

```

#include <iostream> // friendb
using namespace std;

class YourOtherClass;

class YourClass {

    friend class YourOtherClass;

public:
    YourClass(int i=0):topSecret(i){
        cout<<"Konstruktor YourClass"<<endl;}
    ~YourClass(){
        cout<<"Destruktor YourClass"<<endl;}
    int give_topSecret(){ return topSecret; }

private:
    int topSecret;
};

class YourOtherClass {
public:
    YourOtherClass(){
        cout<<"Konstruktor YourOtherClass"<<endl;}
    ~YourOtherClass(){
        cout<<"Destruktor YourOtherClass"<<endl;}
    void changeIt(YourClass& yc){ yc.topSecret++; }
};

void main(){
    YourClass x(10);
    YourOtherClass y;
    cout<<"x.topSecret="<<x.give_topSecret()<<endl;
    y.changeIt(x); // x.topSecret ändern als friend
    cout<<"x.topSecret="<<x.give_topSecret()<<endl;
    cin.get();
}

/*
Konstruktor YourClass
Konstruktor YourOtherClass
x.topSecret=10
x.topSecret=11

Destruktor YourOtherClass
Destruktor YourClass
*/

```