## cs225/Cube.h

```cpp
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
```

## cs225/Cube.cpp

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