



1. Begin
2. Let side1 = 0, side2 = 0, maxThirdEdge = 0;
3. Accept side, store to side1;
4. Accept side, store to side2;
5. Compute maxThirdEdge by add side1 and side2 and multiply to -1, store to maxThirEdge;
6. Display maxTirdEdge;
7. End