

31 # include Lotdio. h> # include & math. hy float Arrear of triangle (float a, float b, float c); int main () { float 51, 52, 53, area; scanf ("%f %f %f", 851, 852, 853); arrea = Anearthiangle (31,52,53) printf ("Area = 1.f m", anea); return 0; float Anexoftriangle (float a, float b, float e) { Float 5, anea; S= (a+b+c)/2; arrea = sarr+ (3\*(5-a)\* (5-b)\* (5-c)); return area;

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