

```
#include<iostream>
#include<math.h>
using namespace std;
class Triangle
{
    public:
    void area(int a,int b,int c);
    void perimeter(int a,int b,int c);
};
void Triangle::area(int a,int b,int c)
{
    float s=((a+b+c)/2.0),A=sqrt(s*(s-a)*(s-b));
    cout<<"Area of a triangle is: "<<A<<" sq.
}
void Triangle::perimeter(int a,int b,int c)
{
    cout<<"Perimeter of a triangle is: "<<a+b+c<<endl;
}
int main()
{
    Triangle tr1;
    int side1=3,side2=4,side3=5;
    tr1.area(side1,side2,side3);
    tr1.perimeter(side1,side2,side3);
    return 0;
}
```