

Assignment

Objective:

Write a Kotlin program to calculate the **area of a triangle** using OOP Approach.

Instructions:

1. Create a **Triangle** class.
2. The **base** and **height** should be stored as properties inside the class.
3. Inside the class, define a function `calculateArea()` to find the area of the triangle using the formula:

$$\text{Area} = \frac{1}{2} \times \text{base} \times \text{height}.$$

4. Create the object in the main function
5. Call the `calculateArea()` using the Object you created.