// SCALENE TRIANGLE

#include <stdio.h>

#include <math.h>

int main() {

float a,b,c,area,s;

printf("enter sides:");

scanf("%f %f %f",&a,&b,&c);

s=(a+b+c)/2;

area=sqrt(s\*(s-a)\*(s-b)\*(s-c));

printf("area=%.2f",area);

return 0;

}