

Cube.h

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

Cube.cpp

```
1 #include "Cube.h"
2
3 double Cube::getVolume() {
4
5
6 }
7
8
9
10
11
12
13
14
15
16
17
18
19
20
```