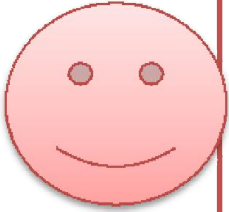



Friendship in C++

```
class A {
private:
    secrete myLove;
public:
    A():myLove(❤️) {}
    void tell()
    {
        std::cout<<"I dont have BF ";
    }
    void tellBsSecrete(const B& b)
    {
        std::cout<<"B is in Love
with"<<b.myLove;
    }
};
```



```
class B {
    friend class A;
private:
    secrete myLove;
public:
    B():myLove(❤️) {}
    void tell()
    {
        std::cout<<"I dont have GF ";
    }
    void tellAsSecrete(const A& a)
    {
        std::cout<<"I don't know\n";
        std::cout<<"I don't have access to her
secrets";//a.myLove is error
    }
};
```



```
int main () {
    A a;
    a.tell () ;//Tells "I don't have BF"
    B b;
    b.tell () ;//Tells "I don't have GF"

    //Okay lets find out
    //Ask A about B's secrete
    a.tellBsSecrete(b) ; ///Here is secrete of B

    //Ask B about A's secrete
    b.tellAsSecrete(a) ;
    //But poor B is doesn't know any secret's about A.

    return 0;
}
```

In this example,
class A is a friend of class B

Here **B** is allowing **A** to access
private and protected secrets
about him.
More concretely,
A knows,with whom **B** is in Love with.

Friendships are never corresponded unless specified:

A is considered a friend class by B,
but B is not considered a friend by A.
Therefore, the member functions of A can access the protected and private members of B but not the other way around.

Friendship is not transitive:

The friend of a friend is not considered a friend unless explicitly specified.

Friendship is not inherited :

your friend's children are not your friends

reference :

<http://www.cplusplus.com/doc/tutorial/inheritance/>
<https://en.cppreference.com/w/cpp/language/friend>