#include <stdio.h>

#include <math.h>

int main()

{

float radius, height;

float surface\_area, volume;

printf("Enter value of radius and height of a cone :**\n** ");

scanf("%f%f", &radius, &height);

surface\_area = (22 / 7) \* radius \* (radius + sqrt(radius \* radius + height \* height));

volume = (1.0/3) \* (22 / 7) \* radius \* radius \* height;

printf("Surface area of cone is: %.3f", surface\_area);

printf("**\n** Volume of cone is : %.3f", volume);

return 0;

}