Q.6

#include <iostream>

using namespace std;

const int nodeval=5;

struct node

{

int val[nodeval];

struct node\*left;

struct node\*right;

};

node \* getnewnode()

{

node \* temp=new node;

for(int i=0; i<nodeval; i++)

{

temp->val[i]=0;

}

temp->left=NULL;

temp->right=NULL;

return temp;

}

int main()

{

getnewnode();

return 0;

}

Q1

#include <iostream>

using namespace std;

template <class T1, class T2>

T2 cast(T1 a)

{

T2 b;

b= static\_cast <T2> (a);

return b;

}

int main()

{

int y;

float x;

x=3.5;

y=cast<float, int>(x);

cout<<y<<endl;

return 0;

}