Access an object by using friend function ( create and apply )

Here is the given class “cube”:

Declare a friend function “getVolume” outside the class “cube”, this function should return the volume (length^3) of a cube object as double type value to the caller(main function).

class cube

{

private:

double length;

public:

void setLength(double len);

//declare the friend function prototype “getVolume” here

};

void cube::setLength(double len)

{

length = len;

}

//implement the friend function “getVolume” here

int main()

{

cube c;

c.setLength(3.33);

//show that how you call the friend function in main()

}