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**Write a program to swaping private data of 2classes using friende function**

#include <iostream>

using namespace std;

class y;

class x {

int a;

public:

void input(int i)

{

a = i;

}

void display()

{

cout << "a=" << a << "|n";

}

friend void excharge(x&, y&);

};

class y {

int b;

public:

void input(int i)

{

b = i;

}

void display()

{

cout << "b=" << b << "\n";

}

friend void excharge(x&, y&);

};

void excharge(x& m, y& n)

{

int temp;

temp = m.a;

m.a = n.b;

n.b = temp;

}

int main()

{

x obj1;

y obj2;

obj1.input(10);

obj2.input(20);

excharge(obj1, obj2);

cout << "values after swapping" << endl;

obj1.display();

obj2.display();

return (0);

}

**Outout**

values before swapping

a=10

b=20

values after swapping

a=20

b=10