```
/*This programme adds the volumes of a sphere and a box*/

#include <iostream>
using namespace std;

class Box; // The compiler needs to be aware of the existence of this class before it sees it for
the first time in a function!!

class Sphere {

private:
        double radius;
public:

        Sphere(double R) : radius(R) {};

        ~Sphere() {/*default destructor*/ };

        // This function is not a memeber function (i.e. should have no access to private memeber
data)
        friend double TotalVolume(Box x,Sphere s);

};



class Box {

private:
        double width, length, height;
public:

        Box(double W, double H, double L) : width(W), length(L), height(H) {}; // Initialisation
list constructor

        ~Box() {/*default destructor*/ }

        // This function is not a memeber function (i.e. should have no access to private memeber
data)
        friend double TotalVolume(Box x, Sphere s);


};


// This is the definition of the function
double TotalVolume(Box x,Sphere s) { return x.length * x.width * x.height+(4/3)*3.14*
(s.radius*s.radius*s.radius); }



void main() {

        Box box1(2, 3, 4);

        Sphere s1(2);

        cout << "The volume of the box is " << TotalVolume(box1,s1) << endl;


        system("pause");
}
```