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#include <stdio.h>
#include <math.h>
#include <conio.h>
float area (int n1, int n2, int n3);

void main() {
    int a, b, c;
    clrscr();
    printf("Enter the three sides of a triangle");
    scanf("%d %d %d", &a, &b, &c);
    printf("The area of the given triangle is :
    %.f", area(a, b, c));
    getch();
}

float area (int n1, int n2, int n3) {
    float s, x;
    s = (n1 + n2 + n3) / 2;
    x = sqrt(s * (s - 1) * (s - 2) * (s - 3));
    return x;
}
```

Output

Enter the three sides of a triangle : 5 7 6
The area of the given triangle is : 14.696939