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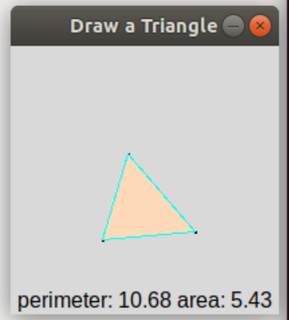
```
import math
from graphics import*

def square(x):
        return x*x

def distance(p1,p2):
        dist=math.sqrt(square(p2.getX()-p1.getX())+square(p2.getY()-p1.getY()))
        return dist

def triArea(a,b,c):
        s=(a+b+c)/2.0
        return math.sqrt(s*(s-a)*(s-b)*(s-c))

def main():
        win=GraphWin("Draw a Triangle")
        win.setCoords(0.0,0.0,10.0,10.0)
        message=Text(Point(5,0.5), "Click on three points")
        message.draw(win)

        p1=win.getMouse()
        p1.draw(win)
        p2=win.getMouse()
        p2.draw(win)
        p3=win.getMouse()
        p3.draw(win)

        triangle=Polygon(p1,p2,p3)
        triangle.setFill("peachpuff")
        triangle.setOutline("cyan")
        triangle.draw(win)

        d1=distance(p1,p2)
        d2=distance(p2,p3)
        d3=distance(p3,p1)


        #perim=distance(p1,p2)+distance(p2,p3)+distance(p3,p1)
        message.setText("perimeter: %0.2f area: %0.2f"
                        %((d1+d2+d3),triArea(d1,d2,d3)))

        win.getMouse()
        win.close()
main()
```



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