**Using keyword “friend”**

https://www.youtube.com/watch?v=WCFGNdXSzus&index=48&list=PLAE85DE8440AA6B83

#include "stdafx.h"

#include <iostream>

using namespace std;

class President {

public:

President() { idCard = 0; }

void printThis() { cout << "idCard is: " << idCard << endl; }

private:

int idCard;

friend void justAFriend(President &obj, int x);

};

void justAFriend(President &obj, int x) {

obj.idCard = x;

}

int main()

{

President obj;

justAFriend(obj, 5);

obj.printThis();

return 0;

}

**Result:**

idCard is: 5

**Important note:**

* When a class declares a function as its friend, that function can access the class’ private members.
* When I removed the &s inside the code, the result game me idCard is: 0. By putting &, we’re changing the value at the exact memory of the object.