#include <iostream>

#include <math.h>

using namespace std;

int x, y, a, b, c, d;

float A, B, C, p;

int main()

{

cin >> x >> y >> a >> b >> c >> d;

A = (float)sqrt((a - x)\*(a - x) + (b - y)\*(b - y));

B = (float)sqrt((c - x)\*(c - x) + (d - y)\*(d - y));

C = (float)sqrt((a - c)\*(a - c) + (b - d)\*(b - d));

p = (A+B+C)/2;

cout << (A + B + C) << "\n" << (float)sqrt(p \* (p - A) \* (p - B) \* (p - C));

return 0;

}