

```
1 //
2 // Created by hfwei on 2023/9/21.
3 //
4
5 #include <stdio.h>
6 #include <math.h>
7
8 int main(void) {
9     const double PI = 3.14159;
10
11     int radius = 100;
12
13     double surface_area = 4 * PI * pow(radius, 2);
14     double volume = 4.0 / 3 * PI * pow(radius, 3);
15
16     // .4: precision
17     // 15: minimum width
18     // -: flag
19     printf("%-15.4f : surface_area\n%-15.4f : volume\n",
20           surface_area, volume);
21
22     return 0;
23 }
```