

```
1 #include <iostream>
2 #include <cmath>
3 #include "sphereclass.h"
4
5 void sphere::setRadius(double inputRadius) {
6     radiusSphere = inputRadius;
7 }
8 void sphere::getVolume() {
9     cout << "The Volume of the sphere is: "
10         << (4 * M_PI * radiusSphere * radiusSphere * radiusSphere) / 3
11         << " volume units." << endl;
12 }
13 void sphere::getArea() {
14     cout << "The Area of the sphere is: "
15         << 4 * M_PI * radiusSphere * radiusSphere << " area units." << endl;
16 }
```