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6) #include <stdio.h>
#include <stdlib.h>
#define pi 3.14
void cylinder(int r, int h)
{
    float a, v;
    a = (2 * pi * r * h) + (2 * pi * r * r);
    v = pi * r * r * h;
    printf("The area of the cylinder = %.0.2f\n", a);
    printf("The volume of the cylinder = %.0.2f\n", v);
}

void sphere(int r)
{
    float a, v;
    a = 4 * pi * r * r;
    v = (4/3.0) * pi * r * r * r;
    printf("The area of the sphere = %.0.2f\n", a);
    printf("The volume of the sphere = %.0.2f\n", v);
}

20 int main()
{
    int n, r, rh, rs;
    printf("Input the number to choose the shape:\n");
    {
        printf("1. Cylinder\n2. Sphere\n3. Exit\n");
        scanf("%d", &n);
        for(;;)
        switch(n)
        {
            case 1: printf("Enter the value of the
                        radius for the cylinder : \n");
                    scanf("%d", &r);
                    printf("Enter the value of the
                        height for the cylinder : \n");
                    scanf("%d", &rh);

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        cylinder(rc, rh);
        break;
    case 2: printf("Enter the value of the radius
               for the sphere: \n");
            scanf("%d", &rs);
            sphere(rs);
            break;
    case 3: exit(0);
            break;
    default: printf("Please input the valid number.\n");
             break;
}
}
return 0;
}

```