

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.?

```
#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

```
1 #include <iostream>
2 using namespace std;
3 class temperature
4 {
5     private:
6         int kelvin;
7     public:
8         temperature() { kelvin(273) }
9         friend int converter(temperature);
10 };
11 int converter(temperature obj)
12 {
13     int c;
14     cout<<"Temperature in Degree celcius: "<<endl;
15     cin>>c;
16     obj.kelvin += c;
17     return obj.kelvin;
18 }
19 int main()
20 {
21
22     temperature t;
23     cout<<"Equivalent temperature in kelvin: "<< converter(t);
24     return 0;
25 }
26 }
```

Get URL

Run

options | compilation | execution

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

Exit code: 0 (normal program termination)