#include<iostream>

using namespace std;

template <class T>

class exm{

T data;

public:

exm(T a)

{

data = a;

}

void disp();

// {

// cout<<data<<endl;

// }

};

template <class T> // we also can use function like this outside the class.

void exm<T>:: disp()

{

cout<<data<<endl;

}

template <class T>

void fun1(T a)

{

cout<<"the template function is called here."<<a<<endl;

}

void fun1(int a)

{

cout<<"the normal function is called here ."<<a<<endl;

}

int main()

{

exm <int>o(3);

// cout<<o.data; // here we gets an error which is unsolved.

o.disp();

fun1(4); // at like this time the compiler is give highest priority to normal function.

return 0;

}