

```
1  #include "square.h"
2
3  using namespace std;
4
5  Square::Square(double side, const Color& color): mSide(side), mColor(color) {
6
7  }
8
9  Square::Square(const Color& color): Square() {
10     setColor(color);
11 }
12
13 Square::Square(Color::Code code): Square(Color(code)) {
14
15 }
16
17 double Square::getSide() const {
18     return mSide;
19 }
20
21 double Square::getSurface() const {
22     return mSide * mSide;
23 }
24
25 Color Square::getColor() const {
26     return mColor;
27 }
28
29 Square& Square::setSide(double side) {
30     mSide = side;
31     return *this;
32 }
33
34 Square& Square::setColor(const Color& color) {
35     mColor = color;
36     return *this;
37 }
38
39 Square& Square::setColor(Color::Code color) {
40     setColor(Color(color));
41     return *this;
42 }
43
44 ostream& Square::display(ostream& stream) const {
45     return stream << "Square Width: " << mSide << ", Color: " << mColor;
46 }
47
48 ostream& operator<<(ostream& stream, const Square& square) {
49     return square.display(stream);
50 }
51
```