4) Friend and Statuc Function

```cpp
#include<iostream>
using namespace std;

class Distance {
private:
    int meter;
    static int staticMeter;
    friend int add(Distance);

public:
    Distance() {
        meter = 0;
    }


    static void setStaticMeter(int val) {
        staticMeter = val;
    }

    static int getStaticMeter() {
        return staticMeter;
    }
};

//int Distance::staticMeter = 0;

//
int add(Distance d) {
    d.meter += 5;
    return d.meter + Distance::staticMeter;
}

int main() {
    Distance d;

    Distance::setStaticMeter(10);
    cout << "Total distance = " << add(d) << endl;

    cout << "Static meter value = " << Distance::getStaticMeter() << endl;

    return 0;
}
```