

```
#include <stdio.h>

#define PI 3.1416

int main() {

    float radius, height, volume, surfaceArea;


    printf("Enter radius: ");

    scanf("%f", &radius);


    printf("Enter height: ");

    scanf("%f", &height);


    volume = PI * radius * radius * height;

    surfaceArea = 2 * PI * radius * radius + 2 * PI * radius * height;


    printf("Volume of Cylinder = %.2f\n", volume);

    printf("Surface Area of Cylinder = %.2f\n", surfaceArea);


    return 0;

}
```