## **Practical No: 08**

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## Title:

Write a program to demonstrate template in c++.

## **Source Code:**

## 1)

```
#include<iostream>
using namespace std;
template<class a1,class a2>
class choice
{
  public:
    a1 num1;
    a2 num2;

choice( a1 p,a2 q)
{
        num1=p;
        num2=q;
}

void display()
{
        cout<<"Average is
:"<<((num1+num2)/2);
}</pre>
```

```
};
int main()
choice<int,float> choice1(4,6.0);
choice1.display();
choice<float,int> choice2(2.0,10);
 choice2.display();
return 0;
}
2)
#include<iostream>
using namespace std;
template<class a1>
class choice
{
a1 a;
a1 b;
a1 c;
public:
choice(a1 p,a1 q,a1 s)
     a=p;
     b=q;
     c=s;
void display()
     cout<<"Average is
:"<<((a+b+c)/2);;
      //(a+b/2);
};
int main()
```

```
{
choice<int>
choice1(4,6,4);
choice1.display();
choice<float>
choice2(2.0,10.0,10.0);
  choice2.display();
return 0;
}
3)
#include<iostream>
using namespace std;
template<class s>
void choice(s &a1,s &a2)
cout<<"Average is: ";</pre>
cout<<((a1+a2)/2);
int main()
int i1=2,i2=4;
float f1=3.6, f2=3.4;
choice(i1,i2);
choice(f1,f2);
//cout<<;</pre>
return 0;
}
4)
#include<iostream>
using namespace std;
template<class s,class p>
```

```
void choice(s &a1,p &a2)
{
  cout<<"Average is: ";
  cout<<((a1+a2)/2);
}
  int main()
{
  int i1=2,i2=4;
  float f1=3.6,f2=3.4;
  choice(i1,i2);
  choice(f1,f2);
  //cout<<;
  return 0;
}</pre>
```

End