

Cube.h

Cube.cpp

```
1 #pragma once
2
3 namespace cs225 {
4     class Cube {
5     public:
6         double getVolume();
7         double getSurfaceArea();
8
9
10
11
12 private:
```

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

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