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// 15To check trangle property like Equilateral,isosceles,scalene
#include<stdio.h>
int main(){
    int side1, side2, side3;
    printf("Enter sides of triangle:");
    scanf("%d%d%d",&side1,&side2,&side3);
    if(side1 == side2 && side2 == side3)
        printf("The Given Triangle is equilateral");
    else if(side1 == side2 || side2 == side3 || side3 == side1)
        printf("The given Triangle is isosceles");
    else
        printf("The given Triangle is scalene");
    return 0;
}
```