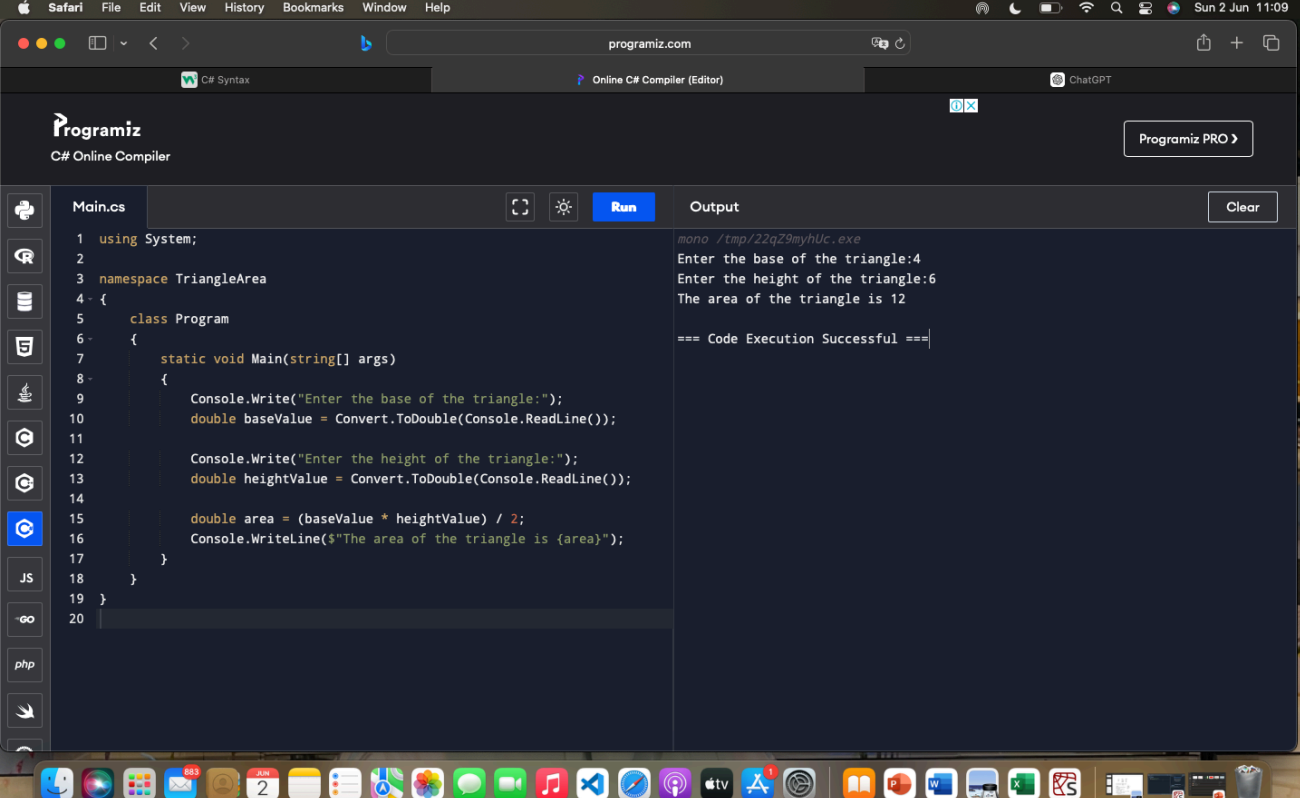


## 1.USING C#



The screenshot shows the Programiz C# Online Compiler interface. The editor contains a C# program that prompts the user for the base and height of a triangle and calculates its area. The output shows the program executed successfully with the input values 4 and 6, resulting in an area of 12.

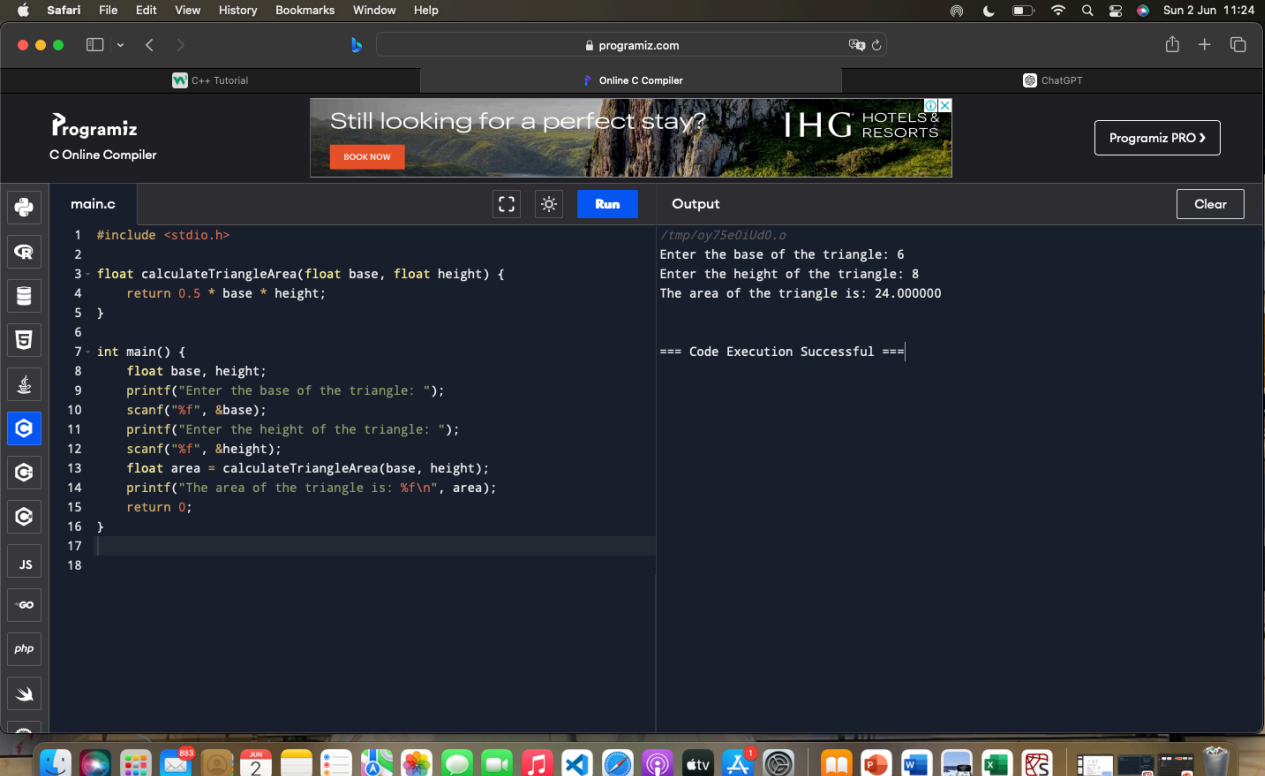
```
1 using System;
2
3 namespace TriangleArea
4 {
5     class Program
6     {
7         static void Main(string[] args)
8         {
9             Console.WriteLine("Enter the base of the triangle:");
10            double baseValue = Convert.ToDouble(Console.ReadLine());
11
12            Console.WriteLine("Enter the height of the triangle:");
13            double heightValue = Convert.ToDouble(Console.ReadLine());
14
15            double area = (baseValue * heightValue) / 2;
16            Console.WriteLine($"The area of the triangle is {area}");
17        }
18    }
19 }
20
```

Output:

```
mono /tmp/22qZ9myhUc.exe
Enter the base of the triangle:4
Enter the height of the triangle:6
The area of the triangle is 12

=== Code Execution Successful ===
```

## 2.USING C



The screenshot shows the Programiz C Online Compiler interface. The editor contains a C program that prompts the user for the base and height of a triangle and calculates its area. The output shows the program executed successfully with the input values 6 and 8, resulting in an area of 24.000000.

```
1 #include <stdio.h>
2
3 float calculateTriangleArea(float base, float height) {
4     return 0.5 * base * height;
5 }
6
7 int main() {
8     float base, height;
9     printf("Enter the base of the triangle: ");
10    scanf("%f", &base);
11    printf("Enter the height of the triangle: ");
12    scanf("%f", &height);
13    float area = calculateTriangleArea(base, height);
14    printf("The area of the triangle is: %f\n", area);
15    return 0;
16 }
17
18
```

Output:

```
/tmp/oy75e01Ud0.o
Enter the base of the triangle: 6
Enter the height of the triangle: 8
The area of the triangle is: 24.000000

=== Code Execution Successful ===
```

## 3.USING PYTHON

