Cube.h

1 #include "Cube h"

```
#include "Cube.h"
   #pragma once
 1
                                           namespace cs225 {
                                         3
   namespace cs225 {
     class Cube {
 4
       public:
 6
                                         6
          Cube (double length);
                                             Cube::Cube(double length) {
          double getVolume();
                                         8
                                                length = length;
 9
          double getSurfaceArea();
                                         9
10
                                        10
11
                                        11
                                             double Cube::getVolume() {
12
                                                             puzzle.cpp
         int main() {
13
           Cube c;
14
           cout << "Volume: " << c.getVolume() << endl;</pre>
15
      10
           return 0;
16
      11
17
18
19
20
```