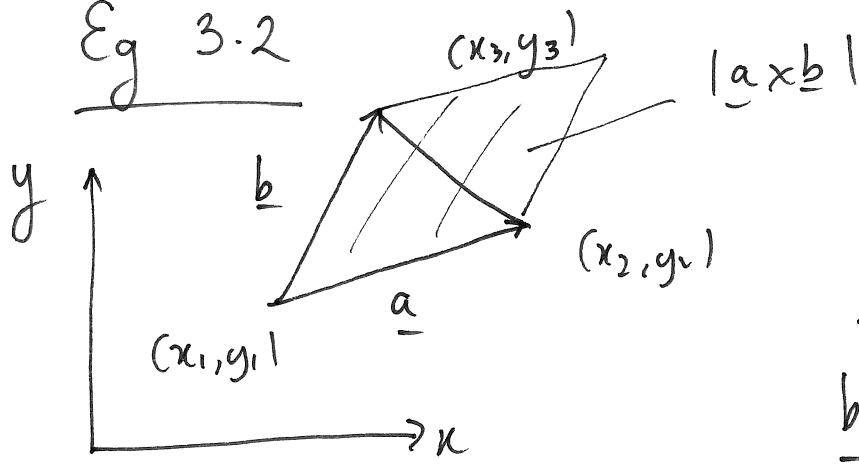


Eg 3.2



let

$$\underline{a} = (x_2 - x_1)\underline{i} + (y_2 - y_1)\underline{j}$$

$$\underline{b} = (x_3 - x_1)\underline{i} + (y_3 - y_1)\underline{j}$$

$$\Delta \text{ area} = \frac{1}{2} |\underline{a} \times \underline{b}|$$

$$= \frac{1}{2} \left| \begin{vmatrix} \underline{i} & \underline{j} & \underline{k} \\ x_2 - x_1 & y_2 - y_1 & 0 \\ x_3 - x_1 & y_3 - y_1 & 0 \end{vmatrix} \right|$$

$$= \frac{1}{2} |x_1 y_2 - x_2 y_1 + x_2 y_3 - x_3 y_2 + x_3 y_1 - x_1 y_3|$$

### 4-stage Program Development

I/ Given  $(x_1, y_1), (x_2, y_2), (x_3, y_3)$   
 calculate the area of the triangle  
 with these 3 points as vertices:

$$\text{area} = \frac{1}{2} |x_1 y_2 - \dots - x_1 y_3|$$

## II, Coarse Logic

Read coordinates from file

Calculate area

Print data & result in specified format.

# III/ Refine the Pseudocode

Program ...

Aim/Description

Declare variables ← OPEN data file

Read  $X_1, Y_1, X_2, Y_2, X_3, Y_3$

$$\text{Area} = \frac{1}{2} | X_1 * Y_2 - \dots |$$

↑ abs( )

Output :

Print

skip 2 lines "blank"

Triangle Vertices :

(1)  $XX.X, XX.X$

(2)

(3)

< blank line >

Triangle Area :

$XXXX.XX$

↑ align with i in Triangle

End program

# IV PROGRAM triangle

- ! Calculate the area of a triangle
- ! with vertices (X1, Y1), (X2, Y2)
- ! (X3, Y3) read from a file
- ! triangle.dat.

IMPLICIT NONE ! recommended.

REAL X1, Y1, X2, Y2, X3, Y3, AREA

OPEN (1, FILE = 'triangle.dat')

READ (1, \*) X1, Y1, X2, Y2, X3, Y3

AREA = 0.5 \* ABS ( X1 \* Y2 - X2 \* Y1 + X2 \* Y3 - ... )

! Output results: data & results:

WRITE (\*, 10) X1, Y1, X2, Y2, X3, Y3, AREA

10 FORMAT (11, 8X, 'Triangle Vertices: ' / & 8X, 'bb(1)b', F4.1, 'b', F4.1 / &

8X, 'bb(2)b', F4.1, 'b', F4.1 / &

8X, 'bb(3)b', F4.1, 'b', F4.1 // &

8X, 'Triangle Area: ' / &

8X, 'bb', F7.2 )

END PROGRAM triangle.

output to screen

statement label of FORMAT statement

continue statement to next line

5

You can split the WRITE statement  
& FORMAT into several smaller  
statements and avoid continuing  
the FORMAT statement over 5 lines.

Use T in place of X :

⑥

```
10 FORMAT (//, T9, 'Triangle Vertices: ' / &
           T11, '(1)', F5.1, ',', F5.1 / &
           T11, '(2)', F5.1, ',', F5.1 / &
           T11, '(3)', F5.1, ',', F5.1 / &
           T9, 'Triangle Area: ' / &
           T11, F7.2)
```

For real numbers we can use an

F descriptor :

Fw.d

↑      ↙      ↘

number of      number of  
columns for      decimal places  
the number      to ~~the~~ point:

to be printed  
is. "width"