In [ ]:

```cpp
#include <cassert>
#include <cmath>
#include <stdexcept>

// TODO: Define class Sphere
class Sphere {
 public:
  // Constructor
  Sphere(int radius) : radius_(radius), volume_(pi_ * 4/3 * pow(radius_,3)) {
      if(radius <= 0) throw std::invalid_argument("radius must be positive");
  }

  // Accessors
  int Radius() const { return radius_; }
  int Volume() const { return volume_; }

 private:
  // Private members
  float const pi_{3.14159};
  int const radius_;
  float const volume_;
};

// Test
int main(void) {
  Sphere sphere(-3);
  assert(sphere.Radius() == 5);
  assert(abs(sphere.Volume() - 523.6) < 1);
}
```

Compile & Run | Explain

Loading terminal (id_f00ikj9), please wait...