

```

#include <iostream>
using namespace std;

class base {
    friend void outf();
public:
    void pubB(){ cout<<"pubB() called"<<endl; }
private:
    void privB(){ cout<<"privB() called"<<endl; }
protected:
    void protB(){ cout<<"protB() called"<<endl; }
};

class derived : public base {
public:
    void pubD(){
        privD();
        pubB();
        protB();
        // privB(); // Error, Zugriff auf private-Komponente
    }
private:
    void privD(){ cout<<"privD() called"<<endl; }
};

void outs(){
    // base b;
    derived d;
    // b.protB(); // Error, Zugriff auf protected-Komponente
    d.pubB();
    d.pubD();
    // d.protB(); // s.o.
}

void outf(){
    base b;
    derived d;
    d.protB();
    b.privB(); // OK, friend
    d.pubB();
    d.pubD();
    // d.privD(); // Error, Freundschaft wird nicht vererbt !
}

void main(){ cout<<"output of outs():"<<endl;
              outs();
              cout<<"\noutput of outf():"<<endl;
              outf();
            }

```