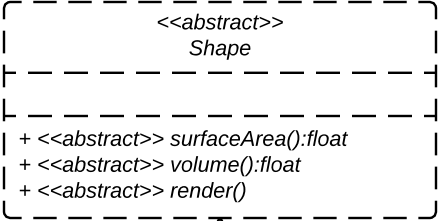
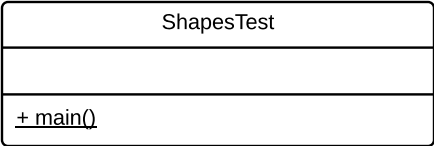
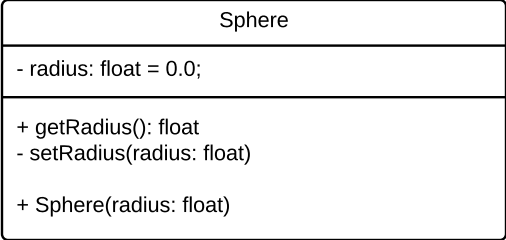
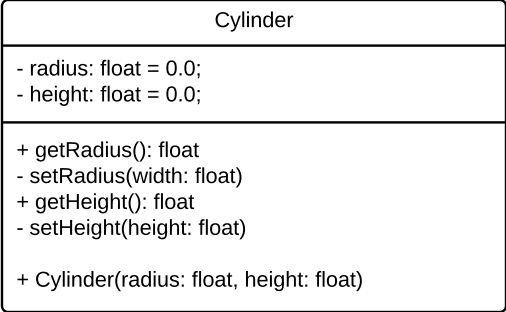
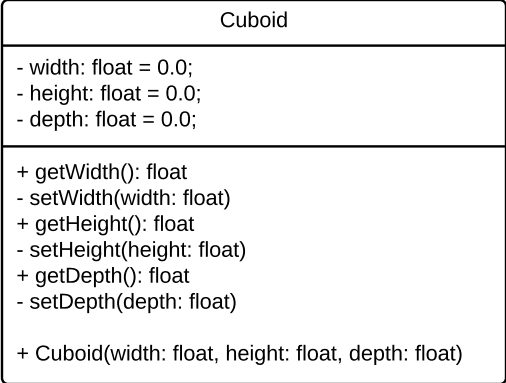


Dimensions, surface area, and volume shapes cannot be negative. This would violate the laws of physics. One's code should account for this.



Use render method to show a shape's dimensions, surface area, and volume [via a simple message box](#). (We will keep all dimensions unitless for simplicity.)



Use the main method to create 3 shape objects: cuboid, cylinder, and sphere. Call the render method to have 3 dialog boxes appear.