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## Perimeter and area of triangles

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We want to compute the perimeter or area of several triangles. When we want to compute the perimeter we write:

perimetro a b c

where a, b, c are real numbers greater than 0 representing the length of the triangle's sides.

When we want to compute the area we write:

area b h

where b, h are real numbers greater than 0 representing the base and height, respectively.

**Exam score:** 5.000000 **Automatic part:** 50.000000%

### Input

The input is a sequence of cases, where each case starts with the word "perimetro" or "area" (depending on what we want to compute), followed by the necessary values (as described above). A special case with only the word "acabar" indicates that no more cases are left.

### Output

For each case, the program has to write the perimeter or the area of the given triangle with 2 decimal places.

#### Sample input 1

```
perimetro 4.5 6 9
area 5.6 4.1
perimetro 4.3 8 10.5
acabar
```

#### Sample output 1

```
19.50
11.48
22.80
```

#### Sample input 2

```
acabar
```

#### Sample output 2

### Observation

Recall that to write a real number with two decimal places, your main has to have these two instructions:

```
cout.setf(ios::fixed);
cout.precision(2);
```

### Problem information

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