

```
1 program question1
2   implicit none
3   real :: side1, side2, side3
4   character(len=20) :: triangleType
5   print *, 'Type the length of triangle side 1'
6   read *, side1
7
8   print *, 'Type the length of triangle side 2'
9   read *, side2
10
11  print *, 'Type the length of triangle side 3'
12  read *, side3
13
14  if ( (side1==side2).and.(side2==side3) ) then
15      triangleType = "Equilateral"
16  else if ( (side1/=side2).and.(side2/=side3).and.(side3/=side1) ) then
17      triangleType="Scalene"
18  else
19      triangleType="Isosceles"
20  end if
21
22  print *, "This triangle is a ", triangleType, "'s type"
23 end program question1
```