#include<iostream>

using namespace std;

class A;

class B{

public:

void increment(A &);

};

class A{

public:

int a;

void input(){

cout<<endl<<"Enter value of a:";

cin>>a;

}

A()

{

a=0;

}

void output()

{

cout<<endl<<"Value of a:"<<a;

}

friend void B::increment(A &a);

};

void B::increment(A &a1)

{

cout<<endl<<"Incremented value is:"<<(a1.a)++;

}

int main(){

A a;

B b;

a.input();

cout<<"Implementing friend function..........";

b.increment(a);

a.output();

return 0;

}