

Friend function in C ++

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A **friend** can be a function, a function pattern, or a member function, or a class or a class template, in this case, the entire class and all its members are friends.

To declare a function of friend function of a class, precede that function prototype in class definition with friend keyword in C ++, as follows:

```
class Box { double chieurong ; public : double chieudai ; friend void inChieu
```

To declare all member functions of the LopMai class as friend type of LopMot class, put a following declaration in the definition of LopMot class:

```
friend class LopHai ;
```

You consider the following program:

```
#include using namespace std ; class Box { double chieurong ; public : friend
```

Compiling and running the above C ++ program will produce the following results:

```
Chieu rong cua box la: 25.3
```

According to Tutorialspoint

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