```cpp
// FRIENDA.CPP - function als friend

#include <iostream>
using namespce std;

class myClass {
  public:
    friend void YourFunction(myClass& y, int i=0);
    myClass(int i=0):privateElem(i){
       cout<<"Konstruktor myClass\n";
    }
    ~myClass(){cout<<"Destruktor myClass\n";};
    int give_Elem(){ return privateElem; }
    // ...
  private:
    int privateElem;
    // ...
};

void YourFunction(myClass& y, int i){ y.privateElem=i;}

void main(){
    myClass x;

    cout<<"privateElem="<<x.give_Elem()<<endl;

    YourFunction(x,5); // Zugriff auf x.privateElem

    cout<<"privateElem="<<x.give_Elem()<<endl;

     cin.get();
}

/*
Konstruktor myClass
privateElem=0
privateElem=5

Destruktor myClass
*/
```