

The slide features a light blue background with abstract circuit-like patterns in purple and orange. These patterns include lines, dots, and geometric shapes, primarily located in the corners and along the edges. The word "Friends" is centered in a large, bold, dark blue font.

Friends

CSE 232 – Dr. Josh Nahum

Reading:

No Reading

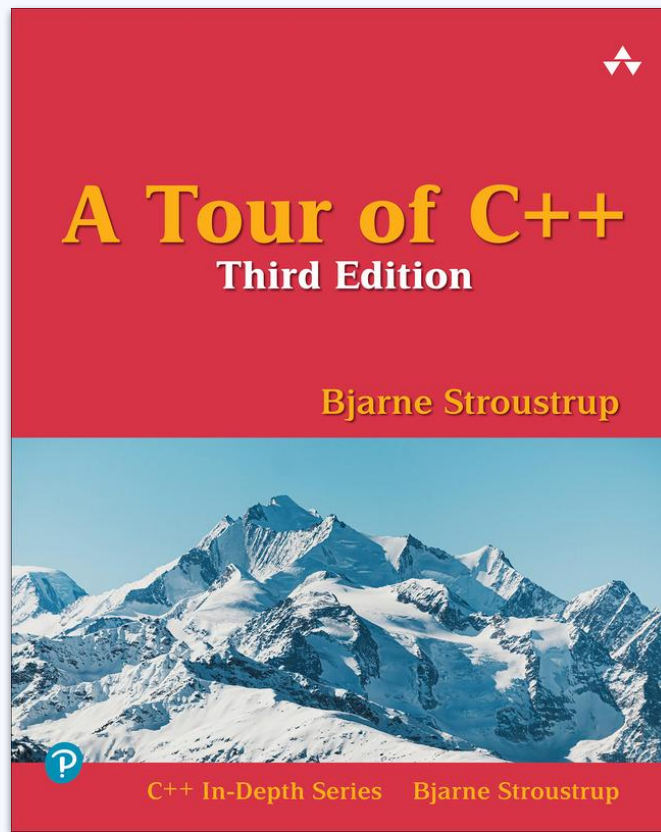




Table of contents

00

Encapsulation

01

Access Control

02

Friend Functions

03

Friend Classes





00

Encapsulation



Object Oriented Programming



Classes

Keep the data and operations on that data together (encapsulation)



Access

Ensure that only that class (or closely related others) are able to access sensitive data and operations



Extensibility

Allow classes to be extended through inheritance (not taught in CSE 232)



01


Access Control



private versus public

Data members and function members should be made **private** if other parts of the project should not directly access them. Accessors (like getters and setters) can be provided for controlled access.





“But what do we do if we want a specific function to be able to access private data?”

–Inquisitive Mind



Example operator==

```
// login.h
class Login {
public:
    std::string username;
private:
    std::string password;
    // ...
};
bool operator==(Login const &, Login const &);

// login.cpp
bool operator==(Login const & a, Login const & b) {
    return a.username == b.username && a.password == b.password;
    // error: password is private
}
```



02

Friend Functions



Example operator==

```
// login.h
class Login {
public:
    std::string username;
private:
    std::string password;
    // ...
    friend bool operator==(Login const &, Login const &);
};

// login.cpp
bool operator==(Login const & a, Login const & b) {
    return a.username == b.username && a.password == b.password;
}
```

Friend Functions



Private Access

Friend functions can access private data members of a class



Declaration

To make a function a friend, you must declare the function inside the class and prefix it with the **friend** keyword.

Common Friend Functions

Comparison Operators

`operator==`,
`operator!=`,
`operator<`, etc.

Factory Functions

Functions that are
used to create and
return objects

I/O Operators

`operator<<` and
`operator>>`

Iterators

Objects used to
provide access to
elements of an
object



03

Friend Classes



**You've got a
friend in me!**

**You can make entire an entire
class a friend.** If so, that class
can access all your private data.

Note: this isn't necessarily
reciprocated.



Live Demo



Attribution

Please ask questions via Piazza

Dr. Joshua Nahum

www.nahum.us

EB 3504



CREDITS: This presentation template was created by [Slidesgo](#), and includes icons by [Flaticon](#), and infographics & images by [Freepik](#)

© Michigan State University - CSE 232 - Introduction to Programming II