

INSPIRON

Enter the length of the three sides of the Triangle.

3

4

5

The area of the triangle is = 6.000000 square units

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

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

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

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

```
float a = sqrt
```

```
{
```

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

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

```
return a;
```

```
}
```

```
int main
```

```
{
```

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

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

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

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

```
getch();
```

```
clrscr();
```

```
return 0;
```

```
}
```