

My Maya

Owl Code



Apt Logic

Logout



J-Path

Contact

Home / Owl ground / Area of Trapezium

Points: 40

Submissions: 7309



## Description

### Area of Trapezium

#### Program Description

Given the **base1**, **base2**, and **height** of Trapezium. Calculate the **area** of Trapezium.

**Note:** Adjust the area upto four decimal points.

#### Input Format

Three different lines of input contains integers base1, base2 and height

#### Output Format

Print the area of Trapezium upto 4 decimal places

#### Constraints

$1 \leq \text{base1}, \text{base2}, \text{height} \leq 100$  base1

#### Input-1

2  
3  
4

#### Output-1

10.0000

#### Input-2

1  
2  
3

#### Output-2

4.5000

C - GCC 11.1.0 ▾



Timer

0:07 sec



Light



```
1  #include<stdio.h>
2  int main()
3  {
4      int a,b,h;
5      scanf("%d %d %d",&a,&b,&h);
6      float A=0.5*(a+b)*h;
7      printf("%.4f",A);
8      return 0;
9  }
10
```

 Run Code

## Compiler Response

#	Testcase	Input	Expected Output	Your Output	Memory	CPU time	Result
1	2 3 4	2 3 4	10.0000	10.0000	1408 KB	3.470 ms	Pass
2	1 2 3	1 2 3	4.5000	4.5000	1408 KB	2.562 ms	Pass

All hidden testcases passed



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