

```
class Subject
{ /* ... */ };
```

```
class Doorman
{
public:
    ➔ bool askForEntrance(Subject*);
private:
    Door* m_guardedDoor;
};
```

```
class Door
{
public:
    ➔ void goThrough();
private:
    ➔ void open();
    friend class Doorman;
};
```

ERROR!

