

# LAB-3-EVALUATION PROGRAMS

## PROGRAM-1-AREA OF A TRIANGLE

```
// AREA OF A TRIANGLE
#include<stdio.h>
#include<math.h>
float Area_of_a_triangle(float , float , float );
int main()
{
    float a, b, c, Area;
    printf("Enter the sides of triangle= ");
    scanf("%f%f%f", &a, &b, &c);
    Area = Area_of_a_triangle(a, b, c);
    printf("Area of triangle = %f", Area);
    return 0;
}

float Area_of_a_triangle( float a, float b, float c )
{
    float sum, Area;
    sum = (a+b+c)/2;
    Area = sqrt(sum*(sum-a)*(sum-b)*(sum-c));
    return Area;
}
```

### OUTPUT:

```
Enter the sides of triangle= 2 4 6
Area of triangle = 0.000000
Process returned 0 (0x0)   execution time : 3.424 s
Press any key to continue.
```

```
Enter the sides of triangle= 13 3 14
Area of triangle = 18.973665
Process returned 0 (0x0)   execution time : 4.974 s
Press any key to continue.
```

```
Enter the sides of triangle= 5 8 6
Area of triangle = 14.981238
Process returned 0 (0x0)   execution time : 7.632 s
Press any key to continue.
```

## PROGRAM-2-AVERAGE OF THREE NUMBERS

```
// | AVERAGE OF THREE NUMBERS
#include<stdio.h>
float Average_of_three_numbers(int , int , int );
int main()
{
    int a, b, c;
    printf("Enter three numbers = ");
    scanf("%d%d%d", &a, &b, &c);
    Average_of_three_numbers(int main::c)
}
float Average_of_three_numbers(int a,int b,int c )
{
    float Average;
    Average=(a+b+c)/3.0;
    printf("Average of three numbers=%f",Average);
}
```

### OUTPUT:

```
Enter three numbers = 2 4 6
Average of three numbers=4.000000
Process returned 0 (0x0)   execution time : 5.085 s
Press any key to continue.
```

```
Enter three numbers = 23 45 67
Average of three numbers=45.000000
Process returned 0 (0x0)   execution time : 7.299 s
Press any key to continue.
```

```
Enter three numbers = 22 44 66
Average of three numbers=44.000000
Process returned 0 (0x0)   execution time : 10.683 s
Press any key to continue.
```