

→ Passing object to a function: —

An object of a class is passed to a function is a ~~class~~ member function of a class, so it can access private data member and member function. We pass an object of a class to a function which is not a member function of a class and it can access public data member and member function.

```
#include <iostream.h>
```

```
class distance
```

```
{
```

```
private:
```

```
int km, m;
```

```
public:
```

```
void getdistance()
```

```
{
```

```
cout << "\n Enter distance in km  
and m: ";
```

```
cin >> km >> m;
```

```
}
```

```
void putdistance ( )
```

```
{
  cout << "In Distance = " << km << "km"
  << m << "meter";
}
```

```
void adddistance (distance dobj1, distance dobj2)
```

```
{
  km = dobj1.km + dobj2.km;
```

```
m = dobj1.m + dobj2.m;
```

```
while (m >= 1000)
```

```
{
  km ++;
```

```
m -= 1000;
```

```
}
```

```
};
```

```
void main ( )
```

```
{
```

```
distance d1, d2, d3;
```

```
d1.getdistance ( );
```

```
d2.getdistance ( );
```

```
d3.adddistance ( );
```

```
d1.putdistance ( );
```

```
d2.putdistance ( );
```

```
d3.oputdistance ( );
```

```
}
```