

```
class SomeClass
{
    public:
        SomeClass(); // default constructor: private data is initialized to 0.0
        SomeClass(float f); // value constructor: private data is initialized to f

        // Compute and return the difference between
        // the current object and the object passed in as parameter
        float Difference(SomeClass sc) const;

    private:
        float someFloat;
};
```

- 1) Show the definition of the **value constructor** as it appears in the **implementation file**:
- 2) Show the definition of the method **Difference** as it appears in the **implementation file**:
- 3) Write C++ declaration statement for the following as they appear in the **client program**:
 - (a) Declare an object “obj1”, initialized its value to 0.0;
 - (b) Declare an object “obj2”, initialized its value to 5.2;