#include<iostream>

using namespace std;

template <class T1=int, class T2= float>

class number

{

T1 num1;

T2 num2;

public:

number(T1 a, T2 b){

num1 = a;

num2 = b;

}

void display(){

cout<<"the value of num1 is "<<num1<<endl;

cout<<"the value of num2 is "<<num2<<endl;

}

};

int main()

{

number <>o1(5 , 8.5);

o1.display();

cout<<endl;

number <float , int>o2(5.3 , 8);

o2.display();

}