

Practical No: 02

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Title:

Write a program to demonstrate use of Friend function, inline function.

Source Code for friend function :

```
#include<iostream>
using namespace std;
class B;
class C;
class A
{
    int number1;

    public:
    void getdata()
    {
        cout<<"Enter the 1st number:"<<endl;
        cin>>number1;
    }
    friend void avg(A p1 ,B p2,C p3);
};
class B
{
    int number2;
    public:
    void getdata2()
    {
        cout<<"Enter the 2nd number:"<<endl;
        cin>>number2;
```

```

    }
    friend void avg(A p1 ,B p2,C p3);
};

class C
{
    int number3;
    public:
    void getdata3()
    {
        cout<<"Enter the 3rd number:"<<endl;
        cin>>number3;
    }
    friend void avg(A p1,B p2,C p3);
};

void avg(A p ,B p1,C p3)
{
    cout<<"Avarage of the three numbers is
:"<<(p.number1+p1.number2+p3.number3)/3<<endl;
}

int main()
{
    A a;
    B b;
    C c;
    a.getdata();
    b.getdata2();
    c.getdata3();
    avg(a,b,c);
    return 0;
}

```

Output :

Enter the 1st number:

10

Enter the 2nd number:

20

Enter the 3rd number:

30

Avarage of the three numbers is :20

Source Code for Inline function :

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

inline float area(int r)
{
    return(3.14*r*r);
}

int main()
{
    int r;
    cout<<"Enter the radius of the circle : "<<endl;
    cin>>r;
    //int r=2;;
    cout<<"The area of circle is : "<<area(r);
    return 0;
}
```

Output :

Enter the radius of the circle :

4

The area of circle is : 50.24

