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));

}

}

}