```
10  Tower::Tower(const Tower & other) {
11    cube_ = other.cube_;
12    ptr_ = other.ptr_;
13    ref_ = other.ref_;
14  }
```

```
10  Tower::Tower(const Tower & other) : cube_(other.cube_),
11    ptr_(other.ptr_), ref_(other.ref_) { }
12
13
14
```

*Constructor Initializer List*