

## Tower.cpp

```
10 Tower::Tower(const Tower & other) {  
11     cube_ = other.cube_;  
12     ptr_ = other.ptr_;  
13     ref_ = other.ref_;  
14 }
```

## Tower.cpp

```
10 Tower::Tower(const Tower & other) : cube_(other.cube_),  
11     ptr_(other.ptr_), ref_(other.ref_) { }  
12  
13  
14
```

***Constructor Initializer List***