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Summary:

Part 1 (Testing the Original Triangle.py):

Test ID	Input	Expected Results	Actual Result	Pass or Fail
1	5,5,5	Equilateral	InvalidInput	Fail
2	3,4,5	Right	InvalidInput	Fail
3	4,12,250	Right	InvalidInput	Fail
4	150,150,150	Equilateral	InvalidInput	Fail
5	7,8,9	Scalene	InvalidInput	Fail
6	7,5,7	Isoceles	InvalidInput	Fail

All the test cases failed this tell that the Triangle,py has many bugs in the code

Part 2 (Testing the revised Triangle.py):

I Have fixed all the bugs which was in the program Triangle.py and all my test cases are passed

Test ID	Input	Expected Results	Actual Result	Pass or Fail
1	5,5,5	Equilateral	Equilateral	Pass
2	3,4,5	Right	Right	Pass
3	4,12,250	InvalidInput	InvalidInput	Pass
4	150,150,150	Equilateral	Equilateral	Pass

5	**7,8,9**	**Scalene**	**Scalene**	**Pass**
6	**7,5,7**	**Isoceles**	**Isoceles**	**Pass**

No	**Bugs Found**	Fixed
1	**if (a >= (b - c)) or (b >= (a - c)) or (c >= (a + b)):**	**(a >= (b + c)) or (b >= (a + c)) or (c >= (a + b)):**
2	**((a * 2) + (b * 2)) == (c * 2):**	**a ** 2 + b ** 2 == c ** 2 or c ** 2 + b ** 2 == a ** 2 or a ** 2 + c ** 2 == b ** 2:**
3	**(a != b) and (b != c) and (a != b):**	**(a != b) and (b != c) and (a != c):**
4	**a == b and b == a:**	**a == b and b == c and a==c:**
5	**if a <= 0 or b <= b or c <= 0:**	**if a <= 0 or b <= 0 or c <= 0:**
6		

	Test Run 1	Test Run 2
Tests Executed	All the above tests have bugs.	The same tests were executed
Tests Passed	All failed	All tests were passed
Defects Found	6	No defects found
Defects Fixed	All defects were fixed	No defects to fix

In the end I found many bugs in the program triangle.py there were bugs which can be a common mistakes which any developer can do like subtraction sign instead of addition sign Or power sign or greater then or smaller then sign which anyone can make