

Create a class and, in this class, create three static methods:

1. A method called `calculatePerimeter`, which is meant to calculate and return the perimeter of a rectangle with specified length and width.

The method should return -1 if either the given length or width is ≤ 0 .

2. Another method called `calculatePerimeter`, which is meant to calculate and return the perimeter of a circle with specified radius.

The method should return -1 if the given radius is ≤ 0 .

For the number pi, use `Math.PI` (PI in all caps).

3. A `main` method to demonstrate your **two methods using the inputs** specified below. Your outputs must match the sample outputs below exactly.

Sample output:

Inputs:

| Rectangle | | Circle |
|-----------|-----|--------|
| 2.0 | 3.5 | 0.5 |
| -2.0 | 3.5 | 0 |
| 1.5 | 2.5 | 1,0 |

The perimeter of my rectangle is 11.0 and the perimeter of my circle is 3.141592653589793.

The perimeter of my rectangle is -1.0 and the perimeter of my circle is -1.0.

The perimeter of my rectangle is 8.0 and the perimeter of my circle is 6.283185307179586.



Do mind the ending period.