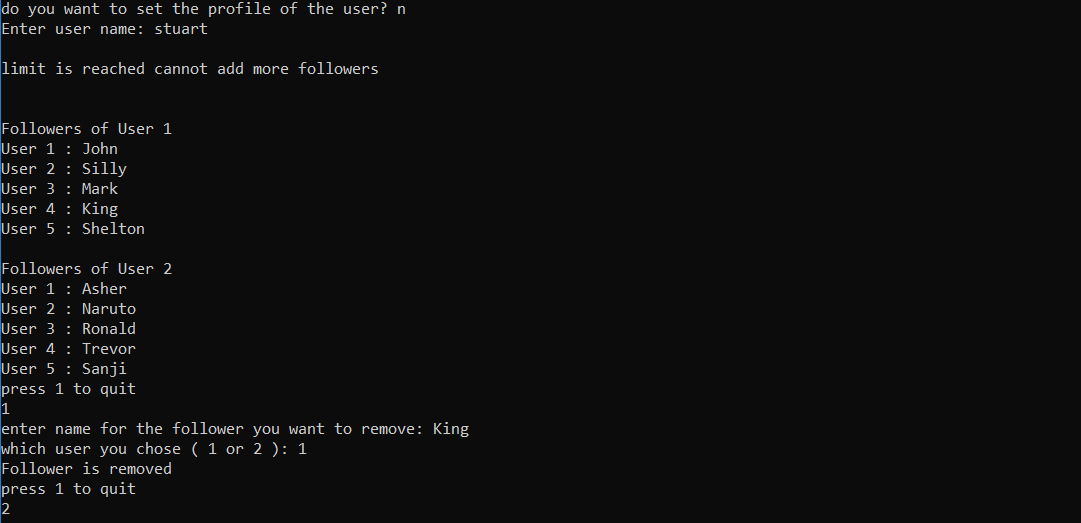
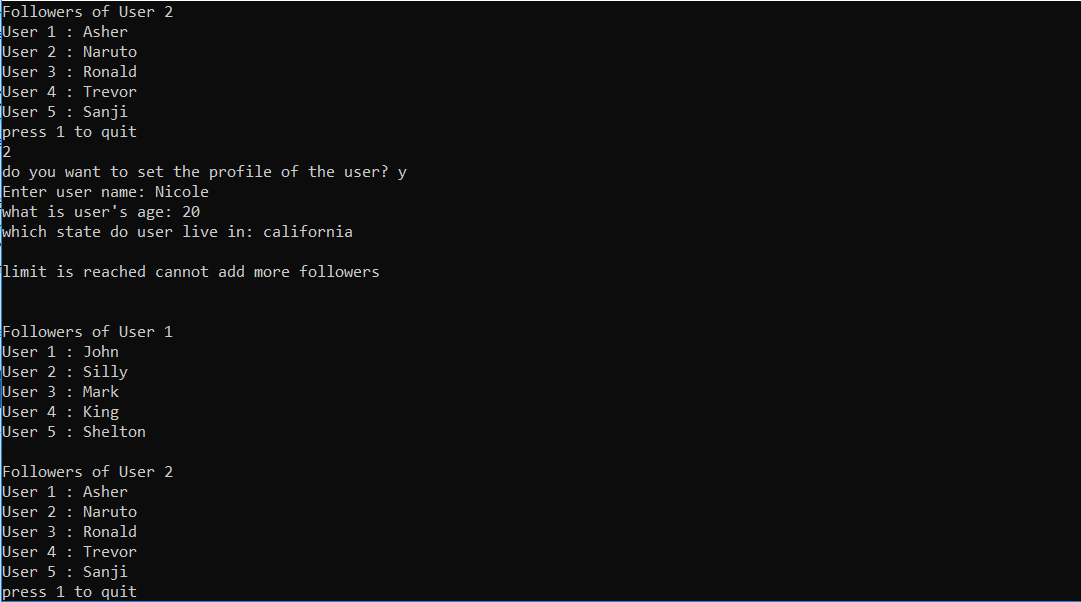
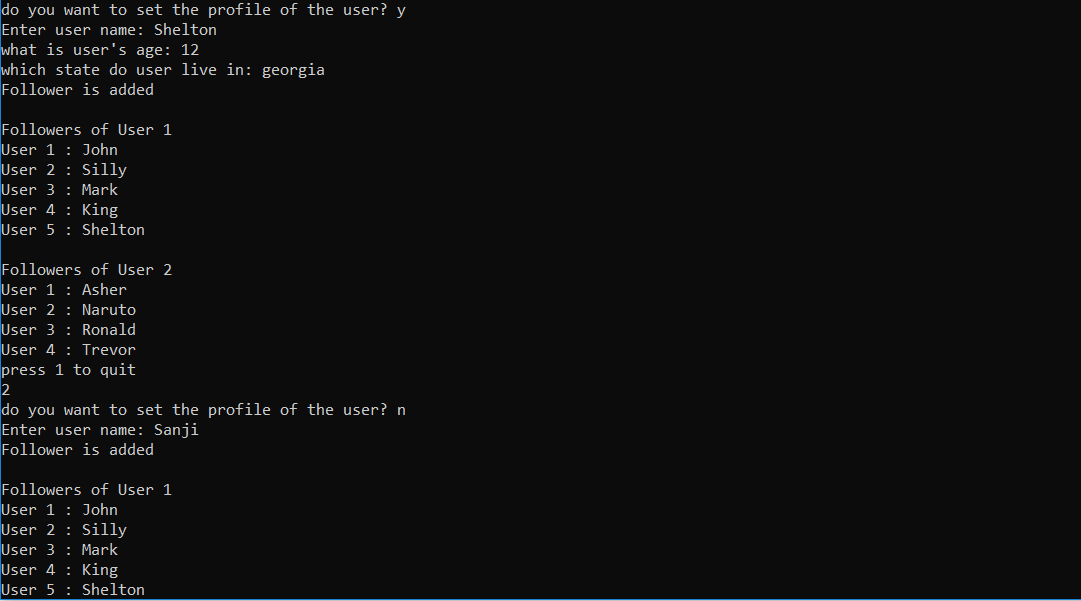
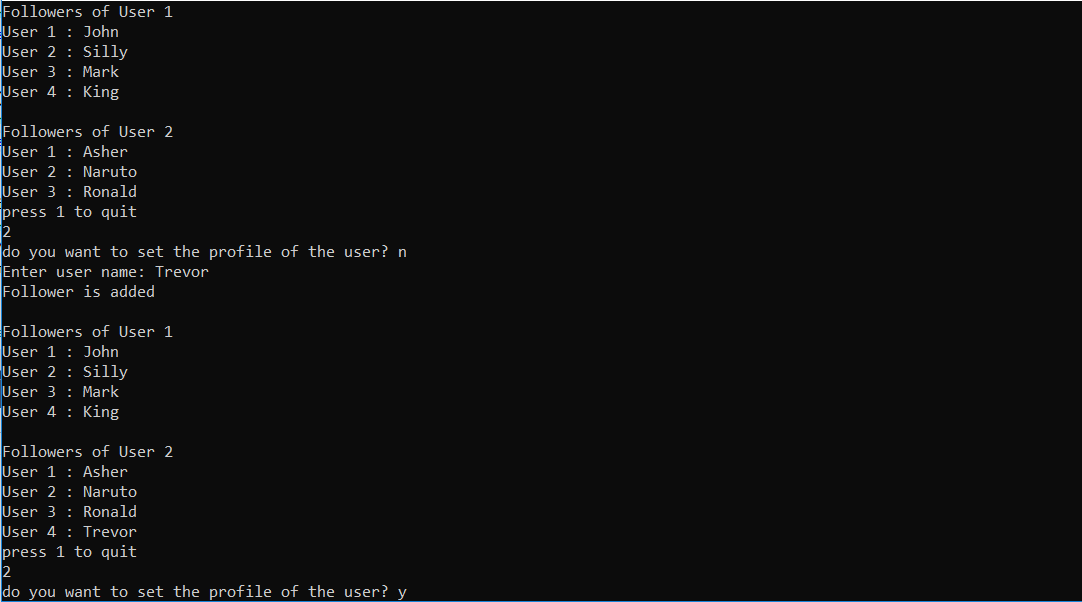
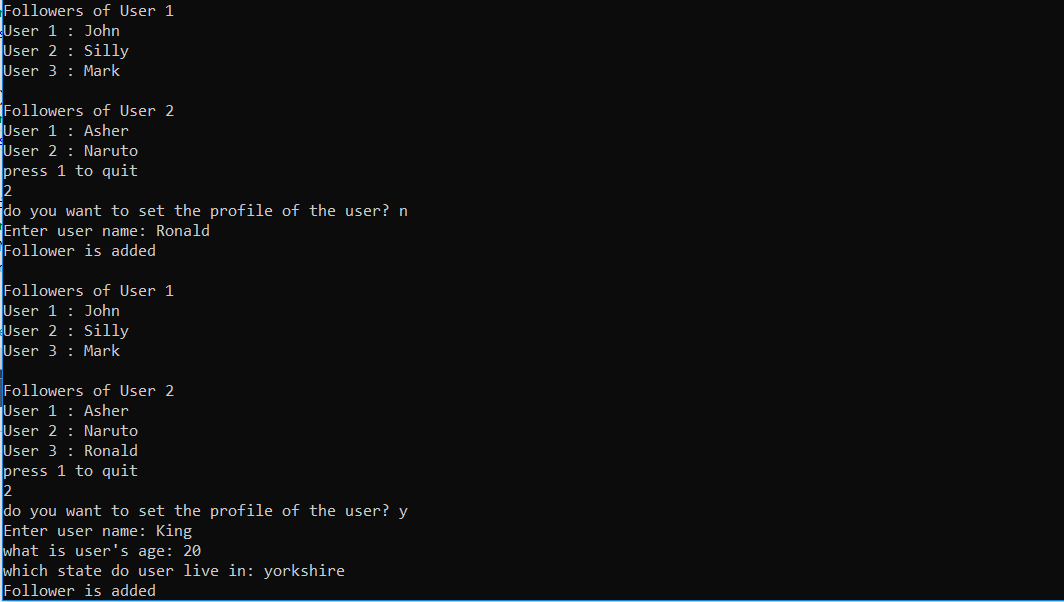
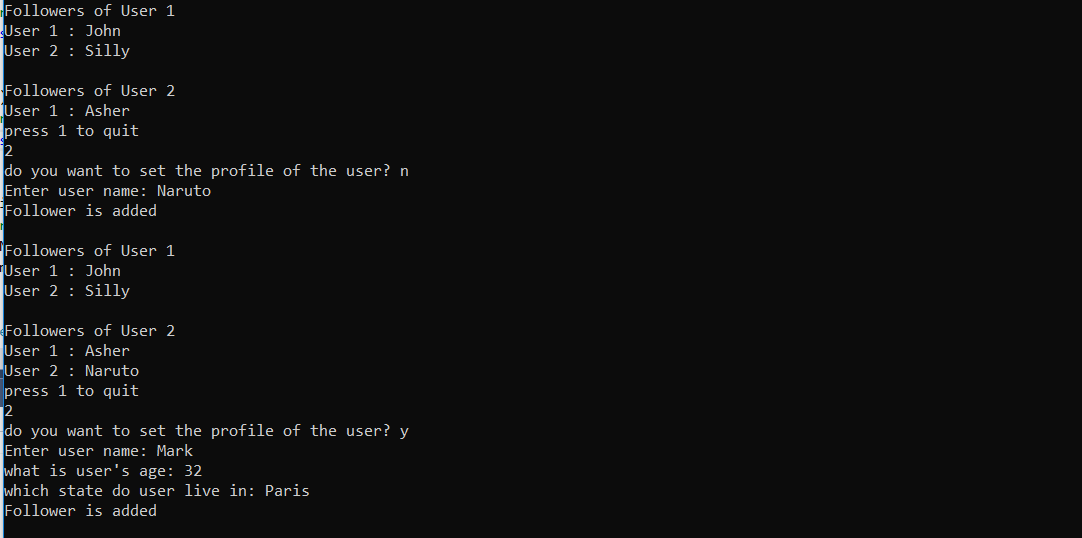
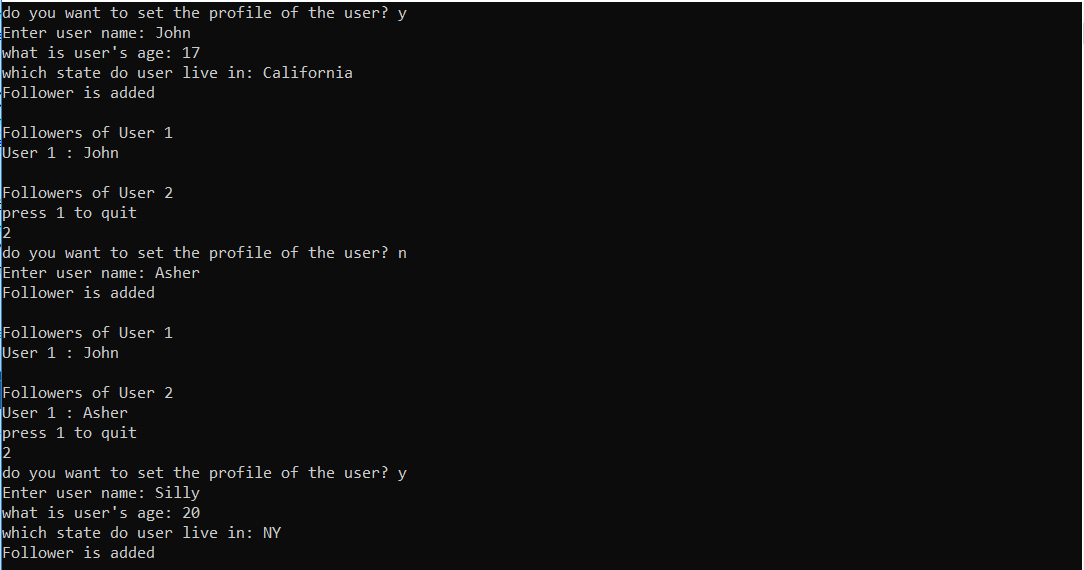
cout << "\nFollowers of User 2 " << endl;

User2->printFollowers(); //printing the followers of user 2

}

}

Screen Shot:

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