```
/* Modular programs */

#include <stdio.h>
#include <math.h>


double area (int r);
double volume(int r);           // declare function prototypes

const double PI = 3.1416;

int main()
{
   int r;

   printf("Enter a value for Radius: ");
   scanf("%d", &r);

// invoke the module on a printf() statement...

   printf("\nArea of the circle = %.2f sq. feet\n", area(r));
   printf("Volume of the sphere = %.2f cubic feet\n", volume(r));

   return 0;
}

double area (int r)
{
    double a;
    a = PI * r * r;
    return a;
}

double volume (int k)
{
    return (4.0/3.0) * pow(k,3) ;
}
```