#include <stdio.h>

#include <conio.h>

void main ()

{

clrscr();

float radius, area, volume;

const float pi = 3.14;

printf("Radius: ");

scanf("%f", &radius);

area = 4 \* pi \* radius \* radius;

volume = 4/3 \* pi \* radius \* radius \* radius;

printf("area of the sphere is %.2f \n", area);

printf("volume of the sphere is %.2f \n", volume);

getch();

}