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CS6003A

Module 01: Assignment 01 – Programming Project 01

Algorithm for Radius of a Circle/Sphere

I will begin by importing the math module from the Python library so I can efficiently use pi. After this, I will create a function to make the correct calculations based on what the user enters.

First, I will need to write code that allows the user to input a number for the radius of the circle/sphere. I will also need this input to be stored as a number instead of a string, and I will assign it to a variable meant for the radius.

Next, I will create 3 new variables: circumference, area, and volume. For each one of these variables, I will assign them each their respective formula. These calculations will work by using the value from the variable for radius that the user has previously entered.

Finally, I will need the system to print out the results of each calculation. These statements will specify the value of the radius that is used as well as the result of each (circumference, area, volume).