

this
 6
 1 | 1 | 2 | 3 | 4 | 5 | 6 |
 pop - 85

temp
 1 | 2 | 3 | 4 | 5 | 6 |
 6 | 5 | 4 | 3 | 2 |
 100 - 85

reverse
 using
 swap

this → swap
 close 1 1

A 1 2

already existing APD
 bigger
 26600

from scratch

swap of 8 bits
 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

```

foo.h
#include <foo.h>
#define FOO_H
template <typename T>
int foo(T);

foo.cpp
#include "foo.cpp"
end;f

```

red & temp

```

foo.cpp
template
#include "foo.h"
template <typename T>
T foo(T) {ret.2t;}

```

remove from comp.

do not compile } temp.

```

d.cpp
#include "foo.h"
foo(4);

```

