

PROGRAM - 2

Q. Develop a C program to find the area of a triangle given its side as input using functions.

```
- #include <stdio.h>
```

```
#include <math.h>
```

```
#include <conio.h>
```

```
float area (float, float, float);
```

```
int main()
```

```
{
```

```
    float a, b, c;
```

```
    printf("This is a program to calculate the area of a  
triangle provided you input the length of all the  
three sides of the triangle.\n");
```

```
    printf("Enter the length of three side of the triangle.\n");
```

```
    scanf("%f%f%f", &a, &b, &c);
```

```
    printf("The are of the triangle is = %f square units\n", area(a, b, c));  
    return 0;
```

```
}
```

```
float area (float x, float y, float z)
```

```
{
```

```
    float s = (x + y + z) / 2;
```

```
    float a = sqrt(s * (s - x) * (s - y) * (s - z));
```

```
    return a;
```

```
}
```