//program of a function to find volume of a sphere

#include<stdio.h>

//#include pi 3.142

int volume(int pi,int radius);//function prototype

int main()

{

int radius,pi=3,results;

printf("Enter the value of radius:");

scanf("%d",&radius);

//volume=(pi,radius);

results=volume(pi,radius);

printf("the volume is %d",results);

return 0;

}

//function definition

int volume(int pi,int radius)

{

int v;

v=pi=3.142\*radius\*radius\*radius\*4;

return v ;

}