

Cube.h

Cube.cpp

```
1 #pragma once
2
3 namespace cs225 {
4     class Cube {
5     public:
6
7         Cube(double length);
8         double getVolume();
9         double getSurfaceArea();
10
11
12
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20
```

```
1 #include "Cube.h"
2 namespace cs225 {
3
4
5
6
7     Cube::Cube(double length) {
8         length_ = length;
9     }
10
11     double Cube::getVolume() {
```

```
7 int main() {
8     Cube c;
9     cout << "Volume: " << c.getVolume() << endl;
10    return 0;
11 }
```

puzzle.cpp

*