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1b #include <iostream>
const int SIZE = 5;
class Array {
private:
    int arr[SIZE];
public:
    friend void multiplyWithConstant(const Array& array, int constant);
};
void multiplyWithConstant(const Array& array, int constant) {
    Array result;
    for (int i = 0; i < SIZE; i++) {
        result.arr[i] = array.arr[i] * constant;
    }
    std::cout << "Result: ";
    for (int i = 0; i < SIZE; i++) {
        std::cout << result.arr[i] << " ";
    }
    std::cout << std::endl;
}
int main() {
    Array myArray = {1, 2, 3, 4, 5};
    int constant = 2;
    multiplyWithConstant(myArray, constant);
    return 0;
}

```

output

Result: 2 4 6 8 10