Current scope: all classes | <empty package name>

Coverage Summary for Class: Triangle (<empty package name>)

Class	Class, %	Method, %	Line, %
Triangle	100% (1/1)	42,9% (3/7)	80% (20/25)

```
1  class Triangle {
2      private int[] angles;
3      private int[] sides;
4
5      // Constructor
6      public Triangle(int[] angles, int[] sides) {
7          this.angles = angles;
8          this.sides = sides;
9      }
10
11     // Setters and Getters
12     public int[] getAngles() {
13         return angles;
14     }
15
16     public void setAngles(int[] angles) {
17         this.angles = angles;
18     }
19
20     public int[] getSides() {
21         return sides;
22     }
23
24     public void setSides(int[] sides) {
25         this.sides = sides;
26     }
27
28     // Functional methods
29
30     /**
31      * It returns a string that says what type of triangle it is.
32      *
33      * @return The method sideType() is returning the type of triangle.
34      */
35     public String sideType() {
36         String triangleType = "";
37         if (this.sides[0] == this.sides[1] && this.sides[1] == this.sides[2]) {
38             return triangleType = "It's Equilatero";
39         } else if (this.sides[0] == this.sides[1] || this.sides[0] == this.sides[2] || this.sides[1] == this.sides[2]) {
40             return triangleType = "It's Isósceles";
41         } else if (this.sides[0] != this.sides[1] && this.sides[1] != this.sides[2] && this.sides[0] != this.sides[2]) {
42             return triangleType = "It's Escaleno";
43         }
44         return triangleType;
45     }
46
47     /**
48      * It returns the type of triangle based on the angles
49      *
50      * @return The method returns the type of triangle.
51      */
52     public String sideAngle() {
53         String t_angle = "";
54         for (int i = 0; i < 3; i++) {
55             if (this.angles[i] > 90) {
56                 i = this.angles.length - 1;
57                 t_angle = "Osbtángulo";
58             } else if (this.angles[i] == 90) {
59                 i = this.angles.length - 1;
60                 t_angle = "Rectangulo";
61             } else {
62                 t_angle = "Acutangulo";
63             }
64         }
65         return t_angle;
66     }
67 }
```

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