

functions

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

```
class ClassB;
```

```
class ClassA {
```

```
    public:
```

```
        ClassA() : numA(12) {}
```

```
    private:
```

```
        int numA;
```

```
        friend int add(ClassA, ClassB);
```

```
};
```

```
class ClassB {
```

```
    public:
```

```
        ClassB() : numB(1) {}
```

```
    private:
```

```
        int numB;
```

```
        friend int add(ClassA, ClassB);
```

```
};
```

```
int add(ClassA objectA, ClassB objectB) {
    return (objectA.numA + objectB.numB);
}
```

```
int main() {
    ClassA objectA;
    ClassB objectB;
    cout << "Sum: " << add(objectA, objectB);
    return 0;
}
```

