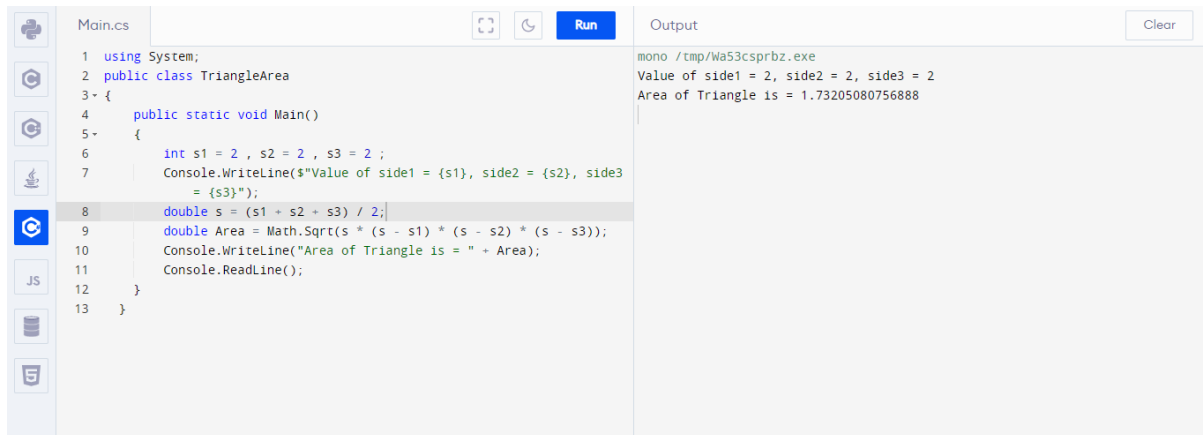


Q3) OUTPUT OF AREA OF TRIANGLE



The image shows a C# IDE window with a file named 'Main.cs'. The code defines a class 'TriangleArea' with a static method 'Main()'. Inside 'Main()', three integer variables 's1', 's2', and 's3' are all assigned the value 2. A formatted string is printed to the console: 'Value of side1 = {s1}, side2 = {s2}, side3 = {s3}'. Then, the semi-perimeter 's' is calculated as $(s1 + s2 + s3) / 2$. The area is calculated using Heron's formula: $\text{Area} = \sqrt{s * (s - s1) * (s - s2) * (s - s3)}$. Finally, the area is printed to the console and the program waits for a key press before exiting.

```
1 using System;
2 public class TriangleArea
3 {
4     public static void Main()
5     {
6         int s1 = 2 , s2 = 2 , s3 = 2 ;
7         Console.WriteLine($"Value of side1 = {s1}, side2 = {s2}, side3
            = {s3}");
8         double s = (s1 + s2 + s3) / 2;
9         double Area = Math.Sqrt(s * (s - s1) * (s - s2) * (s - s3));
10        Console.WriteLine("Area of Triangle is = " + Area);
11        Console.ReadLine();
12    }
13 }
```

The output window shows the execution results for 'mono /tmp/Wa53csprbz.exe'. It displays the same formatted string as the code: 'Value of side1 = 2, side2 = 2, side3 = 2' and the calculated area: 'Area of Triangle is = 1.73205080756888'.