// Program to calculate volume of a sphere

#include <stdio.h>

#include <math.h>

double calculateSphereVolume(double radius) {

double volume;

const double PI = 3.142;

volume = (4.0 / 3.0) \* PI \* pow(radius, 3);

return volume;

}

int main() {

double radius, volume;

printf("Enter the radius of the sphere: ");

scanf("%lf", &radius);

volume = calculateSphereVolume(radius);

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

return 0;

}