Cube.h

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

Cube.cpp

```
1   #include "Cube.h"
2   namespace cs225 {
3     Cube::Cube() {
4       length_ = 1;
5     }
6
7     Cube::Cube(double length) {
8       length_ = length;
9     }
10
11    double Cube::getVolume(){
12      return length_ * length_ *
13            length_;
14    }
15
16    double
17    Cube::getSurfaceArea(){
17      return 6 * length_ *
18            length_;
19    }
20  }
21
```