

## 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
12
13
14
15         double getVolume() const;
16         double getSurfaceArea() const;
17
18     private:
19         double length_;
20     };
21 }
```

## Cube.cpp

```
7 namespace cs225 {
8     Cube::~Cube() {
9         cout << "dtor called";
10        << endl;
11    }
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26    ... // ...
```