

## Tower.h

```
1 #pragma once
2
3 #include "cs225/Cube.h"
4 using cs225::Cube;
5
6 class Tower {
7     public:
8         Tower(Cube c, Cube *ptr, const Cube &ref);
9         Tower(const Tower & other);
10
11     private:
12         Cube cube_;
13         Cube *ptr_;
14         const Cube &ref;
15 };
16
17
```