

Cube.h

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

Cube.cpp

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