```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using System.Windows;
7  using System.Windows.Controls;
8  using System.Windows.Data;
9  using System.Windows.Documents;
10 using System.Windows.Input;
11 using System.Windows.Media;
12 using System.Windows.Media.Imaging;
13 using System.Windows.Navigation;
14 using System.Windows.Shapes;
15
16 namespace TriangleCheck
17 {
18     /// <summary>
19     /// Interaction logic for MainWindow.xaml
20     /// </summary>
21     public partial class MainWindow : Window
22     {
23         List<Triangle> triangles = new List<Triangle>();
24         public MainWindow()
25         {
26             InitializeComponent();
27         }
28
29         private void TextBox_TextChanged(object sender,
             TextChangedEventArgs e)
30         {
31
32         }
33
34
35         private void buttonClick(object sender, RoutedEventArgs e)
36         {
37             isTriangle();
38         }
39
40         private void isTriangle()
41         {
42             double number1, number2, number3;
43             bool success1 = double.TryParse(triangleInput1.Text, out
                 number1);
44             bool success2 = double.TryParse(triangleInput2.Text, out
                 number2);
45             bool success3 = double.TryParse(triangleInput3.Text, out
                 number3);
46             outputBlock.Text = "";
47             if (success1 && success2 && success3)
48             {
49                 if (number1 > 0 && number2 > 0 && number3 > 0 && number1
```

```csharp
                           + number2 > number3 && number2 + number3 > number1 && ⮐
                           number1 + number3 > number2)
50                     {
51                         triangles.Add(new Triangle { side1 = number1, side2 ⮐
                       = number2, side3 = number3, message = "可以形成三角 ⮐
                       形!" });
52                         resultOutput.Background = Brushes.Green;
53                         resultOutput.Text = $"{number1}、{number2}、{number3} ⮐
                       可以形成三角形!";
54                     }
55                     else
56                     {
57                         triangles.Add(new Triangle { side1 = number1, side2 ⮐
                       = number2, side3 = number3 ,message = "無法形成三角 ⮐
                       形!" });
58                         resultOutput.Background = Brushes.Red;
59                         resultOutput.Text = $"{number1}、{number2}、{number3} ⮐
                       無法形成三角形!";
60                     }
61                 }
62                 else
63                 {
64                     MessageBox.Show("請輸入大於0的數字哦!");
65                 }
66                 foreach (Triangle triangle in triangles)
67                 {
68                     outputBlock.Text += $"{triangle.side1}、 ⮐
                       {triangle.side2}、{triangle.side3} {triangle.message} ⮐
                       \n";
69                 }
70             }
71         }
72 }
73
```