Lesson 32 Generic Programming

C++ can be used in object oriented programming or generic programming.

In this lesson we are going to talk about generic programming. If you can remember, before in C language we used to use % before printing any variable, now in c++ the compiler by its own can recognize if the variable is float, integer, character..

But how do we do a function, like **cout ?**

We want to do a function that determines the largest number that will be like this :

```
#include<iostream>

using namespace std;


void printMax(int x, int y) {
        int z = x > y ? x : y;
        //determine the max
        cout << z << endl;
        //printing z
        return;
}
```

```
int main(){
        printMax(6, 5);
}
```

output :

6

If you enter float number, it will be considered as an integer too :

```
#include<iostream>
using namespace std;

void printMax(int x, int y) {
        int z = x > y ? x : y;
        cout << z << endl;
        return;
}
int main(){
        printMax(6.5, 5.9);
}
```

output:

6

even if we enter a char it will be considered as an integer too !