

Cube.h

Cube.cpp

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

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

```
1 #include "Cube.h"
2 using cs225::Cube;
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 int main() {
8     Cube c;
9     cout << "Volume: " << c.getVolume() << endl;
10    return 0;
11 }
```

puzzle.cpp

*