```cpp
#include <iostream> // friendc.cpp
using namespace std;

class y;

class x {
    public:
          int f(y &);
          int f(){ return priv; }
          x(int i=0):priv(i){
                cout<<"Konstruktor x"<<endl;
          }
          ~x(){ cout<<"Destruktor x"<<endl; }
     private:
          int priv;
};

class y {
   friend int x::f(y& z); // Memberfkt. als friend
   public:
          y(int i=0):priv(i){
              cout<<"Konstruktor y"<<endl;};
          ~y(){ cout<<"Destruktor y"<<endl; };
   private:
              int priv;
};

void main(){
     x a(10);
     y b(20);
       cout<<"a.priv = "<<a.f()<<endl;
     cout<<"b.priv = "<<a.f(b)<<endl;
      cin.get();
};

int x::f(y& z){ return z.priv; } //Private Daten y

/*
Konstruktor x
Konstruktor y
a.priv = 10
b.priv = 20

Destruktor y
Destruktor x
*/
```