

I've been trying to figure out how to add a private member from Object A, to a private member from Object B.

Both Apples and Mangoes Class's inherit from the base class Fruits. I have a third class 'MyClass', that I want to inherit the private members of the Apples and mangoes class. So in MyClass, I have a friend function to overload the + operator. The friend function is defined as follows:

`MyClass operator+(const Apples &dObj, const Dogs &cObj);` I want to access `dObj.age` and `cObj.age` within the above function, invoke by this statement in main:

```
mObj = dObj + cObj;
```