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// W14_1.cpp : Defines the entry point for the console application.
//          szablon klasy, dwa typy danych, typy danych domyslne

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

template <class T1, class T2=size_t> class myclass
{
    T1 a;
    T2 b;
public:
    myclass(T1 aa, T2 bb) { a = aa; b = bb; }
    void disp();
};

template <class T1, class T2>
void myclass<T1, T2>::disp()
{
    cout << a << " " << b << endl;
}

int _tmain(int argc, _TCHAR* argv[])
{
    myclass<double, int> ob(3.14, 5);
    ob.disp();

    myclass<long, long> obb(-5, 34);
    obb.disp();

    myclass <double> dd(6.28, 12);
    dd.disp();
    system("pause");
    return 0;
}

```