**Q1. Write a C++ Program to shown the concept of friend function also define a specific problem where we can use this concept for solve the specific problem by writing a specific friend function in that class.**

#include <iostream>

using namespace std;

class Box

{

private:

int length;

public:

Box (): length (0) {}

friend int printLength (Box); //friend function

};

int printLength (Box b)

{

b. length +=10;

return b. length;

}

int main ()

{

Box b;

cout <<"Length of box " <<printLength (b)<<endl;

return 0;

}



**Q2. Write a C++ Program to implement a friend function through a method of another class as well as implement the friend function using the global function.**

#include<iostream>

using namespace std;

class space

{

int x;

int y;

int z;

public:

void setdata (int a, int b, int c);

void display(void);

friend void operator- (space &s);

};

void space ::setdata (int a, int b, int c)

{

x=a; y=b; z=c;

}

void space::display(void)

{

cout<<x<<" "<<y<<" "<<z<<"\n";

}

void operator- (space &s)

{

s.x =- s.x;

s.y =- s.y;

s.z =- s.z;

}

int main ()

{

space s;

s. setdata (5,2,9);

cout<<"s:";

s. display ();

-s;

cout<<"-s:";

s. display ();

return 0;

}

