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

int main(){
    int t;
    scanf("%d", &t);

    if(t == 0){
        double a, area;
        scanf("%lf", &a);
        area = a*a;

        printf("Square\n");
        printf("%.3lf", area);
    }
    else if(t == 1){
        double a, b, c, s, area;
        scanf("%lf %lf %lf", &a, &b, &c);

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

        printf("Triangle\n");
        printf("%.3lf\n", area);
    }
    return 0;
}
```