Cube.h

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

Cube.cpp

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