

Function Templates

To understand what a template is, it's handy to first understand why they're used. Consider how you would implement a function, `max()`, that takes two arguments and returns the greater of the two. Such a function is general enough to work on any type that has a comparison operator defined on it. Here's an implementation for a specific type, like `int`:

```
int max(int a, int b) { return (a > b ? a : b); }
```