

```
#include <stdio.h>

/* Ax, Ay, etc. represent coordinates of the triangle's vertices. */

int main()

{ float Ax, Bx, Cx, Ay, By, Cy, area;

  printf("Enter the coordinate for Ax\n");
  scanf("%f", &Ax);

  printf("Enter the coordinate for Ay\n");
  scanf("%f", &Ay);

  printf("Enter the coordinate for Bx\n");
  scanf("%f", &Bx);

  printf("Enter the coordinate for By\n");
  scanf("%f", &By);

  printf("Enter the coordinate for Cx\n");
  scanf("%f", &Cx);

  printf("Enter the coordinate for Cy\n");
  scanf("%f", &Cy);

  area=fabs(.5*(Ax*(By-Cy)+Bx*(Cy-Ay)+Cx*(Ay-By)));

  printf("The area of the triangle is: %f\n", area);

  return 0;}
```