//SYCM-I Roll No:15

//Date of Performance : 22/09/2022

//Practical : 8.1

//Title : Program to swap the values of two variables using friend function.

**Code:**

#include<iostream>

using namespace std;

class number

{

private:

int no1,no2;

public:

void getdata(void);

void putdata(void);

//friend function declaration

friend void swap(number &obj1,number &obj2);

};

//member function defination-1

void number::getdata(void)

{

cout<<"Enter two numbers: ";

cin>>no1>>no2;

}

//member function defination-1

void number::putdata(void)

{

cout<<"\nNo1="<<no1;

cout<<"\nNo2="<<no2;

}

//friend function defination

void swap(number &obj1,number &obj2)

{

int temp;

//swap first no. of objects

temp=obj1.no1;

obj1.no1=obj2.no1;

obj2.no1=temp;

//swap second no. of objects

temp=obj1.no2;

obj1.no2=obj2.no2;

obj2.no2=temp;

}

int main()

{

number obj1,obj2;

cout<<"Enter the number of object-1:\n ";

obj1.getdata();

cout<<"Enter the number of object-2:\n ";

obj2.getdata();

cout<<"\nObject before swapping:";

cout<<"\nObject-1: ";

obj1.putdata();

cout<<"\nObject-2: ";

obj2.putdata();

//swap two objects

swap(obj1,obj2); //friend function call

cout<<"\n\nObject After swapping:";

cout<<"\nObject-1: ";obj1.putdata();

cout<<"\nObject-2: ";obj2.putdata();

return 0;

}

**OUTPUT:**

Enter the number of object-1:

Enter two numbers: 98 63

Enter the number of object-2:

Enter two numbers: 45 78

Object Before swapping:

Object-1:

No1=98

No2=63

Object-2:

No1=45

No2=78

Object After swapping:

Object-1:

No1=45

No2=78

Object-2:

No1=98

No2=63

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