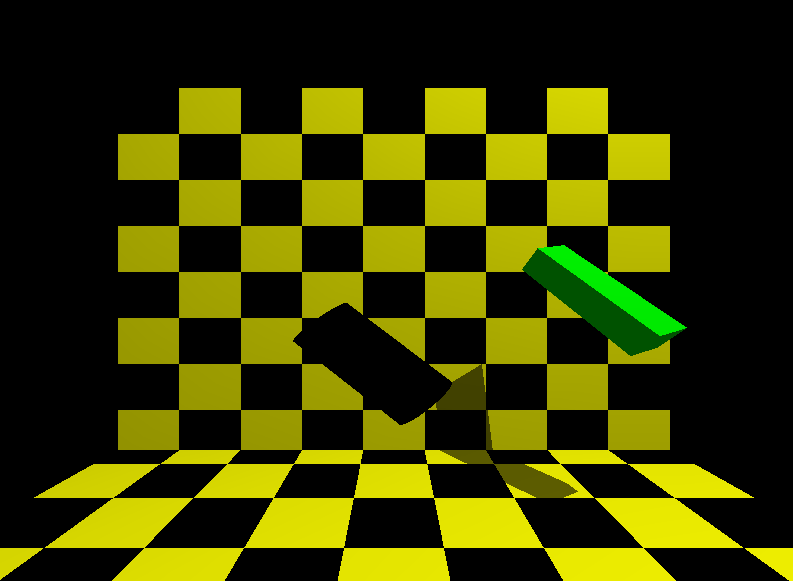
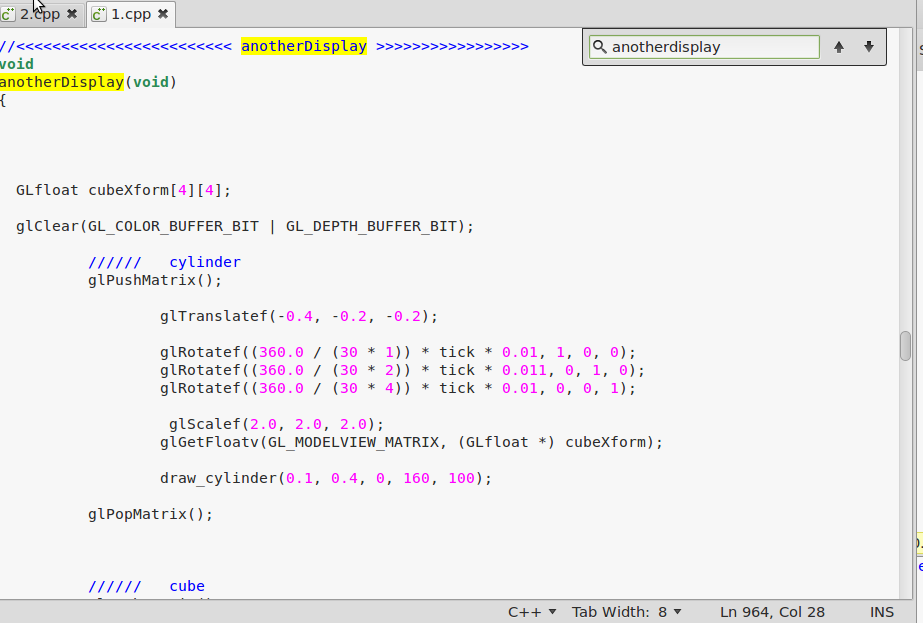
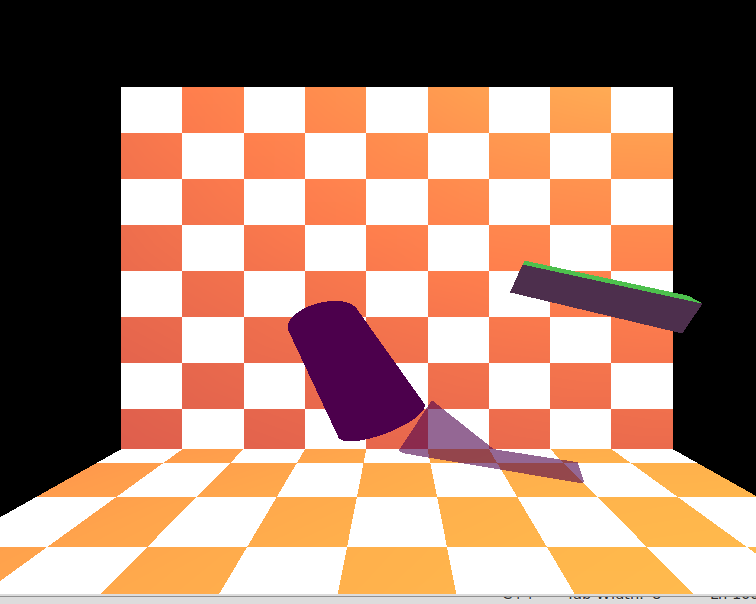
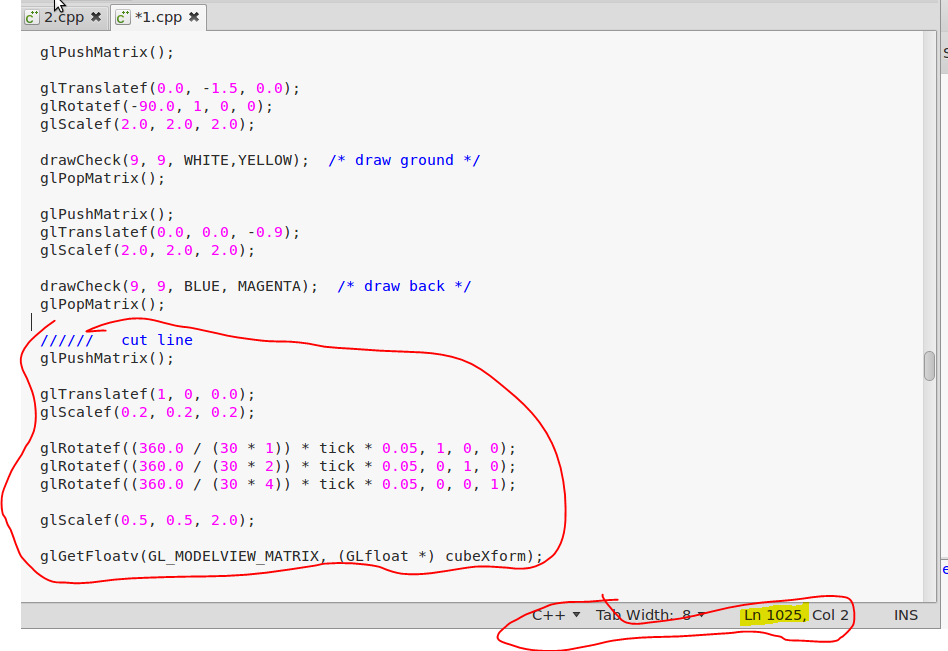
For 1.cpp, we have below objects:

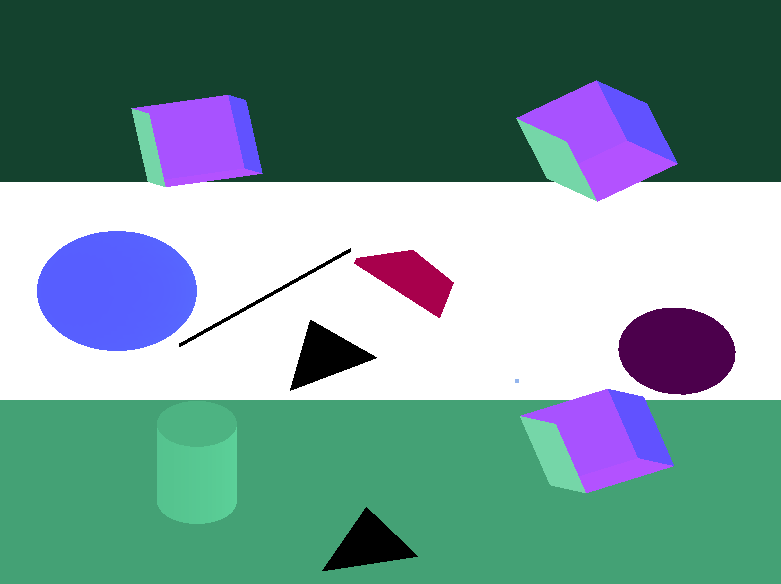




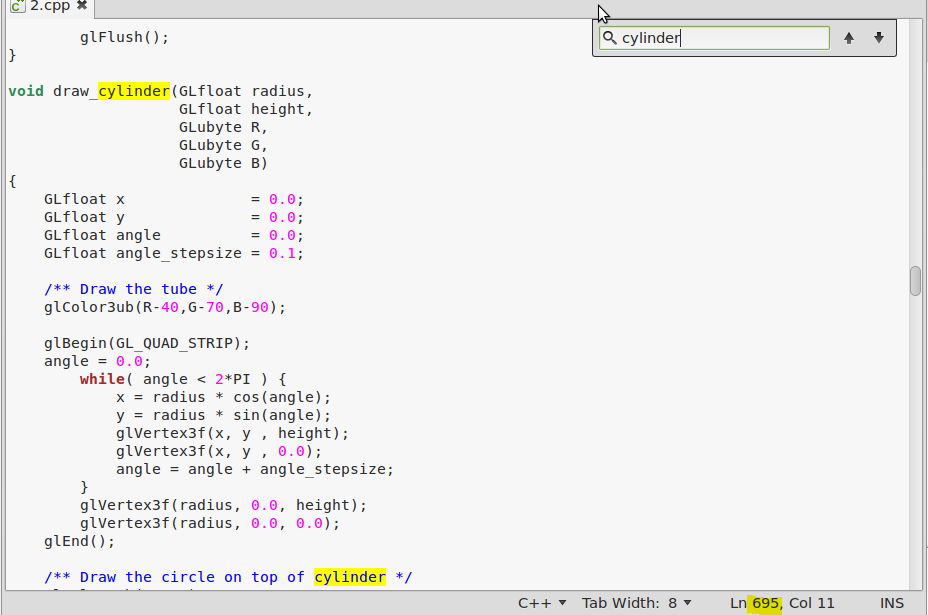




For 2.cpp file, we have below output:



Here is the code snippet for cylinder:



Code for sphere:

