

```

/*pair.h
*
*Dylan Jeffers
*Tahmid Rahman
*
*This definition of a pair was
*taken from Joshua Brody's CS31
*class during fall of 2014 at
*Swarthmore
*/

#ifndef PAIR_H_
#define PAIR_H_

/**
 * A Pair is an container class for two pieces of data, which it
 * stores publicly.
 */
template <typename F, typename S>
class Pair {
public:
    F first;    // The first item in the pair.
    S second;   // The second item in the pair.

    Pair() {};
    Pair(F f, S s) {first = f; second = s;};
};

#endif

```