

Find the area of a trapezoid

```
var longP  
var shortP  
var height  
var a  
var total
```

User inputs longP

parse to get it to read as a number

User inputs shortP

parse to get it to read as a number

User inputs height

parse to get it to read as a number

Put the user inputs into an array

`pos [0] += pos[1]`

`a = pos[0]`

`total = a / 2`

Prints area of the trapezoid

End Terminator