

LAB-1

7. PROGRAM TO CALCULATE AREA OF A TRIANGLE.

```
#include<stdio.h>

int main()
{ float b,h,area;
  printf("enter base length B=");
  scanf("%f",&b);
  printf("enter height H=");
  scanf("%f",&h);
  printf("given data");
  printf("\nBASE=%f\n",b);
  printf("HEIGHT=%f\n",h);
  area=(b*h)/2;
  printf("\narea of triangle=%f",area);
}
```

```
04.c 05.c 06.c 07.c x 07.exe
clg > C 07.c > main()
1  #include<stdio.h>
2
3  int main()
4  {
5      float b,h,area;
6
7      printf("enter base length B=");
8      scanf("%f",&b);
9
10     printf("enter height H=");
11     scanf("%f",&h);
12
13
14     printf("given data");
15
16     printf("\nBASE=%f\n",b);
17     printf("HEIGHT=%f\n",h);
18
19
20     area=(b*h)/2;
21
22
23     printf("\narea of triangle=%f",area);
24
25
26
27
28
29 }
```

TERMINAL

```
PS C:\Users\Sumit\Desktop\vscode> cd clg
PS C:\Users\Sumit\Desktop\vscode\clg> gcc 07.c
PS C:\Users\Sumit\Desktop\vscode\clg> .\07.exe
enter base length B=10
enter height H=10
given data
BASE=10.000000
HEIGHT=10.000000

area of triangle=50.000000
PS C:\Users\Sumit\Desktop\vscode\clg> |
```