

1. set Pie as a variable as it will be used continuously throughout the program. Ex, `pie_num = 3.14159`
2. Declare a function for calculating the circumference. Inside the func: multiply pie by the user's answer. Then multiply this result by two. Lastly, round to 5 decimal places. Print the answer using f string. Add 2 spaces below the answer.
3. Declare a function for calculating the area of a circle. Inside the func: take the user's answer to the power of 2. Then multiply this result by pie. Lastly, round to 5 decimal places. Print the answer using f string. Add 2 spaces below the answer.
4. Declare a function for calculating the volume of a sphere. Inside the func: take the user's answer and raise it to the 3rd power. Multiple this result by pie. Then multiply this result by 4/3. Lastly, round to 5 decimal places. Print the answer using f string. Add 2 spaces below the answer.
5. Ask the user for the radius of a circle/sphere. Save the answer in a variable
6. Call the `calc_circum` function and pass in the user's answer and `pie_num` variable.
7. Call the `calc_area` function and pass in the user's answer and `pie_num` variable.
8. Call the `calc_sph_volume` function and pass in the user's answer and `pie_num` variable.