CUBE OR CYLINDER PROJECT

Create a program that determines the surface area or volume for a cube or cylinder

User Requirements

Determine the surface area and volume for either a cube or cylinder based on the user request. Your console application should look like the figure below.

```
Which shape do you want to calculate the surface area
and volume?
1 - Cube
2 - Cylinder
Which shape do you want (1 or 2)? 1

Enter a side value for the cube: 3
The surface area for the cube is 54
The volume for the cube is 27
```

```
Which shape do you want to calculate the surface area
and volume?
1 - Cube
2 - Cylinder
Which shape do you want (1 or 2)? 2

Enter a radius value for the cylinder: 2
Enter a height value for the cylinder: 3
The surface area for the cylinder is 62.8319
The volume for the cylinder is 37.6991
```

Software Requirements

- Create a Cube class header file and implementation file called Cube.h and Cube.cpp.
- Create a Cylinder class header file and implementation file called Cylinder.h and Cylinder.cpp
- Create a SourceShapes.cpp file that included the Cube and Cylinder class files to implement the program above