#include<stdio.h>

#include<math.h>

typedef struct camel

{

float radius, height, weight, length;

}Camel;

Camel input()

{

Camel c;

printf("Enter the stomach radius of camel: ");

scanf("%f", &c.radius);

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

scanf("%f", &c.height);

printf("Enter the length of camel: ");

scanf("%f", &c.length);

return c;

}

float find\_weight(Camel\* c)

{

c->weight = M\_PI \* pow(c->radius, 3) \* sqrt(c->height \* c->length);

return c->weight;

}

void output(Camel c)

{

printf("The weight of the camel having stomach radius of %f, height of %f, and length of %f is %f", c.radius, c.height, c.length, c.weight);

}

int main()

{

Camel c = input();

find\_weight(&c);

output(c);

return 0;

}