





- ▼  GitHub
-  ECE-251
-  HackerRank
-  .DS\_Store

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <math.h>
4
5 #define PI 3.14159265f
6 float calcAreaTriangle(float s1, float s2, float s3){
7     float s;
8     float triArea;
9     s = (s1+s2+s3)/2;
10    triArea = sqrt(fabsf(s*(s-s1)*(s-s2)*(s-s3)));
11    return triArea;
12 }
13 float calcAreaRectangle(float length, float height){
14     float recArea;
15     recArea = length * height;
16     return recArea;
17 }
18 float calcAreaCircle(float radius){
19     float circArea;
20     circArea = PI*radius*radius;
21     return circArea;
22 }
23 float calcPerimeterTriangle(float s1, float s2, float s3){
24     float triPeri;
25     triPeri = s1+s2+s3;
26     return triPeri;
27 }
28 float calcPerimeterRectangle(float length, float height){
29     float recPeri;
30     recPeri = length+length+height+height;
31     return recPeri;
32 }
33 float calcPerimeterCircle(float radius){
34     float circPeri;
35     circPeri = 2*PI*radius;
36     return circPeri;
37 }
38
```