Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_ Class: \_\_\_\_\_\_\_\_\_\_\_\_\_

**Lesson 6: Perimeter & Area**

\*All exercises should be opened in the editor and ran in the terminal as stated in the introduction.

**Lesson 6:**

Questions:

What function(s) could we use to help us create a program to calculate the perimeter of a figure?

***Exercise:*** *Using lesson1f.hs in the editor, create a program to draw a triangle using three points. The program should also show the lengths of the three sides and show the perimeter of the triangle.*

*Save the program as yourname\_lesson6a.hs*

*Run the program to check.*

***Exercise:*** *Manipulate the above program for a four sided figure and only display the perimeter as a message.*

*Note: Instead of using* take 4 points*, use the function* quadrilateral points*.*

*Save the program as yourname\_lesson6b.hs*

*Run the program to check.*

**Notes:**

***Lesson 6 Ending Exercises:***

***Exercise:*** *Open lesson6c.hs to calculate the area of a triangle. Show the area as a message.*

*Save the program as yourname\_lesson6c.hs*

*Run the program to check.*