temp = a;
a = b;
b = temp;

// swaps just the salary and floor fields of a job structure

template <> void Swap<job>(job &j1, job &j2) // specialization
{
    double t1;
    int t2;
    t1 = j1.salary;
    j1.salary = j2.salary;
    j2.salary = t1;
    t2 = j1.floor;
    j1.floor = j2.floor;
    j2.floor = t2;
}

void Show(job &j)
{
    cout << j.name << " $" << j.salary
         << " on floor " << j.floor << \\
         "\n";
}

Compatibility Note

This version of the program requires ISO/ANSI C++ support.

Here's the program output:

i, j = 10, 20.
Using compiler-generated int swapper:
Now i, j = 20, 10.
Before job swapping: