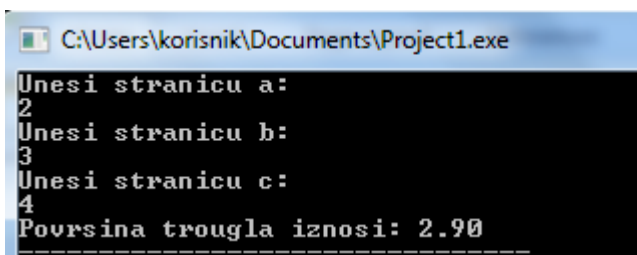


Primer 10.

Nacrtati algoritam i napisati program za izracunavanje površine trougla čije su stranice a, b, c koristeći Heronov obrazac.

$$P = \sqrt{s(s-a)(s-b)(s-c)} \quad \text{ako je} \quad s = \frac{a+b+c}{2}$$

```
1  #include <iostream>
2  #include <stdio.h>
3  #include <stdlib.h>
4  #include <math.h>
5
6  main()
7  {
8      float a,b,c,S,P;
9
10     printf("Unesi stranicu a: \n");
11     scanf("%f",&a);
12
13     printf("Unesi stranicu b: \n");
14     scanf("%f",&b);
15
16     printf("Unesi stranicu c: \n");
17     scanf("%f",&c);
18
19     S=(a+b+c)/2;
20     P=sqrt(S*(S-a)*(S-b)*(S-c));
21
22     printf("Povrsina trougla iznosi: %.2f",P);
23
24     return 0;
25 }
```



```
C:\Users\korisnik\Documents\Project1.exe
Unesi stranicu a:
2
Unesi stranicu b:
3
Unesi stranicu c:
4
Povrsina trougla iznosi: 2.90
```