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Course: object oriented C++

Code: DSA0163

#include <iostream>

#include <cmath>

template <typename T>

T findMax(T a, T b) {

return (a > b) ? a : b;

}

template <typename T>

T findMin(T a, T b) {

return (a < b) ? a : b;

}

template <typename T>

T calculateSquare(T a) {

return a \* a;

}

template <typename T>

T calculateCube(T a) {

return a \* a \* a;

}

int main() {

int intVal1 =10, intVal2 = 10;

double doubleVal1 = 3.5, doubleVal2 = 1.9;

int maxInt = findMax(intVal1, intVal2);

int minInt = findMin(intVal1, intVal2);

double maxDouble = findMax(doubleVal1, doubleVal2);

double minDouble = findMin(doubleVal1, doubleVal2);

int squareInt = calculateSquare(intVal1);

int cubeInt = calculateCube(intVal1);

double squareDouble = calculateSquare(doubleVal1);

double cubeDouble = calculateCube(doubleVal1);

std::cout << "Max Int: " << maxInt << std::endl;

std::cout << "Min Int: " << minInt << std::endl;

std::cout << "Max Double: " << maxDouble << std::endl;

std::cout << "Min Double: " << minDouble << std::endl;

std::cout << "Square of Int: " << squareInt << std::endl;

std::cout << "Cube of Int: " << cubeInt << std::endl;

std::cout << "Square of Double: " << squareDouble << std::endl;

std::cout << "Cube of Double: " << cubeDouble << std::endl;

return 0;

}

