

Square.h

```
1 #pragma once
2
3 #include "Shape.h"
4
5 class Square : public Shape {
6     public:
7         double getArea() const;
8
9     private:
10         // Nothing!
11 };
```

Shape.h

```
4 class Shape {
5     public:
6         Shape();
7         Shape(double length);
8         double getLength() const;
9
10    private:
11        double length_;
12};
```

Square.cpp

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