2.7.22 Area of triangle

EE25BTECH11010 - Arsh Dhoke

Question

Question:

The area of a triangle whose vertices are (5,0), (8,0), (8,4) (in sq.units) is

Given Data

Variable	Description
Α	Vertex (5,0)
В	Vertex (8,0)
С	Vertex (8, 4)

Table: Given points

Vectors of Triangle

$$\mathbf{A} = \begin{pmatrix} 5 \\ 0 \end{pmatrix}, \quad \mathbf{B} = \begin{pmatrix} 8 \\ 0 \end{pmatrix}, \quad \mathbf{C} = \begin{pmatrix} 8 \\ 4 \end{pmatrix} \tag{1}$$

$$\mathbf{A} - \mathbf{B} = \begin{pmatrix} -3 \\ 0 \end{pmatrix}, \quad \mathbf{A} - \mathbf{C} = \begin{pmatrix} -3 \\ -4 \end{pmatrix} \tag{2}$$

Area of Triangle

$$(ABC) = \frac{1}{2} \| (\mathbf{A} - \mathbf{B}) \times (\mathbf{A} - \mathbf{C}) \| = 6$$
 (3)

Hence, the area of $\triangle ABC$ is **6 sq. units**.

Graph of Triangle

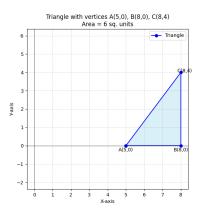


Figure: Graph of the Triangle

```
#include <stdio.h>
#include <math.h> // for fabs
// Function to compute area of a triangle given three vertices
double triangle_area(double x1, double y1,
                   double x2, double y2,
                   double x3, double y3)
   double area = fabs(x1 * (y2 - y3) +
                     x2 * (y3 - y1) +
                     x3 * (y1 - y2)) / 2.0;
   return area:
int main() {
   // Given vertices
   double x1 = 5, y1 = 0;
   double x2 = 8, y2 = 0;
   double x3 = 8, y3 = 4;
```

C Code

```
double area = triangle_area(x1, y1, x2, y2, x3, y3);
printf("The area of the triangle is: %.2f sq.units\n", area);
return 0;
}
```

Python Code

```
import numpy as np
 import matplotlib.pyplot as plt
 # Triangle vertices
A = (5, 0)
B = (8, 0)
 C = (8, 4)
# Extract x and y coordinates for plotting
 x_{coords} = [A[0], B[0], C[0], A[0]] # Close the triangle by
     returning to A
 y = [A[1], B[1], C[1], A[1]]
 # Plot the triangle
 plt.figure(figsize=(6,6))
 |plt.plot(x_coords, y_coords, 'bo-', label='Triangle')
 plt.fill(x coords, y coords, 'skyblue', alpha=0.3) # shaded area
 # Label the points
```

Python Code

```
plt.text(A[0], A[1]-0.3, 'A(5,0)', ha='center')
 plt.text(B[0], B[1]-0.3, 'B(8,0)', ha='center')
 plt.text(C[0]+0.2, C[1], 'C(8,4)', ha='center')
 # Add grid, axis, and title
 plt.axhline(0, color='black', linewidth=0.5)
 plt.axvline(0, color='black', linewidth=0.5)
 plt.grid(True, linestyle='--', alpha=0.5)
plt.xlabel('X-axis')
 plt.ylabel('Y-axis')
 plt.title('Triangle with vertices A(5,0), B(8,0), C(8,4)\nArea =
     6 sq. units')
 plt.axis('equal') # Equal scaling on both axes
 plt.legend()
 plt.savefig("/home/arsh-dhoke/ee1030-2025/ee25btech11010/matgeo
     /2.7.22/figs/q4.png")
 plt.show()
```

Python+ C Code

```
import ctypes
import numpy as np
import matplotlib.pyplot as plt
# Load C shared library
lib = ctypes.CDLL("./code.so")
# Define function signature
lib.triangle area.argtypes = [ctypes.c double, ctypes.c double,
                            ctypes.c double, ctypes.c double,
                            ctypes.c_double, ctypes.c_double]
lib.triangle area.restype = ctypes.c double
# Triangle vertices
A = (5.0, 0.0)
B = (8.0, 0.0)
C = (8.0, 4.0)
```

Python+ C Code

```
# Compute area using the C function
area = lib.triangle_area(A[0], A[1], B[0], B[1], C[0], C[1])
print(f"Area of the triangle (from C): {area:.2f} sq.units")
# Plotting the triangle
x_{coords} = [A[0], B[0], C[0], A[0]] # close the triangle
y_{coords} = [A[1], B[1], C[1], A[1]]
plt.figure(figsize=(6,6))
plt.plot(x coords, y coords, 'bo-', label='Triangle')
plt.fill(x coords, y coords, 'skyblue', alpha=0.3)
# Label the points
plt.text(A[0], A[1]-0.3, f'A\{A\}', ha='center')
plt.text(B[0], B[1]-0.3, f'B{B}', ha='center')
plt.text(C[0]+0.2, C[1], f'C(C)', ha='center')
```

Python+ C Code

```
# Add grid, axis, and title
plt.axhline(0, color='black', linewidth=0.5)
plt.axvline(0, color='black', linewidth=0.5)
plt.grid(True, linestyle='--', alpha=0.5)
plt.xlabel('X-axis')
plt.ylabel('Y-axis')
plt.title(f'Triangle with vertices A{A}, B{B}, C{C}\nArea = {area
    :.2f} sq. units')
plt.axis('equal')
plt.legend()
plt.savefig("/home/arsh-dhoke/ee1030-2025/ee25btech11010/matgeo
    /2.7.22/figs/q4.png")
plt.show()
```