

LOCALS


```
! area = sqrt(p * p-a * p-b * p-c)
! where p = (a + b + c)/2 is perimeter
:: triangle-area ( a b c -- area )
  a b + c + 2 / :> p
  p a - :> p-a
  p b - :> p-b
  p c - :> p-c
  p p-a * p-b * p-c *
  sqrt ;
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Assignment operator

Area of a triangle using Herons formula (with locals)

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} a lot more
readable