1. **Write a program using a Friend Function in a class and access the private and protected data members (variables and Functions) using the Friend Function.?**

```cpp
#include <iostream>

using namespace std;

class temperature

{

 private:

 int kelvin;

 public:

 temperature(): kelvin(273) { }

 friend int converter(temperature);

};

int converter(temperature obj)

{

    int c;

    cout<<"Temperature in Degree celcius:  "<<endl;

    cin>>c;

 obj.kelvin += c;

 return obj.kelvin;

}

int main()

{

 temperature t;

 cout<<"Equivalent temperature in kelvin: "<< converter(t);

 return 0;


}
```

OUTPUT

C++ shell

```cpp
#include <iostream>
using namespace std;
class temperature
{
  private:
  int kelvin;
  public:
  temperature(): kelvin(273) { }
  friend int converter(temperature);
};
int converter(temperature obj)
{
    int c;
    cout<<"Temperature in Degree celcius:  "<<endl;
    cin>>c;
  obj.kelvin += c;
  return obj.kelvin;
}
int main()
{

  temperature t;
  cout<<"Equivalent temperature in kelvin: "<< converter(t);
  return 0;

}
```

Get URL   Run

options | compilation | execution

```
Temperature in Degree celcius:
10
Equivalent temperature in kelvin: 283

Exit code: 0 (normal program termination)
```