```cpp
// W13_0.cpp : Defines the entry point for the console application.
//             Funkcje ogolne (szablony funkcji)

#include "stdafx.h"
#include <iostream>
using namespace std;

template <class T> T sum(T &a, T &b);

class coord
{
      double x, y;
public:
      coord(double xx, double yy) { x = xx; y = yy; }
      coord() { x=0; y=0; }
      void disp() { cout << " x = " << x << " y = " << y << endl; }
      coord(const coord &ob) { x = ob.x; y = ob.y; }
      coord operator+(coord &ob) {
            coord tmp;
            tmp.x = x+ob.x;
            tmp.y = y+ob.y;
            return tmp;
      }
      coord & operator=(coord &ob) { x = ob.x; y = ob.y; return *this;}
};


int _tmain(int argc, _TCHAR* argv[])
{
      //--------------------test 1--------------------------//
      int int_a = 10, int_b = 20;
      int res = sum(int_a, int_b);
      cout << " test int: res = a+b " << res << endl;

      //--------------------test 2--------------------------//
      double d_a = 2.56, d_b = 6.32;
      double d_res = sum(d_a, d_b);
      cout << " test double: res = a+b " << d_res << endl;

      //--------------------test 3--------------------------//
      coord c1(1, 2), c2(3, 4), c3;
      c3 = sum(c1, c2);
      cout << " test coord: c3 = c1+c2 \n";
```

```
	cout << "c1: ";
	c1.disp();
	cout << "c2: ";
	c2.disp();
	cout << "c3: ";
	c3.disp();


	system("pause");
	return 0;
}

template <class T> T sum(T &a, T &b)
/*=========================================================
Zwraca sume a+b, gdzie a, b - zmienne dowolnego typu
=========================================================*/
{
	T c;
	c = a + b;
	return c;
}
```