Digital assignment 2

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QUESTION:

Get the three angles of a triangle as input.

find the count of the type of the triangle.

Continue the process for 5 times.

If the sum of the three angles is greater than 180 then prompt for correct values. (the sum of all internal angles of a triangle is always equal to 180°). Keep the count of the wrong entries also.

Acute Angled Triangle (all three angles less than 90°) Right-Angled Triangle (one angle that measures exactly 90°)

Obtuse Angled Triangle (one angle that measures more than 90°)

Sample i/p:

60

70

50

40

50

90

40

40

100

30

```
30
120
90
60
30
Sample o/p:
Acute Angled Triangle: 1
Right Angled Triangle: 2
Obtuse Angled Triangle: 2
Wrong Entries: 0
Second Sample i/p:
60
70
50
40
50
90
40
40
100
30
30
120
90
90
30
Wrong Entry try again
90
30
```

```
Sample o/p:
Wrong Entry try again
Acute Angled Triangle: 1
Right Angled Triangle: 2
Obtuse Angled Triangle: 2
Wrong Entries: 1
```

Answer:

```
#include <stdio.h>
int main() {
int i, j, a, b, c, sum, acute = 0, right = 0, obtuse = 0,
wrong = 0;
  for (i = 1; i \le 5; i++) {
    printf("Enter the three angles of triangle
%d:\n",i);
    scanf("%d %d %d", &a, &b, &c);
    sum = a + b + c;
    if (sum > 180) {
       printf("Wrong Entry try again\n");
       wrong++;
       i--;
       continue;
    if (a < b) {
      i = a;
  a = b;
       b = j;
    }
```

```
if (a < c) {
                                      j = a;
                                      a = c;
                                      c = j;
                         if (a*a == b*b + c*c) {
                                        printf("Right-Angled Triangle\n");
                                       right++;
                         extrm{ } e
                                        printf("Acute Angled Triangle\n");
                                        acute++;
                         } else {
                                        printf("Obtuse Angled Triangle\n");
                                        obtuse++;
             printf("\nAcute Angled Triangle: %d\n", acute);
             printf("Right Angled Triangle: %d\n", right);
             printf("Obtuse Angled Triangle: %d\n", obtuse);
             printf("Wrong Entries: %d\n", wrong);
            return 0;
}
```