```
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()</pre>
<< endl;
       cout << "Philip Pesic 9/25/22" << endl;
       return 0;
}
```

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Week 6

September 25 2022

Week 6 Prog 1

```
▶ 🚨 Week 6 Prog 1 🖿 Week 6 Prog 1 🕽 ■ My Mac Finished running Week 6 Prog 1 : Week 6 Prog 1 +
<u></u>
                                                                                                                                                     Week 6 Prog 1 ⟩ 

Week 6 Prog 1 ⟩ C<sup>*</sup> main ⟩ 

aThing
                                                                                                                                                                 Identity and Type
 ∨ Meek 6 Prog 1

∨ 

■ Week 6 Prog 1

 C* main
                                        4 //
5 // Created by Pippo Pesic on 9/25/22.
                                                                                                                                                                     main.cpp
Full Path /Users/pippo/Desktop/Week
6 Prog 1/Week 6 Prog 1/
main.cpp
                                                                                                                                                                  On Demand Resource Tags
                                            T getWeight(void) { return weight; }
                                                                                                                                                                  Target Membership
                                            void setWeight(T inWeight) {weight = inWeight;}
                                                                                                                                                                   Text Settings
                                                                                                                                                                   Text Encoding No Explicit Encoding
                                                                                                                                                                   Line Endings No Explicit Line Endings
                                                                                                                                                                   Indent Using Spaces
Widths 4 0 Indent
Warp lines
                                            aThing<int> ThingOne;
                                            cout << "Use Function/Method get Weight - "<< "Weight is: " << ThingTwo.getWeight() << endl;
                                             cout << "Philip Pesic 9/25/22" << endl;
return 0;</pre>
                                                                               Use Function/Method get Weight - Weight is: 110
Use Function/Method get Weight - Weight is: 110
Philip Pesic 9/25/22
Program ended with exit code: 0
                                                                                                                             ♥ Filter
+ Tilter 4 Auto $ | S 3 Filter All Output $
```

I learned: how to write templates and template classes

```
aThing

-weight: T

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