#include <stdio.h>

void main()

{

int x,y,z;

printf("enter the first angle: ");

scanf("%d", &x);

printf("enter the second angle: ");

scanf("%d", &y);

printf("enter the third angle: ");

scanf("%d", &z);

int sum\_of\_angles = x + y + z;

if (sum\_of\_angles=180)

{

printf("It is a valid triangle");

}

else{

printf("It is not a valid triangle");

}

}

