<html>

<head>

<title>The area of a triangle</title>

<h1>Calculating Area using JavaScript</h1>

<list>

<button onclick="area\_triangle()" id="btnl">traingle</button>

<button onclick="area\_rectangle()" id="btnl">rectangle</button>

<button onclick="area\_circle()" id="btnl">circle</button>

</list>

<script>

function area\_triangle() {

var side1 = parseInt(prompt("Enter side1 in cm"));

var side2 = parseInt(prompt("Enter side2 in cm"));

var side3 = parseInt(prompt("Enter side3 in cm"));

var s = (side1 + side2 + side3) / 2;

var area = Math.sqrt(s \* ((s - side1) \* (s - side2) \* (s - side3)));

console.log(

"<br>" + "Area of triangle is = " + area.toFixed(2) + "sq.cm."

);

document.write(

"<br>" + "Area of triangle is = " + area.toFixed(2) + "sq.cm."

);

}

function area\_rectangle() {

var side1 = parseInt(prompt("Enter side1"));

var side2 = parseInt(prompt("Enter side2"));

var area = side1 \* side2;

console.log(

"<br>" + "Area of triangle is = " + area.toFixed(2) + "sq.cm."

);

document.write(

"<br>" + "Area of rectangle is = " + area.toFixed(2) + "sq.cm."

);

}

function area\_circle() {

var radius = parseInt(prompt("Enter radius"));

var area = 3.14 \* radius \* radius;

console.log(

"<br>" + "Area of triangle is = " + area.toFixed(2) + "sq.cm."

);

document.write(

"<br>" + "Area of circle is = " + area.toFixed(2) + "sq.cm."

);

}

</script>

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</html>