Cube.h

```cpp
#pragma once

namespace cs225 {
  class Cube {
    public:
      double getVolume();
      double getSurfaceArea();



    private:
      double length_;

  };
}
```

Cube.cpp

```cpp
#include "Cube.h"

namespace cs225 {
  double Cube::getVolume() {
    return length_ * length_ *
          length_;
  }

  double
  Cube::getSurfaceArea() {
    return 6 * length_ *
          length_;
  }
}
```