

## Cube.h

## Cube.cpp

```
1 #pragma once
2
3 namespace cs225 {
4     class Cube {
5     public:
6         Cube(double length);
7         double getVolume();
8         double getSurfaceArea();
9
```

```
1 #include "Cube.h"
2 namespace cs225 {
3     Cube::Cube(double length) {
4         length_ = length;
5     }
6
7     double Cube::getVolume() {
```

```
10 #include "Cube.h"
11 using cs225::Cube;
12 #include <iostream>
13 using std::cout;
14 using std::endl;
15
16 int main() {
17     Cube c;
18     cout << "Volume: " << c.getVolume() << endl;
19     return 0;
20 }
```

**puzzle.cpp** \*