

Cube.h

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

Cube.cpp

```
7 namespace cs225 {
8     Cube::Cube() {
9         length_ = 1;
10        cout << "Default ctor"
11              << endl;
12    }
13
14    Cube::Cube(double length) {
15        length_ = length;
16        cout << "1-arg ctor"
17              << endl;
18    }
19
20
21
22
23
24
25
26    ... // ...

```