

Q:Complete the below program:

```
#include <iostream>
```

```
using namespace std;
```

```
class Test {
```

```
    int number;
```

```
    public:
```

```
    Test(int);
```

```
    Test();
```

```
    int Check(); // check if the number is positive or  
    negative};
```

***Add a destructor function to print message
“It is Done”.**

Lecture 7

Friend Functions

University of Anbar

College of Computer Science and Information Technology

Department of Computer Science

Object Oriented Programming

Second Class

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Friend functions:

`Friends` allow functions access to private data of other classes.

Friend functions

A 'friend' function has access to all 'private' members of the class for which it is a 'friend'.

To declare a 'friend' function, include its prototype within the class, preceding it with the C++ keyword 'friend'.

```
class Demo {
    friend void Change( Demo obj );
public:
    Demo(double x0=0.0, int y0=0){x=x0; y=y0;}
    void print();
private:
    double x; int y;
};
```

```
void Demo::print() {
    cout<<endl<<"This is x "<< x << endl;
    cout<<"This is y "<< y << endl;
}
```

```
void Change( Demo obj ) {
    obj.x += 100;
    obj.y += 200;
    cout<<"This is obj.x "<< obj.x << endl;
    cout<<"This is obj.y "<< obj.y << endl;
}
```