Cube.h

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

Cube.cpp

```cpp
1   #include "Cube.h"
2
3   namespace cs225 {
4     double Cube::getVolume() {
5       return length_ * length_ *
                  length_;
6     }
7
8     double
        Cube::getSurfaceArea() {
9       return 6 * length_ *
                  length_;
```

```cpp
1   #include "Cube.h"
2   #include <iostream>
3
4   int main() {
5     cs225::Cube c;
6     std::cout << "Volume: " << c.getVolume() << std::endl;
7     return 0;
8   }
```