**//Friend Functions**

#include <iostream>

using namespace std;

class Distance

{

private:

int meter;

public:

Distance(): meter(0) { }

//friend function

friend int addDistance(Distance);

};

// friend function definition

int addDistance(Distance d)

{

//accessing private data from non-member function

d.meter += 5;

return d.meter;

}

int main()

{

Distance D;

cout<<"Distance: "<< addDistance(D);

return 0;

}

**//Friend classes**

#include <iostream>

using namespace std;

class Area

{

int len,br,area;

public:

Area(int len,int br):len(len),br(br)

{

//len=len;

//br=br

}

void calArea()

{

area=len\*br;//20\*35

}

friend class Display;

};

class Display

{

public:

void dispArea(Area a)

{

cout<<"Area of the shape:"<<a.area;

}

};

int main()

{

Area a(20,35);

a.calArea();

Display D;

D.dispArea(a);

return 0;

}