using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace WindowsFormsLab

{

 static class Triangle

 {

 public static double SideA { get; set; }

 public static double SideB { get; set; }

 public static double SideC { get; set; }

 public static bool AreaChecked { get; set; }

 public static bool PerimeterChecked { get; set; }

 public static double GetPerimeter()

 {

 return SideA + SideB + SideC;

 }

 public static double GetArea()

 {

 var p = GetPerimeter();

 return Math.Sqrt(p \* (p - SideA) \* (p - SideB) \* (p - SideC));

 }

 }

}