

Philip Pesic

Week 6

September 25 2022

Week 6 Prog 1

Convert problems 3,5,6,7 in to template classes, of week 5.

Test each with Implicit int, float, double, long int.

```
//
```

```
// main.cpp
```

```
// Week 6 Prog 1
```

```
//
```

```
// Created by Pippo Pesic on 9/25/22.
```

```
//
```

```
#include <iostream>
```

```
#include <string>
```

```
using namespace std;
```

```
template <class T>
```

```
class aThing {
```

```
public:
```

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```
T getWeight(void) { return weight; }
```

```
void setWeight(T inWeight) {weight = inWeight;}
```

```
private:
```

```
T weight;
```

```
};
```

```
int main()
```

```
{
```

```
    aThing<int> ThingOne;
```

```
    ThingOne.setWeight(110);
```

```
    cout << "Use Function/Method get Weight - "<< "Weight is: " << ThingOne.getWeight()  
<< endl;
```

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```
    aThing<float> ThingTwo;

    ThingTwo.setWeight(110);

    cout << "Use Function/Method get Weight - "<< "Weight is: " << ThingTwo.getWeight()
<< endl;

    cout << "Philip Pesic 9/25/22" << endl;

    return 0;

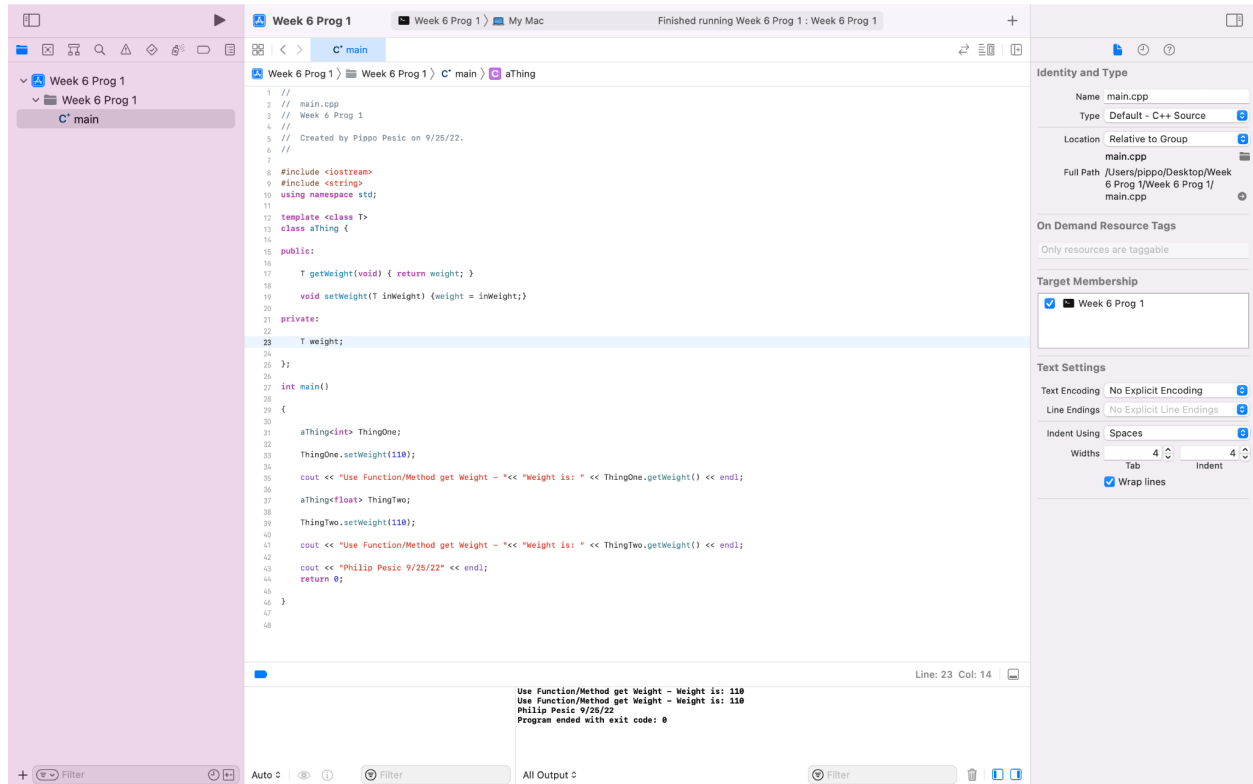
}
```

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I learned: how to write templates and template classes

aThing
-weight: T
+getWeight (T: weight) return void +setWeight (T: inWeight) return: inWeight = weight