

# Exercise 1: Calculating Area

This is a basic exercise on defining a class that helps calculate the area of a triangle

## WE'LL COVER THE FOLLOWING ^

- Problem Statement

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Let's start with a very basic example.

Write a *class* having **double** type variables for **length**, **height** and **one member function** called **area** which will *return* the **area** of the right angle **triangle**.

**Write your code below.** It is recommended that you try solving the exercise yourself before viewing the solution.

**Good Luck!**

```
using System;

//define your class here
// name your class Triangle

class ClassExercise1 {

    public static double test(double length, double height) {

        double answer=0; //stores value of the object area
        // make the class object here
        //set the length and height of the object here
        //call area function here and store its result in `answer`
        Console.WriteLine("Area of triangle is: {0}",answer);

        return answer;
    }
}
```

