

# Area of Triangle

classmate

Date

Page

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

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

```
float AreaofTriangle(float, float, float);
```

```
main()
```

```
{
```

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

```
    printf("\n Please Enter the three sides of Triangle\n");  
    scanf("%f%f%f", &a, &b, &c);
```

```
    Area = AreaofTriangle(a, b, c);
```

```
    printf("\n Area of triangle = %.2f\n", Area);
```

```
    return;
```

```
}
```

```
float AreaofTriangle(float a, float b, float c)
```

```
{
```

```
    float s, Area;
```

```
    s = (a + b + c) / 2;
```

```
    Area = sqrt(s * (s - a) * (s - b) * (s - c));
```

```
    return Area;
```

```
}
```