

```
public protocol CornerDesignable {
    var cornerRadius: CGFloat { get set }
}

public extension CornerDesignable where Self: UIView {
    public func configCornerRadius() {
        // Implementation for iOS 📱
        if !cnerRadius.isNaN && cornerRadius > 0 {
            layer.cornerRadius = cornerRadius
        }
    }
}

public extension CornerDesignable where Self: NSView {
    public func configCornerRadius() {
        // Implementation for NSView 🎉
    }
}

public extension CornerDesignable where Self: AndroidView {
    public func configCornerRadius() {
        // Implementation for Android UI elements 😁
    }
}
```