Area of the triangle

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

void main()
{
    int a, b, c;
    float A;
    clrscr();
    printf(" Enter the three sides of a triangle");
    scanf(" %d %d %d", &a, &b, &c);
    printf ("\n 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-n1)*(s-n2)*(as-n3));
    return x;
    }
```