Data Structures and Object Oriented Programming using C++

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Friend Function Example

```
1    #include <iostream>
2    using namespace std;
3    class someclass
4    {
5    private:
6      int a,b;
7    public:
8        void test()
9        {
10           a=100;
11           b=200;
12        }
13    friend int compute(someclass e1);
14
15    //Friend Function Declaration with keyword friend and
16    // with the object of class someclass to which it is friend passed to it
17    };
18
19    int compute(someclass e1)
20    {
21     //Friend Function Definition which has access to private data
22     return int(e1.a+e1.b)-5;
23    }
24
25    void main()
26    {
27         someclass e;
28         e.test();
29        cout << "The result is:" << compute(e);
30    //Calling of Friend Function with object as argument.
31    }
```