

# Calls to constructors

|  | <b>By Value</b><br><code>void foo(Cube a) { ... }</code> | <b>By Pointer</b><br><code>void foo(Cube *a) { ... }</code> | <b>By Reference</b><br><code>void foo(Cube &amp;a) { ... }</code> |
|--|--|---|---|
| <code>Cube::Cube()</code>                |  |   |   |
| <code>Cube::Cube(double)</code>          |  |   |   |
| <code>Cube::Cube(const Cube&amp;)</code> |  |   |   |