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//PARA DETERMINARA SI ES UN TRIANGULO ISOSCELES
#include <iostream>
#include <math.h>

using namespace std;

int main()
{
   float V[3];
   int temporal[3];
   int X[3];
   int Y[3];
   cout << "Hello world!" << endl;

   for (int i=0; i < 3; i++){
   cout<< "Ingrese los valores del #"<<(i+1)<<" Vertice"<<endl;
   cout<<endl;
   cout<< "Ingrese el valor de X"<<(i+1)<<endl;
   cin >> X[i];
   cout<< "Ingrese el valor de Y"<<(i+1)<<endl;
   cin >> Y[i];
   cout<<endl;
   }
   cout << "Los Valores ingresados son: "<<endl;
   for (int i=0; i < 3; i++){
      cout << "El vertice #"<<(i+1)<<" es: ( "<<X[i]<<", "<<Y[i]<<" )"<<endl;
      if (i==0){
         temporal[i] = pow((X[i+1] - X[i]),2) + pow((X[i+1] - Y[i]),2);
      }
      if (i==1){
         temporal[i] = pow((X[i+1] - X[i]),2) + pow((X[i+1] - Y[i]),2);
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        }
        if (i==2){
            temporal[i] = pow((X[i-2] - X[i]),2) + pow((X[i-2] - Y[i]),2);
        }
    }

    for (int j=0; j <3; j++){
        V[j] = sqrt(temporal[j]);
    }
    cout<<endl;
    //comprobar si es un triangulo

    if (V[0]==V[1] || V[1] == V[2] || V[2] == V[0]){
        cout << "Se tiene un triangulo Isosceles"<<endl;
    }else{
            cout<< "Los vertices introducidos no corresponden a un triangulo isosceles"<<endl;
        }


    return 0;
}
```