a triangles - a, b, c - sorted by their oneas! P= a+b+c S= \PX(P-a) X(P-b)(P-c) Aup main () forth of the forth of the forth of the season Struck triangle { Int n; Scanf (" % d", & n); 9nt a;
9nt b;
9nt c;
bytes kriangle * Er = malloc (n * sizeOf(kriangle)); 36 by kes! (3 * 12 byres) for (9nk 9=0; P < n; 3++) { trangle * tr Scanf (ee, of %, d %, d \n", Ly 12 bytes. \$ to [9]. @ ftr[9].b fto[9].c); So actually 3 6 by tes (triangle *) to - 12 bytes ((kosangle *) ko + 1) - 13 th byte address ((trangle *) to +2) - 25 th byte address. tr[0] - o thelement (thyres-0→ (a) to [1] - 1 \$6 element 1-1 (a) $fr(2) \rightarrow and element$ struct triangle struct triangle. Struck triangle $a \rightarrow a$ 1abytes | 12btes 12 bytes 1st block - fog struct 1 and block - gon Struct a - 1block = 12 bytes. trangle * 3rd block - gogn struct 3. tr[0] -> 1st block Er[a] -> 3rd block. tr [1] - 2nd block

as $[0].a/kr[0].a \rightarrow a$ the data

ewe need - stoppe in address scanf?

Scanf (eexd %d %d \n " ftr[9].a, 4tr[9].b, 4tr[9].c);

10188 PX # X

* I'm getting - tr as 1/p

only choice swap! Can't Swap Completely-Swap values

37.5 Ed 12

sorial s

(0) (-0)

100 mo 3 Ab E (- 1) st

(c) (t)

\$10,4010,040 (3) 44

1.60

n 3	Darmay			
tr Foundation	Structale	Struct Ale	struct	4/6
	9nb ?	a int ? b 9nt	<u>a</u> <u>b</u>	
congo si c	p 3	2.47	14	ı
tion dance organist	int ?	c int	C	
ey and the outer of.	+ 5: (7 9/3)	10 2 3 2		

mount o world . . . * spinsil

Swap

$$a=2$$
 $a=5$ $b=3$ $b=6$ $c=4$ $c=3$

truct)
$$C=4$$
 $C=3$

Hoda bas a [2] of

a=1,24,25

Soont agrea

dan plack. - dan Skruce 1 Company and and a sold and

Swap If necessary!

to [0] + + 4.84 been | 12 [3] + 224 ob k.

```
float triangle Area (triangle *tr,9ntn)
    float P = (float) (tr[n].a + tr[n].b + tr[n].c)/2.0;
    float result = Px (p- kx [n].a) * (p- kx [n].b) * (p- kx [n].c);
     deturn (sour (gresult));
      1 S= \P*(P-a) *(P-b) * (P-c)
* Vold swap (trlangle *tr, Int in, Int 3)
    PAR Eempi
                          temp = tr[9].b; | temp= tr[9].C;
                          kr[9].b= kr[9].b; kr[9].c=kr[3].c; C =
    temp= tr[9].a;
    tr[9].a=tr[9].a;
                          kr[3].b= temp; | tr[3].c= temp;
    tr [3]. a = temp;
  3.
Vold Sort-by-acrea (triangle # try 9nth) {
      float acreal, acrea &;
     9nt 9,53
      foor (9=0; P < n-1; 9++)
         fon (3=0; 3<n; 3++)
           agrea 1 = triangle Agrea (tr, 9);
            aoread = triangle Area(tr, 3);
            95 (acrea 1 > corea 2)
                  Swap ( Fr, 9, 3);
```

done! Son good!