

Experiment No. 3.1.3 Name:

```
#include <stdio.h>
int main ()
{
    float x1, y1, x2, y2, x3, y3;

    printf("Enter x1 : ");
    scanf("%f", &x1);
    printf("Enter y1 : ");
    scanf("%f", &y1);

    printf("Enter X2: ");
    scanf("%f", &x2);
    printf("Enter Y2 : ");
    scanf("%f", &y2);

    printf("Enter X3 : ");
    scanf("%f", &x3);
    printf("Enter Y3 : ");
    scanf("%f", &y3);

    if ((x1*(y2 - y3) + x2*(y3 - y1) + x3*(y1 - y2)) == 0)
        printf("points are collinear . In");
    else
        printf("points are not collinear . In");

    return 0;
}
```

Courseplan C Language 2025 - | Online C Compiler - Programiz | New Tab

programiz.com/c-programming/online-compiler/

Programiz PRO >

main.c

```
1 #include <stdio.h>
2
3 int main(){
4     float x1,y1,x2,y2,x3,y3;
5
6     printf("enter x1: ");
7     scanf("%f",&x1);
8     printf("enter y1: ");
9     scanf("%f",&y1);
10
11    printf("enter x2: ");
12    scanf("%f",&x2);
13    printf("enter y2: ");
14    scanf("%f",&y2);
15
16    printf("enter x3: ");
17    scanf("%f",&x3);
18    printf("enter y3: ");
19    scanf("%f",&y3);
20
21    if ((x1*(y2-y3) + x2*(y3-y1) + x3*(y1-y2)) == 0)
22        printf("points are collinear. \n");
23    else
24        printf("points are not collinear.\n");
25    return 0;
26 }
```

Output

```
enter x1: 5
enter y1: 3
enter x2: 2
enter y2: 6
enter x3: 7
enter y3: 4
points are not collinear.

==== Code Execution Successful ===
```

AFG - BAN
In 6 hours

Search

14:32 05-10-2025