



## TriangleArea.vi Readme

This VI plots a triangle, and then area and perimeter are calculated. The triangle has vertices  $(0, 0)$ ,  $(b, 0)$ , and  $(x, y)$  where  $b$  is determined by the base, and the point  $(x, y)$  is controlled by the position of the graph cursor. The area of the triangle is calculated with

$$Area = \left(\frac{1}{2}\right)(Base)(Height).$$

This VI was built using LabVIEW 8.5 on a Mac running OS X. The VI will run in Windows with LabVIEW 8.5 or later installed.

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Warm regards,

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