

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

```
class A{
private:
    A(){
        cout << "constructor of A\n";
    }
    friend class B;
};
class B{
public:
    B(){
        A a1;
        cout << "constructor of B\n";
    }
};
int main(){
    B b1;
    return 0;
}
```