

main.cpp

```
#include <iostream>

int cube(int x)
{
    return x * x * x;
}

int main()
{
    std::cout << cube(5);
}
```



main.cpp

```
#include <iostream>
#include "cube.hpp"

int main()
{
    std::cout << cube(5);
}
```

cube.hpp

```
#pragma once

static int cube(int x)
{
    return x * x * x;
}
```