

Cube.h

```
1 #pragma once
2
3 namespace cs225 {
4     class Cube {
5     public:
6         Cube();
7         double getVolume();
8         double getSurfaceArea();
9
10
11
12
13     private:
14         double length_;
15
16 };
17 }
18
19
20
```

Cube.cpp

```
1 #include "Cube.h"
2 namespace cs225 {
3     Cube::Cube() {
4
5
6     }
7
8     double Cube::getVolume() {
9         return length_ * length_ *
10            length_;
11     }
12
13     double
14     Cube::getSurfaceArea() {
15         return 6 * length_ *
16            length_;
17     }
18 }
19
20
```