```c
/**   Program to Find Area of a Triangle using Hero's Formula   **/

#include <stdio.h>
#include <math.h>

main()
{
     float a, b, c, s, area;

  back:
     printf("\nEnter three sides of a triangle: ");
     scanf("%f %f %f", &a, &b, &c);

     if (a==0 || b==0 || c==0)
     {
          printf("\nValue of any side should not be equal to
                                              zero\n");
          goto back;
     }

     if (a+b<c || b+c<a || c+a<b)
     {
          printf("\nSum of two sides should not be less than
                                              third\n");
          goto back;
     }

     s = (a + b + c) / 2;
     area = sqrt(s * (s - a) * (s - b) * (s - c));

     printf("\n\nArea of triangle: %.2f", area);
     getch();
}
```