**LAB 8**

**Task 3:**

**Q1:**

Yes, it is possible.

The following code shows that:

class **MyClass**{

*int* *value***;**

*friend* **MyClass***&* **operator+**(**MyClass***&* **A,MyClass***&* **a**)**;**

}**;**

**MyClass***&* **operator+**(**MyClass***&* **A,MyClass***&* **a**){

**A.***value***+a.***value***;**

**return** **A;**

}

Q2:

Yes, it is possible.

The following code shows that:

class **MyClass**{

*int* *value***;**

*friend* **MyClass***&* **operator+**(**MyClass***&* **A,***int* **a**)**;**

}**;**

**MyClass***&* **operator+**(**MyClass***&* **A,***int* **a**){

**A.***value***+=a;**

**return** **A;**

}

**Q3:**

No, it is no possible.

The following code shows that:

class **MyClass**{

*int* *value***;**

*friend* *void* func ()**;**

}**;**

*void* func(){

     cout**<<**"Value of A: "**<<**value**;**

}

It creates error at “cout**<<**"Value of A: "**<<**value**;**”