2D – Triangle times

You have trouble remembering which type of triangle is which. You write a program to help. Your program reads in three angles (in degrees).

- If all three angles are 60, output `Equilateral`.
- If the three angles add up to 180 and exactly two of the angles are the same, output `Isosceles`.
- If the three angles add up to 180 and no two angles are the same, output `Scalene`.
- If the three angles do not add up to 180, output `Error`.

Input

A test case consists of three integers on a separate line. Each integer will be greater than 0 and less than 180.

Output

Exactly one of `Equilateral`, `Isosceles`, `Scalene` or `Error` will be printed on one line.

Example

Input:
60
70
50

Output:
Scalene

Input:
60
75
55

Output:
Error