#include<iostream>

using namespace std;

class B; // Forward Declaration

class A

{

int value;

public:

void input\_value()

{

cout<<"Enter your value in object of class A :: ";

cin>>value;

}

friend void swap\_values(A,B); // Friend Function Declaratiom

};

class B

{

int value;

public:

void input\_value()

{

cout<<"Enter your value in object of class B :: ";

cin>>value;

}

friend void swap\_values(A,B); // Friend Function Declaration

};

void swap\_values(A obj1,B obj2)

{

int c;

c=obj1.value;

obj1.value=obj2.value;

obj2.value=c;

cout<<"\nValue in object of class A ::"<<obj1.value<<"\n";

cout<<"Value in object of class B ::"<<obj2.value<<"\n";

}

int main()

{

A obj1;

obj1.input\_value();

B obj2;

obj2.input\_value();

swap\_values(obj1,obj2);

return 0;

}