

Calls to constructors

	By Value <code>void foo(Cube a) { ... }</code>	By Value (Pointer) <code>void foo(Cube *a) { ... }</code>	By Reference <code>void foo(Cube &a) { ... }</code>
<code>Cube::Cube()</code>			
<code>Cube::Cube(double)</code>			
<code>Cube::Cube(const Cube &)</code>			