Exercise 1: Calculating Area

This is a basic exercise on defining a class that helps calculate the area of a triangle

Problem Statement

Let's start with a very basic example.

Write a *class* having `double` type variables for `length`, `height` and **one** *member* function called `area` which will *return* the **area** of the right angle **triangle**.

Write your code below. It is recommended that you try solving the exercise yourself before viewing the solution.

Good Luck!

```
using System;

//define your class here
// name your class Triangle

class ClassExercise1 {

    public static double test(double length, double height) {

      double answer=0; //stores value of the object area
      // make the class object here
      //set the length and height of the object here
      //call area function here and store its result in `answer`
      Console.WriteLine("Area of triangle is: {0}",answer);

      return answer;
    }
}
```