import org.junit.\*;  
  
import java.util.Random;  
  
import static org.junit.Assert.*assertEquals*;  
  
public class tritypTest {  
 trityp tri=new trityp();  
  
 // Triang = 1 if triangle is scalene  
 // Triang = 2 if triangle is isosceles  
 // Triang = 3 if triangle is equilaterala  
 // Triang = 4 if not a triangle  
  
 @Test  
 public void testTriang\_1(){  
 *assertEquals*(1,tri.*Triang*(3,4,5));  
 }  
 @Test  
 public void testTriang\_2(){  
 *assertEquals*(2,tri.*Triang*(7,7,8));  
 *assertEquals*(2,tri.*Triang*(7,8,8));  
 *assertEquals*(2,tri.*Triang*(7,8,7));  
 }  
 @Test  
 public void testTriang\_3(){  
 *assertEquals*(3,tri.*Triang*(7,7,7));  
 }  
 @Test  
 public void testTriang\_4(){  
 *assertEquals*(4,tri.*Triang*(1,3,5));  
 *assertEquals*(4,tri.*Triang*(-1,3,5));  
 *assertEquals*(4,tri.*Triang*(1,-3,5));  
 *assertEquals*(4,tri.*Triang*(1,3,-5));  
 *assertEquals*(4,tri.*Triang*(3,5,1));  
 *assertEquals*(4,tri.*Triang*(5,3,1));  
 *assertEquals*(4,tri.*Triang*(1,1,2));  
 }  
}



