

## \* Friend Function :-

Key word

مقبول يكون const function

friend D.T functionname ( )

## \* within class scope.

\* يعني ال compiler يعرف اننا غلبه فها بيحي  
لنعرفه علما خارج ال class

## \* Function members :-

اهم access على ال private member و عند ذل  
وال public

## \* Nonfunction members :-

ما اهم access على ال private مع ال او ال  
او access على ال public مع ال

\* ملاحظة ال main عبارة عن nonfunction member

(1) بقدر الوصول لا public فقط  
(2) بقدر الوصول فقط عن طريق ال object

## \* Friend function :-

او access على ال private member بس لازم ال  
و علما انهم

\* defining function  $\Rightarrow$  (inside the class)

\* Friend function  $\Rightarrow$  (inside the class)

\* non-member  $\Rightarrow$  (outside class)

\* imp :- (JLB)

① member function :-

bool clocktype::equalTime\_M(const clocktype &c) const  
class اسم ال  $\leftarrow$  Function اسم ال  
{

return (hr == c.hr & & min == c.min & & sec == c.sec)

$\Rightarrow$  access ال member function ال object ل يحتاج  
}

② friend function :-

bool equalTime\_F(const clocktype &c1, const clocktype &c2)  
{

return (c1.hr == c2.hr - - - -)

}

$\downarrow$   
ال access ال لازم object



### ③ non-member function :-

bool equalTime\_N(const clocktype &C1, const &C2)

{ int a, b, c, x, y, z;

C1.getTime(a, b, c);

C2.getTime(x, y, z);

return (a==x & & b==y & & c==z);

ف public ال ال access ال ال  
وعدة طريقة زود

\* طريقة استدعاء كل واحد :-

① C1.equalTime\_N(C2)

② equalTime\_F(C1, C2)

③ equalTime\_N(C1, C2)

\* Operator overloading :- extends definition of an operator to work with a user-defined data type.

→ Most existing C++ operators can be overloaded to manipulate class objects

→ Cannot create new operators

\* أنا قادر على أي شيء عكس ذلك (و =) يس في طريقة لتخليق أكثر أي عليه ثانية (امثال يعني)

→ يعمل الشيء اسمه operator Function

\* Syntax :-

return type operator operator symbol (formal parameter) List  
key word      ↩      =      ↩      value returning function



## \* Some restrictions

- 1- cannot change precedence or associativity
- 2- Default parameters cannot be used
- 3- cannot change number of parameters
- 4- cannot create new operators
- 5- cannot overload:  $\cdot$   $*$   $::$   $?:$   $sizeof$