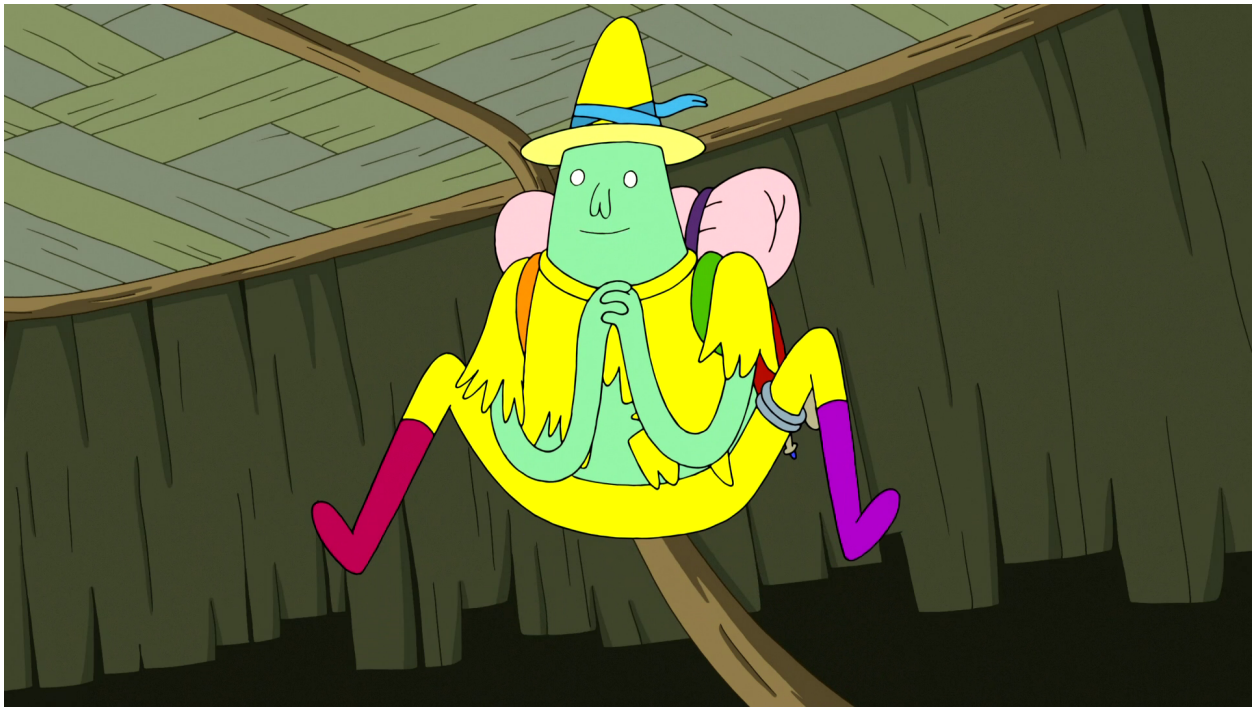
Normo(?) vs. the Magic Smasher

Objective:

- **Template Classes**

Scenario:

Someone from the guild asked Normo to take charge of their magic smashing device for some reason. The magic smasher is a device that will take 2 objects of any data type, and can add them together. Apparently, figuring out how this machine works is the only way to turn SawsonPawson into two separate people again.



Requirements:

- You will need to create a template class called **MagicSmasher**. This class should have:
  - 2 private member variables, each of type T.
  - A public parameterized constructor that will set the values of those two variables

- (Optional) A default constructor
- A public function that returns the sum of the two private member variables.

Program Flow

- Create a magic smasher for ints, output the sum of 420 and 11.
- Create a magic smasher for booleans, output the sum of true and false.
- Create a magic smasher for strings, output the sum of SawsonPawson and MichaelPichael.

Submission

- To test your code, run the command *fg++ *.cpp -o fileName* and type *fileName* into the command line to run your executable.

- Submissions must be made through git. If you need a refresher:
  git clone your repository.
  cd into your repository.
  Write all of your code in your repo.
  When you're done, **git add .**
  git commit -m "This is a meaningful commit message"
  git push
  Double check gitlab to make sure your submission went through.

Sample output

431
1

SawsonPawsonMichaelPichael

Notes:

- Template class definitions should go in a .h file. Template class function implementations should go in a .hpp file.
- All functions within a template class should also be template functions.