

```
1
2 //PROGRAM 1 frined function
3 #include<iostream>
4 using namespace std;
5
6 class Exmpl {
7     friend void f(Exmpl &a, int k); //f is an unreal member of class can    ↗
8     access private members
9 private:
10     int no;
11 public:
12     Exmpl(int k = 0);
13     void prnt(void);
14 };
15 int main(void) {
16     Exmpl x, y(1);
17
18     x.prnt();
19     y.prnt();
20
21     f(y, 3);
22     y.prnt();
23
24     return 0;
25 }
26
27 void f(Exmpl &a, int k) {
28     a.no = k;
29 }
30
31 Exmpl::Exmpl(int k) {
32     no = k;
33 }
34 void Exmpl::prnt(void) {
35     cout << "number " << no << endl;
36 }
37
38
39 }
40
```