**Question Number 1:**

**PROGRAM**

#include <iostream>

using namespace std;

class two;

class one

{

public:

void getter()

{

cout << "Enter the 1st Number : ";

cin >> num1;

}

void friend Friend\_Function(one, two);

private:

int num1;

};

class two

{

public:

void getter()

{

cout << "Enter the 2nd Number : ";

cin >> num2;

}

void friend Friend\_Function(one, two);

private:

int num2;

};

int main()

{

one obj1;

two obj2;

obj1.getter();

obj2.getter();

cout << endl;

Friend\_Function(obj1, obj2);

cout << endl << endl;

system("pause");

}

void Friend\_Function(one a, two b)

{

if (a.num1 > b.num2)

{

cout << a.num1 << " is the Greater Number !" << endl;

}

else if (a.num1 < b.num2)

{

cout << b.num2 << " is the Greater Number !" << endl;

}

else

cout << a.num1 << " is Equal to " << b.num2;

}

**A screenshot of a computer screen

Description automatically generated**

**Question Number 2:**

**PROGRAM**

#include <iostream>

using namespace std;

class B;

class A

{

public:

A()

{

x = 1;

}

friend B;

private:

int x;

};

class B

{

public:

void data(A obj1)

{

cout << "Enter any Number (From B to A) : ";

cin >> obj1.x;

cout << endl << endl << "Entered Number From B to A is : " << obj1.x;

}

};

int main()

{

A obj1;

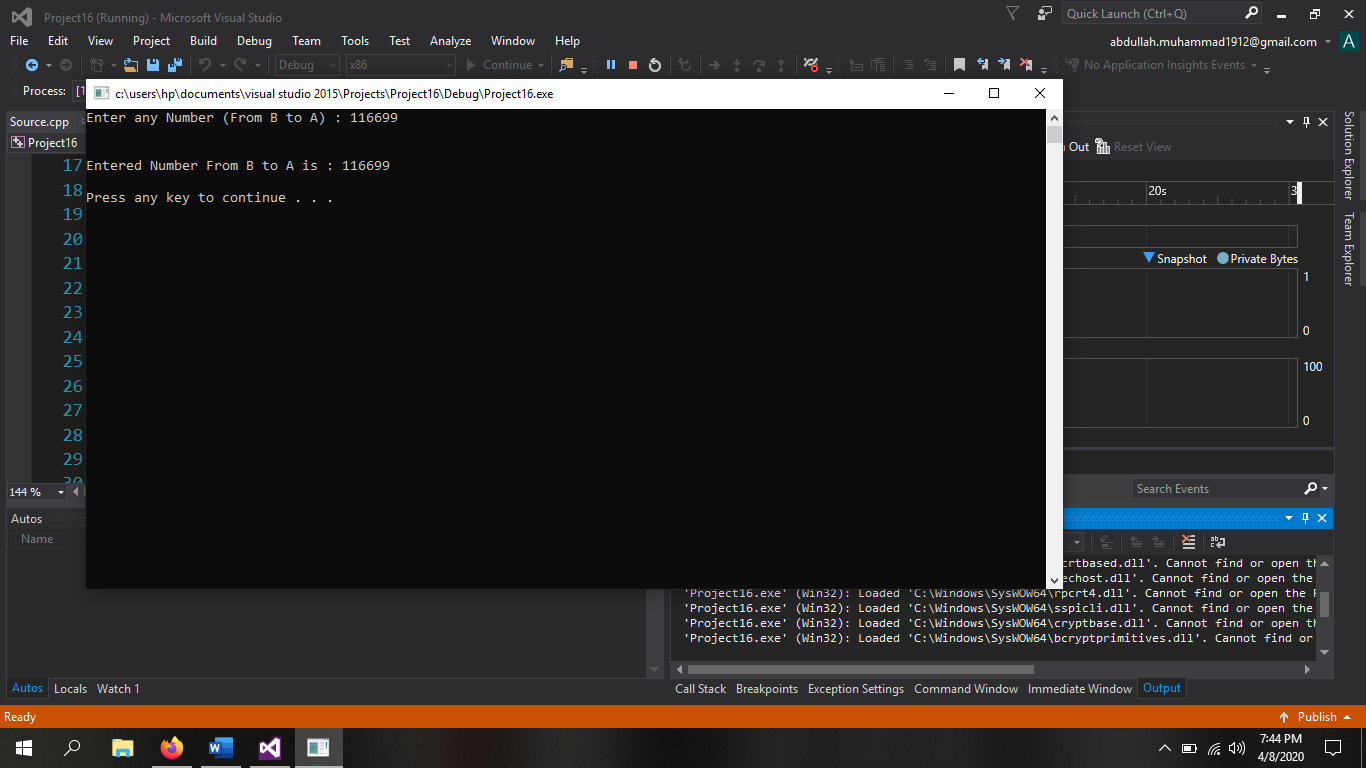
B obj2;

obj2.data(obj1);

cout << endl << endl;

system("pause");

}

****