```
In [15]:  class Polygon:
              def __init__(self, no_of_sides):
                  self.n = no_of_sides
                  self.sides = []

              def inputSides (self):
                  for i in range(self.n):
                      side = float(input("Enter the length of a side: "))
                      self.sides.append(side)

              def dispSides (self):
                  for i in range(self.n):
                      print("length of Side", i+1, "is", self.sides[i])

              def findArea(self):
                  pass

              def calculateperimeter (self):
                  s = sum(self.sides)/2
                  return s

          class Triangle (Polygon):
              def __init__(self):
                  super().__init__(3)

              def findArea(self):
                  s = self.calculateperimeter()

                  a, b, c = self.sides
                  area = (s*(s-a)*(s-b)*(s-c))**0.5
                  print('The area of triangle is %0.2f' %area)

          t = Triangle()
          t.inputSides()
          t.dispSides()
          t.findArea()
```

```
Enter the length of a side: 3
Enter the length of a side: 4
Enter the length of a side: 5
length of Side 1 is 3.0
length of Side 2 is 4.0
length of Side 3 is 5.0
The area of triangle is 6.00
```