**OOP Lab Task 8**

**Huzaifa Nadeem**

**24K-0533**

**Bcs-2F**

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

**Answer:** No, a friend function cannot be used to overload an operator like += because it modifies the left-hand operand. Since friend functions do not have access to the this pointer, they cannot modify the invoking object directly. The correct way is to define += as a member function so it can modify the object itself.

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

**Answer:** Yes**,**afriend function can be usedto overload an operator when one operand is aprimitive data type(e.g., object + int)**.**This is becausefriend functions take both operands explicitlyand do not rely on**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 using an object**.**It requires an objectbecausefriend functions do not have access to this pointer**,**unlikemember functions**.**