**(C++) Class**

#include <stdio.h>

#include <string.h>

#define SIZE 32

typedef struct Student{

char name[SIZE];

int id;

char nation[SIZE]

}Student;

void Store (Student \*s, char \*name, int id, char \*nation);

void Print(Student s);

int main()

{

Student s;

Store(&s,"Kim",1234,"Korea");

Print(s);

return 0;

}

void Store(Student \*s, char \*name, int id, char \*nation){

strcpy(s->name,name);

s->id=id;

strcpy(s->nation,nation);

}

void Print(Student s){

printf("Student: name = %s; id = %d; nation = %s\n",s.name,s.id,s.nation);

**(C++)Friend**

#include <iostream>

using namespace std;

class Square

{

int side;

public:

Square (int a=0){side=a;}

friend class rectangle;

};

class Rectangle

{

int width, height;

public:

Rectangle(int w=0, int h=0)

{ width=w; height=h;}

Rectangle(Square s)

{

width=s.side;height=s.side;

}

int Area() {return widtg\*height;}

friend int SameShape(Rectangle r1, Rectange r2);

}

int SameArea (Rectangle r1, Rectange r2)

{

return (r1.Area()==r2.Area());

}

int SameShape (Rectangle r1, Rectange r2)

{

return (r1.width==r2.width&&r1.height==r2.height);

}

int main()

{

Square s(4);

Rectangle r1(2,8) r2(s);

if (SameArea(r1,r2)) cout<<"Same area, ";

else cout<<"Different area, ";

if (SameShape(r1,r2)) cout<<"Same shape, ";

else cout<<"Different shape, ";

}**(C++) Student Information**

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