

Template :-

Template is a light pre-printed perform that can be use of many people for performing or filling up similar information. We can say template has many information already printed, we have to enter only our own individual information.

C++ Supports two types of template.

- i) Function template
- ii) Class template

i) Function template :- As we know that the function receive values using parameters and they return one value also if needed.

For ex:- `int sum(int a, int b)`

The above statement says that some function can receive to integer types of values and it can return one integer type of value also. In no case it can accept character or any other type of value other than integer.

But if we write a function template for receiving two values and returning one

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for ex

output

value than we can receive any type of two values and return any type of one value.

for Ex:-

```
#include <iostream.h>
#include <conio.h>
template <class T>
T Sum (Tx, Ty)
{
    return (x+y);
}
int main ()
{
    int a;
    float b;
    char c;
    a = Sum (5, 7);
    cout << "Sum of two integer" << a;
    b = Sum (1.5, 2.5);
    b = Sum (1.5, 2.5);
    cout << "sum of two floats" << b;
    c = Sum ('1', '2');
    cout << "Sum of two character" << c;
    getch ();
    return 0;
}
```

output:-

```
Sum of two integer (12)
Sum of two float (4)
Sum of two character ( )
```