2.6.18

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Question

Find the area of the region bounded by the triangle whose vertices are (-1,0), (1,3) and (3,2).

Variables Used

Variable	Formula
Α	$A = \begin{pmatrix} -1 \\ 0 \end{pmatrix}$
В	$B = \begin{pmatrix} 1 \\ 3 \end{pmatrix}$
С	$C = \begin{pmatrix} 3 \\ 2 \end{pmatrix}$

Table: Variables Used

Solution

Area of triangle ABC =
$$\frac{1}{2} |(\mathbf{A} - \mathbf{B}) \times (\mathbf{A} - \mathbf{C})|$$
 (1)

$$\mathbf{A} - \mathbf{B} = \begin{pmatrix} -1\\0 \end{pmatrix} - \begin{pmatrix} 1\\3 \end{pmatrix} = \begin{pmatrix} -2\\-3 \end{pmatrix} \tag{2}$$

$$\mathbf{A} - \mathbf{C} = \begin{pmatrix} -1\\0 \end{pmatrix} - \begin{pmatrix} 3\\2 \end{pmatrix} = \begin{pmatrix} -4\\-2 \end{pmatrix} \tag{3}$$

$$(\mathbf{A} - \mathbf{B}) \times (\mathbf{A} - \mathbf{C}) = (-2)(-2) - (-3)(-4) = 4 - 12 = -8$$
 (4)

Area
$$=\frac{1}{2}|-8|=4$$
 (5)

Thus, the area of the triangle is 4.



Python code - Calculating the area of triangle

```
# Triangle Plotting Script
# Author: Dhanush (based on GVV Sharma)
# September 13, 2025
# Draw a triangle, calculate area, and save figure
import sys
import os
import numpy as np
import numpy.linalg as LA
import matplotlib.pyplot as plt
# Add parent folder of 'triangle' and 'line' to Python path
sys.path.insert(0, '/home/dhanush-kumar-a/code/CoordGeo')
# Local imports
from triangle.funcs import tri sides, tri mid pt
from line.funcs import dir vec, norm vec, line gen
```

Python code - Calculating the area of triangle

```
# Triangle vertices (column vectors)
A = np.array([-1, 0]).reshape(-1, 1)
B = np.array([1, 3]).reshape(-1,1)
C = np.array([3, 2]).reshape(-1,1)
m1 = dir vec(A,B)
m2 = dir vec(B,C)
m3 = dir vec(C,A)
# Area using cross product
arvec = np.cross(m1[:,0], m3[:,0])
area = 0.5 * LA.norm(arvec)
print(f"Area of the triangle: {area:.3f}")
```

Python code - Plotting the triangle

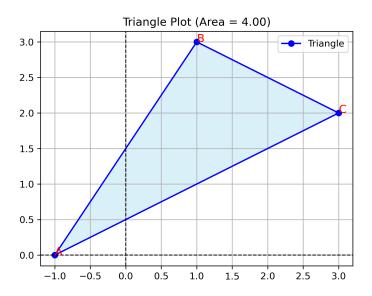
```
# Generate points for triangle sides
 x AB = line gen(A,B)
 x BC = line gen(B,C)
 x CA = line gen(C,A)
 # Plot triangle sides
 plt.plot(x AB[0,:], x AB[1,:], 'b', label='AB')
plt.plot(x_BC[0,:], x_BC[1,:], 'g', label='BC')
plt.plot(x CA[0,:], x CA[1,:], 'r', label='CA')
 # Plot vertices
 tri coords = np.block([[A,B,C]])
 plt.scatter(tri_coords[0,:], tri_coords[1,:], color='red')
```

Python code - Plotting the triangle

Python code - Plotting the triangle

```
plt.xlabel('X-axis')
plt.ylabel('Y-axis')
plt.title('Triangle Plot')
plt.grid(True)
plt.axis('equal')
plt.legend()
# Save the figure
plt.savefig('../figs/triangle plot.png', dpi=300)
print("Figure saved as figs/triangle_plot.png")
plt.show()
```

Plot-Using Python



```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include "/home/dhanush-kumar-a/ee1030-2025/ai25btech11010/matgeo
    /1.11.12/codes/libs/matfun.h"
int main() {
   // Step 1: Create triangle vertices as 2x1 matrices
   double **A = createMat(2,1);
   double **B = createMat(2,1);
   double **C = createMat(2,1);
   A[0][0] = -1; A[1][0] = 0;
   B[0][0] = 1; B[1][0] = 3;
   C[0][0] = 3; C[1][0] = 2;
```

```
// Step 2: Compute vectors AB and AC using matrix subtraction
double **AB = Matsub(B, A, 2, 1);
double **AC = Matsub(C, A, 2, 1);
// Step 3: Create rotated row vector [AB_y, -AB_x] for cross
   product
double **rotAB = createMat(1,2);
rotAB[0][0] = AB[1][0]; // AB_y
rotAB[0][1] = -AB[0][0]; // -AB_x
// Step 4: Area = 0.5 * |rotAB * AC|
double **prod = Matmul(rotAB, AC, 1, 2, 1); // 1x1 matrix
double area = 0.5 * fabs(prod[0][0]);
```

```
// Step 5: Save results to files
FILE *fp points = fopen("points.dat", "w");
 if(fp points != NULL){
                                  fprintf(fp points, "Vertex\tX\tY\n");
                                  fprintf(fp points, "A \times .2f 
                                  fprintf(fp points, "B\t%.2f\t%.2f\n", B[0][0], B[1][0]);
                                  fprintf(fp_points, "C\t%.2f\t%.2f\n", C[0][0], C[1][0]);
                                  fclose(fp_points);
 }
FILE *fp_area = fopen("area.dat", "w");
 if(fp_area != NULL){
                                  fprintf(fp_area, "%.2f\n", area);
                                  fclose(fp_area);
}
```

```
// Step 6: Free memory
for(int i=0;i<2;i++){</pre>
   free(A[i]); free(B[i]); free(C[i]);
   free(AB[i]); free(AC[i]);
free(A); free(B); free(C);
free(AB); free(AC);
free(rotAB[0]); free(rotAB);
free(prod[0]); free(prod);
return 0;
```

```
import os
import numpy as np
import matplotlib.pyplot as plt
# Step 1: Compile the C program
os.system("gcc c.c -o triangle -lm")
# Step 2: Run the compiled C program
os.system("./triangle")
# Step 3: Load points data
points data = np.genfromtxt("points.dat", skip header=1, dtype=
    None, encoding="utf-8")
labels = [row[0] for row in points data]
x vals = np.array([float(row[1]) for row in points data])
y vals = np.array([float(row[2]) for row in points data])
```

```
# Step 4: Load area
with open("area.dat") as f:
   area = float(f.read().strip())
# Step 5: Prepare triangle coordinates
triangle_coords = [(x_vals[i], y_vals[i]) for i in range(3)]
triangle_coords.append(triangle_coords[0]) # close the triangle
tx, ty = zip(*triangle_coords)
# Step 6: Plot the triangle
fig, ax = plt.subplots(figsize=(6,6))
ax.plot(tx, ty, 'b-o', label='Triangle')
ax.fill(tx, ty, 'skyblue', alpha=0.3)
```

```
# Label points
for i in range(3):
   ax.text(x vals[i], y vals[i], f"{labels[i]}", fontsize=12,
        color='red')
# Axes formatting
ax.axhline(0, color="black", linewidth=1.0, linestyle="--")
ax.axvline(0, color="black", linewidth=1.0, linestyle="--")
ax.set aspect("equal")
ax.grid(True)
ax.set_title(f"Triangle Plot (Area = {area:.2f})")
plt.legend()
```

Plot-Using Python and C

