



```
is_unit_sphere(self) -> bool
```

```
is_inside(self, x: int | float, y: int | float, z: int | float) -> bool
```

```
translate(self, x: int | float, y: int | float, z: int | float) -> none
```

```
__repr__(self) -> str
```

```
__str__(self) -> str
```

```
is_cube(self) -> bool
```

```
is_inside(self, x: int | float, y: int | float, z: int | float) -> bool
```

```
translate(self, x: int | float, y: int | float, z: int | float) -> none
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__repr__(self) -> str
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__str__(self) -> str
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