



4. Suppose you are asked to create an ADT for a cube (recall a cube is a 3 dimensional object with height = length = depth, i.e. each face is a square). Write the header file Cube.h for the Class Cube.

5. Suppose that you have been given a C++ implementation of the List ADT. Ignoring details of the implementation, write a client program that creates a list of integers and inserts integers 1-10 in order, then creates new list containing only the integers from odd positions in the first list and prints the new list. (The output should be 1,3,5,7,9.)