When a class uses the concept of Template then the class is known as generic class. Like Function templates, class templates are useful when a class defines something that is Independent Of the data type. Function overloading used when multiple functions do similar operations. Class Template used when functions do identical operations. As per the given scenario I will suggest "Class Template", as per justification given blow Templates are powerful features of C++ which allows you write generic programs. The Simple idea is to pass data type as a parameter so that we don't need write the same code for different data types. Function template can perform a Task functionality in one function which require many functions in case of function overloading. For example…,a software company may need sort() for different data types. Rather than writing and maintaining the multiple codes, we can write one sort() and pass datatype as a parameter. Class templates make it easy reuse the same code for all data types. This is used when functions do identical operations. This

reduce the code complexity and Improve Performance.

Templates are Often used in larger code base for the purpose Of code reusability and flexibility Of the programs. This improve the code efficiency of the program. Avoid the repetition of writing code for different types of data. As per given justification the choice is Class Template for making calculator for Company.