

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

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

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

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

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

```
int main () (float, float, float) {
```

```
{
```

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

```
printf ("This is a program to calculate
```

```
the area of a triangle provided you input
```

```
the lengths of all 3 sides of the triangle.\n");
```

```
printf ("Enter the lengths of the three sides\nof the triangle.\n");
```

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

```
printf ("The area of the triangle is = %f\nsquare units", 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;
```

```
}
```