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TRIANGLE.CPP 8=
#include<stdio.h>
#include<math.h>
#include<conio.h>
float area(float,float,float);
int main()
{
    float a,b,c ;
    float ar=0.0;
    clrscr();
    printf("Enter the sides of the triangle\n");
    scanf("%f,%f,%f",&a,&b,&c);
    ar=area(a,b,c);
    printf("The area of the triangle is %f",ar);
    getch();
    return 0;
}
float area(float a, float b , float c)
{
    float S=0.0 , area=0.0;
    S=(a+b+c)/2;
    area=sqrt(S*(S-a)*(S-b)*(S-c));
}
1:4
```

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{
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    float ar=0.0;
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float area(float a, float b , float c)
{
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    return area;
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23:4
```

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