**OOP Lab Task 8**

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**Question 1: Can a friend function be used to overload an operator that modifies the invoking object?**

**Answer:** No, friend functions cannot overload operators such as += that modify the left-hand operand. Since they lack access to the this pointer, they cannot directly alter the invoking object. To modify the object itself, such operators should be implemented as member functions.

**Question 2: Is it possible to overload an operator using a friend function if one operand is a primitive data type?**

**Answer:** Yes, a friend function can be used to overload an operator when one of the operands is a primitive data type (e.g., object + int). This is possible because friend functions explicitly take both operands as arguments rather than relying on the this pointer.

**Question 3: Can a friend function access private and protected members of a class without using an object of that class?**

**Answer:** No, a friend function cannot access private or protected members without an object. Since it does not have a this pointer, it requires an instance of the class to access these members.