```c
/*
     Program to find Sphere Surface Area and Volume of a Sphere

     Sphere Surface Area = 4 * PI * r * r
     Volume of Sphere    = (4/3) * PI * r * r * r
*/

#include <stdio.h>

#define PI 3.142

main()
{
     float r, area, vol;

     printf("\nEnter radius of Sphere: ");
     scanf("%f", &r);

     area = 4 * PI * r * r;
     vol = (4/3) * PI * r * r * r;

     printf("\nSphere Surface Area = %.2f", area);
     printf("\nVolume of Sphere = %.2f", vol);
     getch();
}
```