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#include <iostream>
#include <stdio.h>
#include <math.h>
#include <stdlib.h>
using namespace std;

int main()
{
	float xA, yA, xB, yB, xC, yC;

	scanf_s("%f", &xA);
	scanf_s("%f", &yA);
	scanf_s("%f", &xB);
	scanf_s("%f", &yB);
	scanf_s("%f", &xC);
	scanf_s("%f", &yC);

	float d1 = sqrt(pow(xB - xA, 2) + pow(yB - yA, 2));
	float d2 = sqrt(pow(xC - xB, 2) + pow(yC - yB, 2));
	float d3 = sqrt(pow(xC - xA, 2) + pow(yC - yA, 2));
	float o = d1 + d2 + d3;
	float p = (1.0 / 2) * abs(xA * (yB - yC) + xB * (yC - yA) + xC * (yA - yB));

	printf("%0.1f\n", o);
	printf("%0.1f\n", p);
```

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}
```