

```
1 #ifndef SPHERE_SPHERECLASS_H
2 #define SPHERE_SPHERECLASS_H
3
4 #include <iostream>
5 #include <cmath>
6
7 using namespace std;
8
9 class sphere {
10 private:
11     double radiusSphere;
12 public:
13     void setRadius(double inputRadius);
14     void getVolume();
15     void getArea();
16 };
17
18 #endif //SPHERE_SPHERECLASS_H
```