|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 1 | A | Triangle | Inputer | **Triangle, input three positive integer sides**   1. Start the program. 2. Enter three integer numbers. 3. See type of triangle. | 1. The program started. 2. Sides were initialized by inputted numbers. 3. The type of triangle was printed on console. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 2 | A | Triangle | Inputer | **Triangle, input one string side**   1. Start the program. 2. Enter one string. 3. See the error message. | 1. The program started. 2. Entered string as a side of triangle. 3. The error message was printed on console. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 3 | A | Triangle | Checker | **Triangle, transfer one or more negative values (to check PositivityCheck method)**   1. Start the program. 2. Enter one or more negative numbers. 3. See the false meaning of the method. | 1. The program started. 2. Entered negative number as a side of triangle. 3. The method returned false value. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 4 | A | Triangle | Checker | **Triangle, transfer three positive values (to check PositivityCheck method)**   1. Start the program. 2. Enter three positive numbers. 3. See the true meaning of the method. | 1. The program started. 2. Entered three positive numbers. 3. The method returned true value. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 5 | A | Triangle | Checker | **Triangle, transfer three positive values, where the amount of any two values less than other value**  **(to check TriangleExistance method)**   1. Start the program. 2. Enter three positive numbers, where the amount of two values less than other value. 3. See the false meaning of the method. | 1. The program started. 2. Entered three positive numbers, where the amount of two values less than other value. 3. The method returned false value. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 6 | A | Triangle | Checker | **Triangle, transfer three positive values, where the amount of two values more than other value**  **(to check TriangleExistance method)**   1. Start the program. 2. Enter three positive numbers, where the amount of two values more than other value. 3. See the true meaning of the method. | 1. The program started. 2. Entered three positive numbers, where the amount of two values more than other value. 3. The method returned true value. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 7 | A | Triangle | Builder | **Triangle, transfer three positive values, where two values are equal**  **(to check DetermineTriangleType method)**   1. Start the program. 2. Enter three positive numbers, where two values are equal. 3. See the isosceles triangle type. | 1. The program started. 2. Entered three positive numbers, where two values are equal. 3. The method returned isosceles triangle type. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 8 | A | Triangle | Builder | **Triangle, transfer three positive values, where three values are equal**  **(to check DetermineTriangleType method)**   1. Start the program. 2. Enter three positive numbers, where three values are equal. 3. See the equilatelarol triangle type. | 1. The program started. 2. Entered three positive numbers, where three values are equal. 3. The method returned equilatelarol triangle type. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 9 | A | Triangle | Builder | **Triangle, transfer three not equal positive values**  **(to check DetermineTriangleType method)**   1. Start the program. 2. Enter three not equal positive numbers. 3. See the common triangle type. | 1. The program started. 2. Entered three not equal positive numbers. 3. The method returned common triangle type. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 10 | A | Triangle | Builder | **Triangle, transfer three positive values, where two values are equal**  **(to check Build method)**   1. Start the program. 2. Enter three positive numbers, where two values are equal. 3. See the isosceles triangle creation. | 1. The program started. 2. Entered three positive numbers, where two values are equal. 3. The method returned isoscales triangle. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 11 | A | Triangle | Builder | **Triangle, transfer three positive values, where three values are equal**  **(to check Build method)**   1. Start the program. 2. Enter three positive numbers, where three values are equal. 3. See the equilatelarol triangle creation. | 1. The program started. 2. Entered three positive numbers, where three values are equal. 3. The method returned equilatelarol triangle. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID 12 | A | Triangle | Builder | **Triangle, transfer three not equal positive values**  **(to check Build method)**   1. Start the program. 2. Enter three not equal positive numbers. 3. See the common triangle creation. | 1. The program started. 2. Entered three not equal positive numbers. 3. The method returned common triangle. |