#include Z stdio. 4> #include Z comio. 6> #include Z mattr. 6>

Float area (int x, inty, int z) {

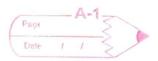
Float s = (x+y+z)/2, ar; ar = sqrt(s\*(s-x)\*(s-y)\*(s-z));return ar;

int main () {
int as b, c;

disorci;

print f ("enter sides of triangle \n"); Scanf ("Fod \t Fod \t Fod", & a, & b, & c); print f (" area of triangle is S) of \n", area (a, b, c)); getch (); return 0;

J



#include < stdio.4> #include < comis. 4> Float ang (inta, int b, intc) & Float and d = (a+15+c)/3; return d; int main () {

int x, y, z; Printf ("enter 3 numbers \"); scenf (" J. d. J. d J. d. J. d. x, by, 8z); print f (" averge is equal to Jof In", ang (x, y, z)); return 0 j

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# include < stdio 11> # include < como 15> # include < mattrib >

croat most ( int a, int b, int c) {

d= sqrt (pow(b,2)-(4+9+1));

ity (d==0) { x, = (-b)/(2\*a\*c); xn > (-b)/(2\*a\*c);

else of (2>0) {

21 = (-6+d)/(20a);

22= (-b-d)/(2xa);

y

else { privité (" roots are complex");

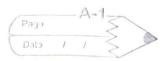
return privat ("roots are o). f \t ofof, 81,22

int mais () { int x, y, 2.3

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print f ("enter the coefficients of quadretic equelion");
scanf ("old It old It old'; &x, by, &z);
root (xy,z);
return 0;

1



# Include 2 stdio 4> #include zconio. 4> void smlnum ( out a, int 6, Int c ) } if (a < 6 && a < c) ? Prints (" and old is smallest \n", a); else y ( b < a & & b < c) { Printf (" of od is smallest \n", b); clse { Prints ("of dis smallest", c); printf ("Suter 3 numbers In"); Sunf ("god god god, Ln, 84, 82); Smlnum (1, 4,2); return 0;