C

```c
#include <stdio.h>

#include <math.h>


int main() {

    float radius, height, volume, surfaceArea;


    // Prompt user for radius and height

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

    scanf("%f", &radius);


    printf("Enter the height of the cylinder: ");

    scanf("%f", &height);


    // Calculate volume and surface area

    volume = M_PI * pow(radius, 2) * height;

    surfaceArea = 2 * M_PI * radius * height + 2 * M_PI * pow(radius, 2);


    // Print results

    printf("Volume of the cylinder: %.2f cubic units\n", volume);

    printf("Surface area of the cylinder: %.2f square units\n", surfaceArea);


    return 0;

}
```

Explanation:

Include necessary headers: stdio.h for input/output and math.h for mathematical functions.