//类做友元

#include <iostream>

#include <string>

using namespace std;

class Building;

class good {

public:

good();

void visit();//visit函数访问Building的属性

Building\* building;

};

class Building {

//good是本类的好朋友，能访问私有成员

friend class good;

public:

Building();

public:

string msitting;

private:

string mbed;

};

//类外写成员函数

Building::Building() {

msitting = "客厅";

mbed = "卧室";

}

good::good() {

building = new Building;

}

void good::visit() {

cout << "好基友" << building->msitting << endl;

cout << "好基友" << building->mbed << endl;

}

void test01() {

good gg;

gg.visit();

}

int main() {

test01();

system("pause");

return 0;

}