

Friend functions:

- This is function or a class that is allow to access the private and protected members of a another class.

e.g

for making the `<<` operator for `cout` we can write inside `Complex` class:

```
friend ostream & operator << (ostream &out, Complex &c);
```

and then outside and in global function we can use `Imag` and `real` without getters and simply by `C.real` or `C.Imag`.

- friend is written inside class

Solution.

```
friend Function (copy/paste) // don't write default parameters
                             // works like on prototype.
```