```c
#include<stdio.h>
#include<math.h>
double area_of_triangle(double, double, double);
int main()
{
double a,b,c,area;
printf("Enter the length of sides of the triangle\n");
scanf("%lf %lf %lf",&a,&b,&c);
area=area_of_triangle(a,b,c);
printf("area of the triangle=%.2lf\n");
return 0;
}
double area_of_triangle(double a, double b, double c)
{
double s,area;
s=(a+b+c)/2;
area=sqrt(s*(s-a)*(s-b)*(s-c));
return area;
}
```

```
Enter the length of sides of the triangle
5
7
9
area of the triangle=17.41

[Process completed - press Enter]
```

```c
# include <stdio.h>
# include <conio.h>
# include <math.h>
float area (float, float, float);
int main ()
{
    float a, b, c;
    printf(" This is a program to find the area of a
        triangle by the inputs of lengths of all
        3 sides of triangle \n ");
    printf("Enter the length of all the three sides
        of the triangle \n ");
    scanf("%f %f %f", &a, &b, &c);
    printf("The area of 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;
}
```