#include <stdio.h>

#include <conio.h>

void main ()

{

clrscr();

int side1, side2, side3;

int sqSide1, sqSide2, sqSide3;

int sqTemp;

printf("Enter the following values \n");

printf("Side 1: ");

scanf("%d", &side1);

printf("Side 2: ");

scanf("%d", &side2);

printf("Side 3: ");

scanf("%d", &side3);

sqSide1 = side1\*side1;

sqSide2 = side2\*side2;

sqSide3 = side3\*side3;

if (((side1+side2) <= side3) || ((side1+side3) <= side2) || ((side2+side3) <= side1))

{

printf("The given sides do not form a real triangle \n");

}

else if ((side1 == side2) && (side2 == side3))

{

printf("The triangle is equilateral \n");

}

else if ((side1 == side2) || (side1 == side3) || (side2 == side3))

{

printf("The triangle is isoceles \n");

}

else

{

printf("The triangle is scalene \n");

}

if (((sqSide1+sqSide2)==sqSide3) || ((sqSide1+sqSide3)==sqSide2) || ((sqSide2+sqSide3)==sqSide1))

{

printf("The triangle is also right angled \n");

}

getch();

}