1)function template for max,min,square and cube:

#include<iostream>

using namespace std;

template<typename T>

T max1(T x,T y)

{

if(x>y)

return x;

else

return y;

}

template<typename F>

F min1(F x,F y)

{

if(x<y)

return x;

else

return y;

}

template<typename E>

E sq(E x,E y)

{

return (x\*x);

return (y\*y);

}

template<typename I>

I cube(I x,I y)

{

return(x\*x\*x);

return(y\*y\*y);

}

int main()

{

int a,b,c;

cout<<"enter two int";

cin>>a>>b;

c=max1<int>(a,b);

cout<<"max: "<<c<<endl;

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

cout<<"min: "<<c<<endl;

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

cout<<"square: "<<c<<endl;

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

cout<<"cube: "<<c<<endl;

float d,e,f;

cout<<"enter float";

cin>>d>>e;

f=max1<float>(d,e);

cout<<"max: "<<f<<endl;

f=min<float>(d,e);

cout<<"min: "<<f<<endl;

f=sq<float>(d,e);

cout<<"square: "<<f<<endl;

f=cube<float>(d,e);

cout<<"cube: "<<f<<endl;

return 0;

}

