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// Aplication reads the length of the sides of a triangle from the user, and
// calculates the area using Heron's formula
using System;

namespace Triangle_Area
{
    class Program
    {
        private static void Main(string[] args)
        {
            // variables to hold the line lengths
            double line1;
            double line2;
            double line3;

            // prompt and obtain the line lengths from user
            Console.Write("Please enter the length of the first line: ");
            line1 = Convert.ToDouble(Console.ReadLine()); //assign value to line1

            Console.Write("Please enter the length of the second line: ");
            line2 = Convert.ToDouble(Console.ReadLine()); //assign value to line2

            Console.Write("Please enter the length of the third line: ");
            line3 = Convert.ToDouble(Console.ReadLine()); //assign value to line3

            // figure the area of a triangle with lengths provided by user
            double s = (line1 + line2 + line3) / 2.0d;
            double area = Math.Sqrt(s * (s - line1) * (s - line2) * (s - line3));

            // displays the area of the triangle to the user formatted to show
            // three decimal places
            Console.WriteLine("The area of that triangle is: {0:F3}", area);

            Console.ReadLine();
        } // end Main
    } // end Class Program
} // end Triangle_Area
```