

Friend Functions and Classes (1A)

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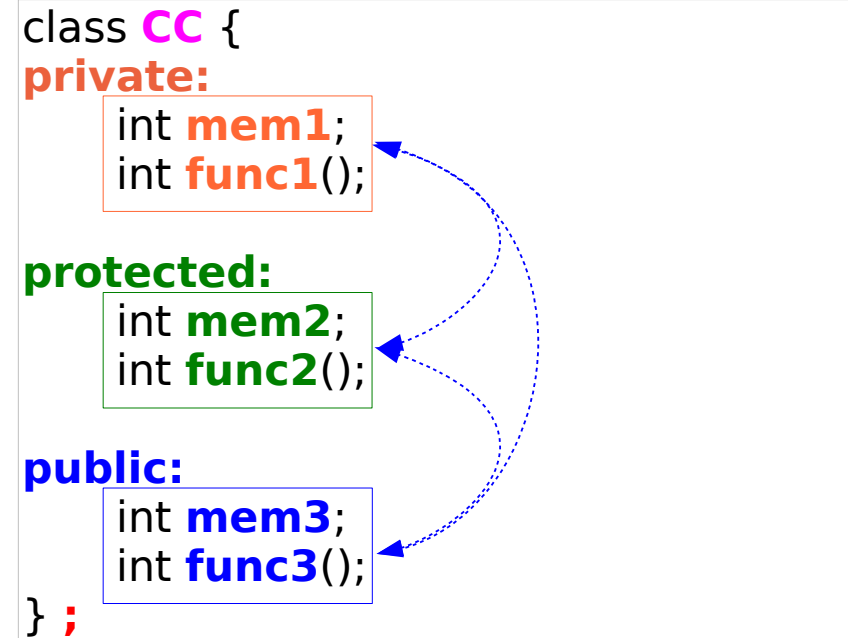
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Member Function Call from objects

```
void main(void) { the main function  
    CC C1;  
  
    C1.mem3;  
    C1.func3 ();  
}
```

```
int foo(CC *X) { C-style functions  
  
    X->mem3;  
    X->func3 ();  
}
```

```
class DD { member functions  
    int faa(CC *Y) { of other classes  
        Y->mem3;  
        Y->func3 ();  
    }  
};
```

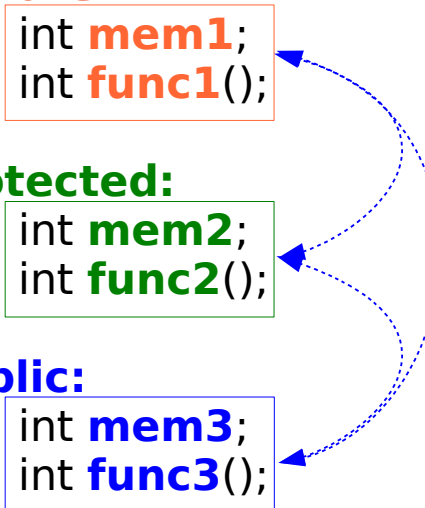


Only public members can be accessed

Friend Functions

```
int foo(CC *X) { C-style functions  
  
    X->mem1;  
    X->func1 ();  
  
    X->mem2;  
    X->func2 ();  
  
    X->mem3;  
    X->func3 ();  
}
```

```
class CC {  
    private:  
        int mem1;  
        int func1();  
  
    protected:  
        int mem2;  
        int func2();  
  
    public:  
        int mem3;  
        int func3();  
  
    friend int foo(CC *X);  
  
};
```

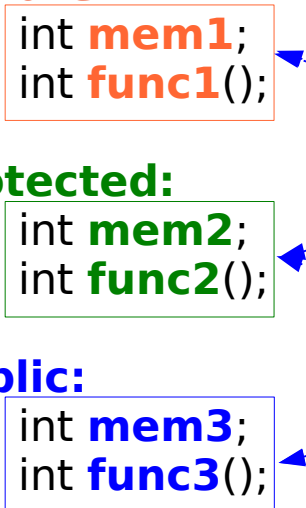


Friend Classes

```
class DD {  
    int faa(CC *Y) {  
        Y->mem1;  
        Y->func1 ();  
  
        Y->mem2;  
        Y->func2 ();  
  
        Y->mem3;  
        Y->func3 ();  
    }  
};
```

*member functions
of other classes*

```
class CC {  
private:  
    int mem1;  
    int func1();  
  
protected:  
    int mem2;  
    int func2();  
  
public:  
    int mem3;  
    int func3();  
  
friend class DD ;  
  
};
```



Class Structure

Class Structure

References

- [1] W Savitch, "Absolute C++"
- [2] P.S. Wang, "Standard C++ with objected-oriented programming"
- [3] <http://www.cplusplus.com>