```
//Common friend of more than one classes
#include<iostream>
using namespace std;
class ABC;//Forward declaration--It is done when class is used before its definition
class XYZ
{
	int data1;
	public:
		void setvalue(int value)
		{
			data1=value;
		}
		friend void add(XYZ,ABC);
};
class ABC
{
	int data2;
	public:
		void setvalue(int value)
		{
			data2=value;
		}
	friend void add(XYZ,ABC);
};
void add(XYZ obj1,ABC obj2)
{
	cout<<"Sum is="<<obj1.data1+obj2.data2;
}
int main()
{
	XYZ X;
	ABC A;
	X.setvalue(5);
	A.setvalue(50);
	add(X,A);
	return 0;
}
#include <iostream>
using namespace std;
class B;
class C;
class A
{
   int x;
   public:
   void input()
   {
      cout<<"\nEnter x:";
      cin>>x;
```

```
    }
    friend int smallest(A,B,C);
};
class B
{
    int y;
    public:
    void input()
    {
        cout<<"\nEnter y:";
        cin>>y;
    }
    friend int smallest(A,B,C);
};
class C
{
    int z;
    public:
    void input()
    {
        cout<<"\nEnter z:";
        cin>>z;
    }
    friend int smallest(A,B,C);
};
int smallest(A a,B b,C c)
{
    if(a.x<b.y && a.x<c.z)
    return a.x;
    else if(b.y<a.x && b.y<c.z)
    return b.y;
    else
    return c.z;
}
int main()
{
    A obj1;
    obj1.input();
    B obj2;
    obj2.input();
    C obj3;
    obj3.input();
    cout<<"\nSmallest data member is:"<<smallest(obj1,obj2,obj3);
    return 0;
}
//Friend class
#include<iostream>
using namespace std;
class ABC;//Forward declaration
```

```
class XYZ
{
	int data_XYZ;
	public:
		void set(int value)
		{
			data_XYZ=value;
		}
		friend class ABC;

};
class ABC
{
	int data_ABC;
	public:
		void setvalue(XYZ obj1)
		{
			data_ABC=obj1.data_XYZ;
			cout<<"Value is:"<<data_ABC;
		}
};
int main()
{
	XYZ X;
	ABC A;
	X.set(5);
	A.setvalue(X);
	return 0;
}
```