```cpp
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C++ code that calculates volune and
surface area of a cylinder
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#include <iostream>
using namespace std;

class Cylinder {
public:
    double radius;
    double height;
    const double pi = 3.14159; // Define pi
value

    double calculateSurfaceArea() {
        return (2 * pi * radius * height) + (2 * pi
* radius * radius);
    }
```

```cpp
    double calculateVolume() {
        return pi * radius * radius * height;
    }
};

int main() {
    Cylinder cl;
    cout << "Enter the radius of the cylinder: ";
    cin >> cl.radius;
    cout << "Enter the height of the cylinder: ";
    cin >> cl.height;

    double surfaceArea = cl.calculateSurfaceArea();
    double volume = cl.calculateVolume();

    cout << "Surface Area: " << surfaceArea << endl;
```

```cpp
    cout << "Volume: " << volume << endl;
    return 0;
}
```