Experiment No. 7

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Aim: Write a C++ program to implement the concept of "this" keyword & Friend class.

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Theory: The "this" keyword in C++ is a special pointer that points to the current instance of a class. It is avaliable within all non-static member function of a class. In C++, when a member function is called, it is implicitly receives a pointer to the object it is called on, & this pointer is represented by "this".

Key Characteristics of the "this" Keyword:

i) Pointer to current Object: "this" is a pointer to the current instance of the class.

ii) Type: *) Non-const member function: "this" is a type of "classname"

*) Const member function: "this" is the type "const classname".

iii) Access Members: Used to access class members, especially when local variables or parameters shadow the member names.

iv) Function Chaining : The "this" keyword pointer can return "*this" (dereferenced pointer) to allow chaining of member function calls.

v) Non-Static Methods only : Available only in the non-static member functions, as static functions don't belong to an instance.

vi) Immutable : The "this" pointer itself cannot be modified to point to another object.

Code:

```
// C++ code to demonstrate the use of
"this" keyword :
#include<iostream>
using namespace std;

class Box {
    private:
        int length;
    public:
        Box(int length) {
            this -> length = length;
        }
        bool isEqual(Box &b) {
            return this -> length == b.length;
        }
```

```
void printlength() {
        cout << "Length : " << this -> length
                                << endl;
    }
};

int main () {
    Box box1(10);
    Box box2(10);

    box1.printlength();
    box2.printlength();

    if (box1.isEqual (box2)) {
        cout << "Boxes are equal"
                                << endl;
    } else {
        cout << "Boxes are NOT equal"
                                << endl;
    }

    return 0;
}
```

Output:

```
Length : 10
Length : 10
Boxes are equal
```

Theory:

In C++, a class is a user defined data type that serves as a blueprint for creating objects.
Classes are made up of data members & member functions.

A Friend class is a class that has a allowed access to the private and protected members of another class. Typically, only member functions and friend functions have access to a class's private data, but by declaring another class as a friend, user can grant it this access.

This feature of friend class is useful when user want certain classes to work closely & together without exposing the private data to other classes. Typically only member functions & friend functions have access to a class's private data to other classes.

Key characteristics of ~~private~~ friend class:
i) Access to Private members.
ii) Declared inside the class.
iii) Friend class can't be reciprocated

iv) Friend class is NOT inherited

v) Used to implement tight collaboration.

Syntax:

```
class classB ; // Forword Declaration.

class classA {
        friend class classB; // classB is a friend of classA
        private:
                int secretdata;
};
```

Code:

```
#include<iostream>
using namespace std;

class Box ;

class Display {
    public:
        void showLength(Box &b);
};

class Box {
    private:
        int length;
        friend class Display;
```

Conclusion: Hence the programs & concepts related to the "this" keyword & friend class have been studied and examined successfully.

```
public:
        Box(int l): length(l){}
};

void Display::showLength(Box &b){
        cout<<"Length of the Box:"
                <<b.length<<endl;
}

int main(){
        Box b(15);
        Display d;
        d.showLength(b);

        return 0;
}
```

Output: Length of the Box: 15

Conclusion: Hence the programs & concepts related to the "this" keyword & friend class have been studied & examined successfully.