#include<stdio.h>

#define pi 3.14

int main(){

float r,h,c,s,qs,qv,zv;

r=1.5;

h=3;

c=2\*pi\*r;

s=pi\*r\*r;

qs=4\*pi\*r\*r;

qv=(4/3)\*pi\*r\*r\*r;

zv=s\*h;

printf("圆周长=%.2f\n",c);

printf("圆面积=%.2f\n",s);

printf("球面积=%.2f\n",qs);

printf("球体积=%.2f\n",qv);

printf("圆柱体积=%.2f\n",zv);

return 0;

}

