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24K-0866

OOP LAB TASK 8

**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**,** a**friend function can be used**to overload an operator when one operand is a**primitive data type**(e.g., object + int)**.** This is because**friend functions take both operands explicitly**and 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 object**because**friend functions do not have access to**this**pointer,** unlikemember functions**.**