Question 1: Consider a class `Foo` which contains an `int` member variable `val` and a single constructor which takes an `int`, i.e. `Foo(int x) {val = x;}`
(a) Write the declaration of `operator+` as class method.

(b) Write the declaration of `operator+` as global function.

Question 2: From Question 1, I want to be able to do the following:
```c
int main()
{
    Foo f1(7);
    Foo f2(9);
    Foo f3 = f1 + f2;
    Foo f4 = f1 + 7;
    Foo f5 = 8 + f2;
}
```
(a) As you notice, we need an operator+. How should we define it? Global function or Class method? Are both possible? Which one is preferable? Why?

(b) What other thing(s) I might need to do in the Class definition. No code needed.

Question 3: Can we overload insertion operator ("<<") as a class method? If not, why?