```
#include <stdio.h>
#include <conio.h>
#include <math.h>

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

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

int main() {
  int  a, b, c;

clrscr();

printf(" enter sides of triangle \n");
 scanf("%d \t %d \t %od", &a, &b, &c);
printf(" area of triangle is %f \n", area(a,b,c));
 getch();
return 0;

}
```

```
#include<stdio.h>
#include<conio.h>

Float avg(int a, int b, int c){

    Float d = (a+b+c)/3;
    return d;
}

int main(){
    int x,y,z;

printf("enter 3 numbers\n");
scanf("%d %d %d", &x, &y, &z);
printf("averge is equal to %f\n", avg(x,y,z));
  getch();
return 0;
}.
```

```
#include<stdio.h>
#include<conio.h>
#include<math.h>

float root(int a, int b, int c){

  float r1, r2, d;
    d= sqrt(pow(b,2)-(4*a*c));

  if(d==0){
    r1 = (-b)/(2*a*c);
    r2 = (-b)/(2*a*c);
    }
else if(d>0){

    r1 = (-b+d)/(2*a);

    r2 = (-b-d)/(2*a);
      }
else
    { printf("roots are complex");
    }
  return printf("roots are %f\t%f", r1, r2
}

int main()
  { int x, y, z;
```

```
printf("enter the coeffiicents of quadratic
        equation");
scanf("%d\t%d\t%d", &x, &y, &z);
root(x,y,z);

return 0;

}
```

```
#Include <stdio.h>
#include <conio.h>

void smlnum (int a, int b, int c) {

   if (a<b && a<c)
     { printf ("%d is smallest\n", a);
     }
 else if (b<a && b<c)
       { Printf (" %d is smallest\n", b);
       }
 else
     { Printf ("%d is smallest", c);
     }
}
int main()
   int x, y, z;

 printf ("Enter 3 numbers\n");
  scanf ("%d %d %d, &x, &y, &z);
 smlnum (x, y, z);
 return 0;
 }.
```