

Cube.h

1	#pragma once
2	
3	namespace cs225 {
4	class Cube {
5	public:
6	Cube();
7	double getVolume();
8	double getSurfaceArea();
9	
10	
11	
12	
13	private:
14	double length_;
15	
16	};
17	}
18	
19	
20	

Cube.cpp

1	#include "Cube.h"
2	namespace cs225 {
3	Cube::Cube() {
4	
5	
6	}
7	
8	double Cube::getVolume() {
9	return length_ * length_ * length_;
10	
11	}
12	
13	double
14	Cube::getSurfaceArea() {
15	return 6 * length_ * length_;
16	
17	}
18	}
19	
20	