

```
1  #include <iostream>
2
3  using namespace std;
4
5  template<class T>
6  class Box
7  {
8      friend ostream& operator << ( ostream& os, const Box<T>& someBox )
9      {
10         os << someBox.getContents();
11         return os;
12     }
13
14     public:
15         Box( T contents )
16             : contents( contents )
17         {
18             /* empty */
19         }
20
21         T getContents() const
22         {
23             return contents;
24         }
25
26         void setContents( T contents )
27         {
28             this->contents = contents;
29         }
30
31     private:
32         T contents;
33 };
34
```