M.PRASANTH

192210031

ACT-10-TEMPLATE

#include<iostream>

using namespace std;

template <typename T>

T maximum(T x,T y){

if(x>y){

return x;

}

else

return y;

}

template <typename T>

T minimum(T x,T y){

if(x<y){

return x;

}

else

return y;

}

template <typename T>

T square(T x,T y){

return x\*x;

}

template<typename T>

T cube(T x,T y){

return x\*x\*x;

}

int main(){

int a,b,c,d,e,f;

cout<<"enter two integers:";

cin>>a>>b;

c=maximum<int>(a,b);

d=minimum<int>(a,b);

e=square<int>(a,b);

f=cube<int>(a,b);

cout<<"max:"<<c<<"\n";

cout<<"min:"<<d<<"\n";

cout<<"square:"<<e<<"\n";

cout<<"cube:"<<f<<"\n";

float a1,b1,c1,d1,e1,f1;

cout<<"enter two floats:";

cin>>a1>>b1;

c1=maximum<float>(a1,b1);

d1=minimum<float>(a1,b1);

e1=square<float>(a1,b1);

f1=cube<float>(a1,b1);

cout<<"max:"<<c1<<"\n";

cout<<"min:"<<d1<<"\n";

cout<<"square:"<<e1<<"\n";

cout<<"cube:"<<f1<<"\n";

}

OUTPUT:

