



Module 17

Partha Pratim
Das

Objectives &
Outline

friend
function

Matrix-Vector
Multiplication
Linked List

friend class
Linked List
Iterator

Notes

Summary

Module 17: Programming in C++

friend Function and friend Class

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Module Objectives

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Objectives & Outline

`friend`
function

Matrix-Vector
Multiplication
Linked List

`friend class`
Linked List
Iterator

Notes

Summary

- Understand `friend` function and class



Module Outline: Lecture-32

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Objectives & Outline

friend
function

Matrix-Vector
Multiplication
Linked List

friend class
Linked List
Iterator

Notes

Summary

- friend function
 - Matrix-Vector Multiplication
 - Linked List
- friend class
 - Linked List
 - Iterator
- friend-ly Notes



Program 17.01: friend function – Basic Notion

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Objectives & Outline

friend function

Matrix-Vector Multiplication
Linked List

friend class

Linked List
Iterator

Notes

Summary

Ordinary function	friend function
<pre>#include<iostream> using namespace std; class MyClass { int data_; public: MyClass(int i) : data_(i) {} }; void display(const MyClass& a) { cout << "data = " << a.data_; // Error 1 } int main(){ MyClass obj(10); display(obj); return 0; }</pre>	<pre>#include<iostream> using namespace std; class MyClass { int data_; public: MyClass(int i) : data_(i) {} friend void display(const MyClass& a); }; void display(const MyClass& a) { cout << "data = " << a.data_; // Okay } int main(){ MyClass obj(10); display(obj); return 0; }</pre>
<ul style="list-style-type: none">● display() is a non-member function● Error 1: 'MyClass::data_' : cannot access private member declared in class 'MyClass'	<ul style="list-style-type: none">● display() is a non-member function; but friend to class MyClass● Able to access data_ even though it is private in class MyClass● Output: data = 10

In the recorded video void display(const MyClass& a); is included in the class MyClass on left by mistake. This should be ignored. It is corrected here.



friend function

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Objectives &
Outline

friend
function

Matrix-Vector
Multiplication
Linked List

friend class

Linked List
Iterator

Notes

Summary

- A **friend** function of a class
 - has access to the private and protected members of the class (breaks the encapsulation)
 - must have its prototype included within the scope of the class prefixed with the keyword **friend**
 - does not have its name qualified with the class scope
 - is not called with an invoking object of the class
 - can be declared **friend** in more than one classes
- A **friend** function can be a
 - global function
 - a member function of a class
 - a function template



Program 17.02: Multiply a Matrix with a Vector

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Objectives & Outline

friend function

Matrix-Vector Multiplication
Linked List

friend class

Linked List
Iterator

Notes

Summary

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

class Matrix; // Forward declaration

class Vector { int e_[3]; int n_;
public:
    Vector(int n) : n_(n) {
        // Arbitrary initialization
        for (int i = 0; i < n_; ++i)
            e_[i] = i + 1;
    }
    void Clear() { // Set a zero vector
        for (int i = 0; i < n_; ++i)
            e_[i] = 0;
    }
    void Show() { //Show the vector
        for (int i = 0; i < n_; ++i)
            cout << e_[i] << " ";
        cout << endl << endl;
    }
    friend Vector Prod(Matrix *pM,
                       Vector *pV);
};
```

```
class Matrix { int e_[3][3]; int m_, n_;
public:
    Matrix(int m, int n) : m_(m), n_(n) {
        // Arbitrary initialization
        for (int i = 0; i < m_; ++i)
            for (int j = 0; j < n_; ++j)
                e_[i][j] = i + j;
    }
    void Show() { //Show the matrix
        for (int i = 0; i < m_; ++i) {
            for (int j = 0; j < n_; ++j)
                cout << e_[i][j] << " ";
            cout << endl;
        }
        cout << endl;
    }
    friend Vector Prod(Matrix *pM,
                       Vector *pV);
};

Vector Prod(Matrix *pM, Vector *pV) {
    Vector v(pM->m_); v.Clear();
    for (int i = 0; i < pM->m_; i++)
        for (int j = 0; j < pM->n_; j++)
            v.e_[i] += pM->e_[i][j] * pV->e_[j];
    return v;
}
```

- **Vector Prod(Matrix*, Vector*);** is a global function
- **Vector Prod(Matrix*, Vector*);** is friend of class **Vector** as well as class **Matrix**
- This function accesses the private data members of both these classes



Program 17.02: Multiply a Matrix with a Vector

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Objectives &
Outline

friend
function

Matrix-Vector
Multiplication
Linked List

friend class
Linked List
Iterator

Notes

Summary

```
int main() {  
    Matrix M(2, 3);  
    Vector V(3);  
  
    Vector PV = Prod(&M, &V);  
  
    M.Show();  
    V.Show();  
    PV.Show();  
  
    return 0;  
}
```

Output:

```
0 1 2  
1 2 3  
  
1 2 3  
  
8 14
```

- **Vector Prod(Matrix*, Vector*);** is a **global function**
- **Vector Prod(Matrix*, Vector*);** is friend of class **Vector** as well as class **Matrix**
- This function accesses the private data members of both these classes



Program 17.03: Linked List

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Objectives & Outline

friend function

Matrix-Vector Multiplication
Linked List

friend class

Linked List
Iterator

Notes

Summary

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

class Node; // Forward declaration

class List {
    Node *head; // Head of the list
    Node *tail; // Tail of the list
public:
    List(Node *h = 0):
        head(h),
        tail(h) {}
    void display();
    void append(Node *p);
};

class Node {
    int info; // Data of the node
    Node *next; // Ptr to next node
public:
    Node(int i): info(i), next(0) { }
    friend void List::display();
    friend void List::append(Node *);
};
```

```
void List::display() {
    Node *ptr = head;
    while (ptr) {
        cout << ptr->info << " ";
        ptr = ptr->next;
    }
}

void List::append(Node *p) {
    if (!head) head = tail = p;
    else {
        tail->next = p;
        tail = tail->next;
    }
}

int main() {
    List l; // Init null list
    Node n1(1), n2(2), n3(3); // Few nodes
    l.append(&n1); // Add nodes to list
    l.append(&n2);
    l.append(&n3);
    l.display(); // Show list
    return 0;
}
```

- **List** is built on **Node**. Hence **List** needs to know the internals of **Node**
- **void List::append(Node *)**; needs the internals of **Node** – hence **friend member function** is used
- **void List::display()**; needs the internals of **Node** – hence **friend member function** is used
- We can do better with **friend classes**



friend class

Module 17

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Objectives &
Outline

friend
function

Matrix-Vector
Multiplication
Linked List

friend class

Linked List
Iterator

Notes

Summary

- A **friend** class of a class
 - has access to the private and protected members of the class (breaks the encapsulation)
 - does not have its name qualified with the class scope (not a nested class)
 - can be declared **friend** in more than one classes
- A **friend** class can be a
 - class
 - class template



Program 17.04: Linked List

Module 17

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Objectives & Outline

friend function

Matrix-Vector Multiplication
Linked List

friend class

Linked List
Iterator

Notes

Summary

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

class Node; // Forward declaration

class List {
    Node *head; // Head of the list
    Node *tail; // Tail of the list
public:
    List(Node *h = 0):
        head(h),
        tail(h) {}
    void display();
    void append(Node *p);
};

class Node {
    int info; // Data of the node
    Node *next; // Ptr to next node
public:
    Node(int i): info(i), next(0) { }
    //friend void List::display();
    //friend void List::append(Node *);
    friend class List;
};
```

```
void List::display() {
    Node *ptr = head;
    while (ptr) {
        cout << ptr->info << " ";
        ptr = ptr->next;
    }
}

void List::append(Node *p) {
    if (!head) head = tail = p;
    else {
        tail->next = p;
        tail = tail->next;
    }
}

int main() {
    List l; // Init null list
    Node n1(1), n2(2), n3(3); // Few nodes
    l.append(&n1); // Add nodes to list
    l.append(&n2);
    l.append(&n3);

    l.display(); // Show list
    return 0;
}
```

- **List class** is now a friend of **Node class**. Hence it has full visibility into the internals of **Node**
- When multiple member functions need to be friends, it is better to use **friend class**



Program 17.05: Linked List with Iterator

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Objectives & Outline

friend function

Matrix-Vector Multiplication
Linked List

friend class

Linked List
Iterator

Notes

Summary

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

class Node; class List;
class Iterator {
    Node *node; // Current Node
    List *list; // Current List
public:
    Iterator() : node(0), list(0) {}
    void begin(List *); // Init
    bool end(); // Check end
    void next(); // Go to next
    int data(); // Get node data
};

class List { Node *head, *tail;
public:
    List(Node *h=0): head(h), tail(h) {}
    void append(Node *p);
    friend class Iterator;
};

class Node { int info; Node *next;
public:
    Node(int i) : info(i), next(0) {}
    friend class List;
    friend class Iterator;
};
```

```
void Iterator::begin(List *l) {
    list = l; node = l->head; // Set list & Init
}

bool Iterator::end() { return node == 0; }
void Iterator::next() { node = node->next; }
int Iterator::data() { return node->info; }

void List::append(Node *p) {
    if (!head)
        head = tail = p;
    else {
        tail->next = p;
        tail = tail->next;
    }
}

int main() {
    List l; Node n1(1), n2(2), n3(3);
    l.append(&n1); l.append(&n2); l.append(&n3);

    Iterator i;
    for (i.begin(&l); !i.end(); i.next()) {
        cout << i.data() << " ";
    }

    return 0;
}
```

- An **Iterator** now traverses over the elements of the **List**
- `void List::display()` is dropped from **List** and can be written in `main()`
- **List** class is a friend of **Node** class
- **Iterator** class is a friend of **List** and **Node** class



friend-ly Notes

Module 17

Partha Pratim
Das

Objectives &
Outline

friend
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Matrix-Vector
Multiplication
Linked List

friend class
Linked List
Iterator

Notes

Summary

- **friend**-ship is neither commutative nor transitive
 - A is a friend of B does not imply that B is a friend of A
 - A is a friend of B and B is a friend of C does not imply that A is a friend of C
- Visibility and Encapsulation
 - **public**: a declaration that is accessible to all
 - **protected**: a declaration that is accessible only to the class itself and its subclasses
 - **private**: a declaration that is accessible only to the class itself
 - **friend**: a declaration that is accessible only to **friend**'s of a class. **friend**'s tend to break data hiding and should be used judiciously.
Like:
 - A function needs to access the internals of two (or more) independent classes (Matrix-Vector Multiplication)
 - A class is built on top of another (List-Node Access, List Iterator)
 - Certain situations of operator overloading (like streaming operators)



Module Summary

Module 17

Partha Pratim
Das

Objectives &
Outline

friend
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Matrix-Vector
Multiplication
Linked List

friend class
Linked List
Iterator

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Summary

- Introduced the notion of `friend` function
- Introduced the notion of `friend` class
- Studied the use of `friend` function and `friend` class with examples
- `friend` introduces visibility hole by breaking encapsulation
 - should be used with care



Instructor and TAs

Module 17

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Das

Objectives &
Outline

friend
function

Matrix-Vector
Multiplication
Linked List

friend class
Linked List
Iterator

Notes

Summary

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