```
<Window x:Class="Oef12_8_OppDriehoek.MainWindow"</pre>
        xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xam1"
        Title="Oef 12.8 Oppervlakte driehoek" Height="216" Width="287">
    <Grid>
        <TextBlock HorizontalAlignment="Left" Margin="25,25,0,0"
                   Text="a:" VerticalAlignment="Top"/>
        <TextBox HorizontalAlignment="Left" Height="23" Margin="47,24,0,0"
                 Name="aTextBox" VerticalAlignment="Top" Width="60"/>
        <TextBlock HorizontalAlignment="Left" Margin="25,58,0,0"</pre>
              Text="b:" VerticalAlignment="Top"/>
        <TextBox HorizontalAlignment="Left" Height="23" Margin="47,57,0,0"
              x:Name="bTextBox" VerticalAlignment="Top" Width="60"/>
        <TextBlock HorizontalAlignment="Left" Margin="25,90,0,0"</pre>
              Text="c:" VerticalAlignment="Top"/>
        <TextBox HorizontalAlignment="Left" Height="23" Margin="47,89,0,0"
              x:Name="cTextBox" VerticalAlignment="Top" Width="60"/>
        <TextBlock HorizontalAlignment="Left" Margin="26,142,0,0"</pre>
              Text="Opp:" VerticalAlignment="Top"/>
        <TextBlock HorizontalAlignment="Left" Margin="56,142,0,0"</pre>
              Text="" VerticalAlignment="Top"
            Name="oppTextBlock" Foreground="Blue"/>
        <Button Content="Bereken" HorizontalAlignment="Left"</pre>
                Margin="140,24,0,0" VerticalAlignment="Top" Width="75"
                Click="Button_Click"/>
    </Grid>
</Window>
public partial class MainWindow : Window
    {
        public MainWindow()
        {
            InitializeComponent();
            oppTextBlock.Text = string.Empty;
        }
        private void Button Click(object sender, RoutedEventArgs e)
            int a = Convert.ToInt32(aTextBox.Text);
            int b = Convert.ToInt32(bTextBox.Text);
            int c = Convert.ToInt32(cTextBox.Text);
            if (!GeldigeDriehoek(a, b, c))
                MessageBox.Show("Deze zijden kunnen nooit een driehoek vormen",
                                 "driehoek",
                                 MessageBoxButton.OK,
                                 MessageBoxImage.Warning);
                return;
            }
            double s = (a + b + c) / 2.0;
            double opp = Math.Sqrt(s * (s - a) * (s - b) * (s - c));
            oppTextBlock.Text = String.Format("{0:F3}", opp);
        }
        private bool GeldigeDriehoek(int a, int b, int c)
```

```
if (a >= b && a >= c)
{
      return a < b + c;
}
if (b >= c && b >= a)
{
      return b < a + c;
}
return c < a + b;
}</pre>
```