import Foundation

struct Point {

    var x: Double

    var y: Double

}

struct Line {

    var start: Point

    var end: Point

    func length() -> Double {

        let pointX = (end.x - start.x)

        let pointY = (end.y - start.y)

        let lineLength = sqrt(pow(pointX,2) + pow(pointY,2))

        return lineLength

    }

}

let myLine = Line(start:Point(x:1, y:1), end:Point(x:4, y:3))

print("Length of myLine: \(myLine.length())")

struct Triangle {

    var points: [Point]

    func Area() -> Double {

        let pointA = self.points[0]

        let pointB = self.points[1]

        let pointC = self.points[2]

        let area = abs(pointA.x \* (pointB.y - pointC.y) +

            pointB.x \* (pointC.y - pointA.y) +

            pointC.x \* (pointA.y - pointB.y))/2

        return area

    }

}

let myTriangle = Triangle(points: [Point(x:1,y:1), Point(x:4,y:3), Point(x:4,y:1)])

print("Area of myTriangle: \(myTriangle.Area())")

A screenshot of a computer

Description automatically generated