

// TRIÁNGULOS INTRO.cpp : Este archivo contiene la función "main". La ejecución del programa comienza y termina ahí.

//

```
#include <iostream>
#include <stdio.h>
#include <string>
using namespace std;
```

```
int main()
```

```
{
```

```
    int l1, l2, l3;
    float AREA, AISOCELES, PER, PI;
    float A, B, C;
```

```
    string op = "n";
```

```
    while (op != "s")
```

```
    {
```

```
        cout << "\nIngrese lado 1: ";
        cin >> l1;
        cout << "Ingrese lado 2: ";
        cin >> l2;
        cout << "Ingrese lado 3: ";
        cin >> l3;
```

```
        //FUNCIONES//
```

```
        AREA = sqrt(((l1 + l2 + l3) * (l1 + l2 - l3) * (l2 + l3 - l1) * (l3 + l1 - l2)) / 16.0);
```

```
        PER = l1 + l2 + l3;
```

```
        PI = 3.14159265359;
```

```
        if (l1 == l2 && l1 == l3)
```

```
            cout << "\nEs un triangulo Equilatero" << "\nEl area es: " << AREA << "\nEl Perimetro es: " <<
PER << "\n" ;
```

```
        else if (l1 == l2 || l1 == l3 || l2 == l3)
```

```
            cout << "\nEs un triangulo Isocetes" << "\nEl area es: " << AREA << "\nEl Perimetro es: " <<
PER << "\n";
```

```
        else
```

```
            cout << "\nEs un triangulo Escaleno" << "\nEl area es: " << AREA << "\nEl Perimetro es: " <<
PER << "\n";
```

```
        cout << "\n Otro triangulo (o) Salir (s)";
```

```
        cin >> op;
```

```
    }
```

```
}
```