Heron's formula to compute the area of a triangle as:

\[ \sqrt{s \times (s-a) \times (s-b) \times (s-c)} \]

where \( s = \frac{a+b+c}{2} \) (and \( a, b, c \) are the sides of the triangle).

In a high-level language (e.g., ML or Triangle), the expression let \( s = (a+b+c)/2 \) in \( \sqrt{\left(s \times (s-a) \times (s-b) \times (s-c)\right)} \)
evaluates to the desired area value.

To compute the same value in a hypothetical assembly language, you would have to write:

```
LOAD R1 a
ADD R1 b
ADD R1 c
DIV R1 #2
```

```
LOAD R2 R1
LOAD R3 R1
SUB R3 a
MULT R2 R3
LOAD R3 R1
SUB R3 b
MULT R2 R3
LOAD R3 R1
SUB R3 c
MULT R2 R3
LOAD R0 R2
CALL sqrt
```