

Friend Function



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Agenda

- **Friend Function**
- **Making function friend**
- **Defining Friend operator**
- **Benefits of Friend**


Friend Function

- **friend** is a keyword
- **Friend Function is not a member function of a class to which it is a friend.**
- **Function which is friend to a class can access any member of the class (**public**, **private** and **protected**)**

Making a Function Friend to a class

- **Function needs to be declared with `friend` keyword in the class to which we want to make it a friend.**
- **Friend function is defined outside the class without membership label, as it is not a member function.**
- **Remember friend function can be a member to another class, so membership label is required while defining outside all the class.**

- **You can declare friend function without bothering access specifier because it is not a member, so no impact of access specifier on it.**
- **A function which is a friend to same class can be**
 - **a non member function, or**
 - **a member of same class**

- If friend function is an absolute non member function then you can invoke it like any other function.  `FunctionName();`
- If friend function is a member to same class, then you can invoke it using object of the class.
 - `Object.FunctionName();`
- Member function can access properties of current object directly, But **friend** function needs an object to access its properties and method.
- A function can be a member to Zero or one class and **friend** to Zero or **many classes**.

Defining Friend operator

```
class Item  
{  
    private:  
        int a,b;  
        friend Item operator+(int,Item);  
};
```

```
Item operator(int x,  
Item i1)  
{  
    Item temp;  
    temp.a = i1.a+x;  
    temp.b = i1.b;  
    return temp;  
}
```

Benefits of Friend

- **Function can be a friend to multiple classes, which makes it Possible to access private members of multiple classes in the same functionality.**
- **With the friend operator it is possible to overload a binary operator in which left operand is not an object.**
- **Various operator can only be define using friend.**