// function to calculate volume of a cylinder

#include <stdio.h>

float cylinder\_volume(float radius,float height){

const float pi=3.14159

pi\*radius\*radius\*height;

}

int main(){

float radius,height,volume;

printf("enter the radius of cylinder:");

scanf("%f",&radius);

printf("Enter height of the cylinder:");

scanf("%f",&height);

volume=cylinder\_volume(radius,height);

printf("The volume of a cylinderis %.2f cubic units\n",volume);

return 0;

}