//friends

#include <iostream>

using namespace std;

class StankFist{

public:

//this is a constructor

StankFist() { stinkyVar = 0;}

private:

int stinkyVar;

/\*Now stinkysFriend function is a

friend of the class StankFist, meaning it can

use stuff in the class. we are passing as a parameter the

following... declare teh class Stankfist and adding the

object sfo to it. "notice we need the & sign. \*/

friend void stinkysFriend (StankFist &sfo);

};

//now this function can access stuff from the Stankfist class

void stinkysFriend(StankFist &sfo){

sfo.stinkyVar = 99;

cout << sfo.stinkyVar << endl;

}

int main()

{

StankFist bob;

stinkysFriend(bob);

return 0;

}