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/*
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Description:A program to calculate volume and surface area
*/

#include <stdio.h>

#define PI 3.14159

int main() {
    float radius=2.2, height=5;
    float volume, surfaceArea;

    // Prompt user for input
    printf("Enter the radius of the cylinder: ");
    scanf("%lf", &radius);
    printf("Enter the height of the cylinder: ");
    scanf("%lf", &height);

    // Calculate volume and surface area
    volume = PI * radius * radius * height;
    surfaceArea = 2 * PI * radius * radius + 2 * PI * radius * height;

    // Display results
    printf("Volume of the cylinder: %.2lf\n", volume);
    printf("Surface area of the cylinder: %.2lf\n", surfaceArea);
}

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return 0;
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}
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