//Practical No: 23

// WAP in C++ program to demonstrate the a function friendly to two class

//B.sc 2nd year SemIII

#include<iostream.h>

class Rectangle

{

int L,B;

public:

Rectangle()

{

L=10;

B=20;

}

friend class Square;

};

class Square

{

int S;

public:

Square()

{

S=5;

}

void Display(Rectangle Rect)

{

cout<<"\n\n\tLength : "<<Rect.L;

cout<<"\n\n\tBreadth : "<<Rect.B;

cout<<"\n\n\tSide : "<<S;

}

};

void main()

{

Rectangle R;

Square S;

S.Display(R);

}

**Output:**

Length:10

Breadth:20

Size:5