

```

#include<iostream>

using namespace std;

//友元类

class Building{
    friend class GoodGay;

public:
    string m_SettingRoom;
private:
    string m_BedRoom;

public:
    Building(){
        this->m_SettingRoom="客厅";
        this->m_BedRoom="卧室";
    }

};

class GoodGay{

public:
    Building *building;

    GoodGay();

    void visit(); //参观函数 访问Building中的属性

};

GoodGay::GoodGay(){
    //创建建筑物对象
    building =new Building;
}

void GoodGay::visit(){
    cout<<"好基友类正在访问:"<<building->m_SettingRoom<<endl;
    cout<<"好基友类正在访问:"<<building->m_BedRoom<<endl;
}

```

```
void test01(){  
    GoodGay goodGay;  
    goodGay.visit();  
}
```

```
int main(){  
    test01();  
}
```