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COP TU&TR Project 1 Triangle Type

PSEUDO CODE

1. Create 3 variables for each side of the triangle

Int side1, side2, side3;

1. Ask user to enter side 1, side2, and side3

cout<<”Enter three sides”<<endl;

1. Program checks to see if any values entered is above zero

If (side1==0 || side2 ==0 || side3==0)

{

If any values are zero then the user will be prompted that all sides must be greater than zero

cout<<”These sides do not form a triangle because there is a side with a value of 0”<<endl;

}

1. Program checks to see if it is a valid triangle using the triangle formula that states that the combination of both sides must be greater than the third side

(this will check if the equation is false and if it is it will be the true path).

If the third side is greater than the sum of the first two sides the user will be prompted that the inputs entered do not form a triangle.

If (side1+side2<side3)

{ cout<<”This does not form a triangle because the third side is greater than the sum of both sides”<<endl;

}

else

{

cout<<”This is a”<<endl;

1. If the user input is not zero and the entered values do make a triangle then the program checks to see what type of triangle it is

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

{

1. If all the sides are the same then it will output to the user that the triangle is an equilateral triangle

                    cout<<"an equilateral triangle because all sides are equal."<<endl;

}

else if

{

1. If the triangle has two sides that are the same value then it will display a prompt saying the triangle is isosceles.

cout<<”Isosceles triangle”<<endl;

}

else

{

1. Anything else will display that the triangle is a scalene triangle

cout<<”Scalene triangle”<<endl;

}

loop