

```

#include <iostream>

using namespace std;

template <typename T>
T add(T num1, T num2) {
    return (num1 + num2);
}

int main() {
    float result1;
    double result2;
    int i,j;
    double d,s;
    // calling with int parameters
    cout<<"Enter two int values \n";
    cin>>i>>j;
    result1 = add<int>(i, j);
    cout << "i + j = " << result1 << endl;
    cout<<"Enter two double values \n";
    cin>>d>>s;
    // calling with double parameters
    result2 = add<double>(d, s);
    cout << "d + s = " << result2 << endl;

    return 0;
}

```

```

#include <iostream>

using namespace std;

```

```
template <typename T1, typename T2>
T1 add(T1 num1, T2 num2) {
    return (num1 + num2);
}
```

```
int main() {
    float result1;
    double result2;

    int y;
    float f;
    double d;

    // calling with int parameters
    cout<<"Enter int, float, double\n";
    cin>>y;
    cin>>f;
    cin>>d;

    result1 = add<float,int>(f, y);
    cout << "y + f = " << result1 << endl;

    // calling with double parameters
    result2 = add<double,int>(d, y);
    cout << "d + y = " << result2 << endl;

    return 0;
}
```