Create a Triangle class and write default constructor and parameterized constructor. Write necessary getter/setter. There should be a method named Area() which will return the area of the triangle. If the three vertices of a triangle is  $(x_1, y_1)$ ,  $(x_2, y_2)$  and  $(x_3, y_3)$  then the area of the triangle is: [6]

$$A = \frac{1}{2} (x_1 y_2 + x_2 y_3 + x_3 y_1 - x_2 y_1 - x_3 y_2 - x_1 y_3)$$

In main function, declare two triangles and check

- [4]
- Whether both triangles have same area
- Whether both triangles are similar