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| 1 | Access Private members outside class using friend function |
|  | #include "iostream"  using namespace std;  class xxx  {  private:  int a,b,c;  public:  friend int sum(xxx);  };  int sum(xxx p)  {  p.a=10;  p.b=20;  p.c=p.a+p.b;  return p.c;  }  main()  {  xxx p;  cout<<sum(p);  } |
| 2 | Addition of members of two different classes using friend Function |
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