//成员函数做友元

#include <iostream>

#include <string>

using namespace std;

class Building;

class good {

public:

good();

void visit2();

void visit();//让visit函数可以访问Building的私有函数

Building\* building;

};

class Building {

friend void good::visit();//good下的visit函数可以访问私有

public:

Building();

public:

string msitting;

private:

string mbed;

};

Building::Building() {

msitting = "客厅";

mbed = "卧室";

}

good::good() {

building = new Building;

}

void good::visit() {

cout << "visit正在" << building->msitting << endl;

cout << "visit正在" << building->mbed << endl;

}

void good::visit2() {

cout << "visit2正在" << building->msitting << endl;

//cout << "visit2正在" << building->mbed << endl;

}

void test01() {

good gg;

gg.visit();

gg.visit2();

}

int main() {

test01();

system("pause");

return 0;

}