Triangle Area using Functions

#include <stdio.h>

#include <math.h>

int areacalculate(int a,int b,int c)

{

float s , area , s1;

s1=a+b+c;

s = s1/2;

area = sqrt(s\*(s-a)\*(s-b)\*(s-c));

printf("Area of Triangle of given sides is %0.2f",area);

return 0;

}

int main()

{

int a1,b1,c1;

printf("Enter three side of triangle\n");

scanf("%d %d %d",&a1,&b1,&c1);

areacalculate(a1,b1,c1);

return 0;

}

