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#include <iostream>

using namespace std;

class A {
    int a, b;

    // Friend functions allow access to private members
    friend void printa(A a1);
    friend void printb(A b1);

public:
    // Function to set the value of private variable 'a'
    void seta(int value) {
        a = value;
    }
};

// Friend function to access and display private member 'a'
void printa(A obj) {
    cout << "Value of a: " << obj.a << endl;
}

int main() {
    A obj1;

    // Setting and printing different values
    obj1.seta(25);
    printa(obj1);

    obj1.seta(-60);
    printa(obj1);
}
```

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return 0;
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}
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