Spheres.playground 7/1/15, 1:44 PM

```
/////// Student ////////
import Foundation
let name = "Aaron Anderson"
let email = "irvingmichael@gmail.com"
let section = "2015 Summer MW 5:30pm"
// Done!
/////// Surface Area ////////
func sphereSurfaceAreaWithRadius(sphereRadius: Double) -> Double {
    let \pi = M PI
    return 4 * \pi * pow(sphereRadius, 2)
}
//
/////// Volume ////////
func sphereVolumeWithRadius(sphereRadius: Double) -> Double {
    let \pi = M PI
    return (4/3) * \pi * pow(sphereRadius, 3)
}
//
/////// Output ////////
func outputSphereCalculations(sphereRadius: Double) {
    println("Sphere")
    println("=====")
    println(String(format: "Radius: %.1f", sphereRadius))
    println(String(format: "Surface: %.10f", sphereSurfaceAreaWithRadius
         (sphereRadius)))
    println(String(format: "Volume: %.10f", sphereVolumeWithRadius(sphereRadius)))
}
//////// Startup ////////
func calculateSphereVolumeAndSurfaceArea() {
    outputSphereCalculations(12.0)
    outputSphereCalculations(2.0)
    outputSphereCalculations(4.5)
}
calculateSphereVolumeAndSurfaceArea()
//
/////// Verification ///////
Write function, then test just that function with several values confirming with
    website below. Rinse, repeat for each function.
http://www.calculatorsoup.com/calculators/geometry-solids/sphere.php
```

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