```c
//The program to calculate the surface area of a cylinder

#include <stdio.h>

#include <math.h>


#define PI 3.14159265359


int main() {
    double radius, height, volume, surface_area;


    // Prompt the user to enter the radius and height
    printf("Enter the radius of the cylinder: ");
    scanf("%lf", &radius);
    printf("Enter the height of the cylinder: ");
    scanf("%lf", &height);


    // Calculate the volume
    volume = PI * pow(radius, 2) * height;
    // Calculate the surface area
    surface_area = 2 * PI * pow(radius, 2) + 2 * PI * radius * height;
    // Display the results
    printf("Volume of the cylinder: %.2f\n", volume);
    printf("Surface area of the cylinder: %.2f\n", surface_area);


    return 0;
}
```