

		Classes D'équivalence	
	Classes	Domaines	Validité
	C1	long1 = 0 ; long2 = 0 ; long3 = 0	INVALIDE
	C2	long1 > 0 ; long2 > 0 ; long3 > 0	VALIDE
	C3	long1 >= long2 + long3 ; long2 >= long1 + long3 ; long3 >= long2 + long1	INVALIDE
		Stratégie de Test aux Limites	
	Stratégies	limites	Validité
	C1	long1 = 1 ; long2 = 0 ; long3 = 1	INVALIDE
		long1 = 0 ; long2 = 1 ; long3 = 1	INVALIDE
		long1 = 1 ; long2 = 1 ; long3 = 0	INVALIDE
	C2	long1 = 1 ; long2 = 1 ; long3 = 1	VALIDE
		long1 = 0 ; long2 = 1 ; long3 = 1	INVALIDE
		long1 = -1 ; long2 = 1 ; long3 = 1	INVALIDE
	C3		
		long1 = 2 ; long2 = 1 ; long3 = 1	INVALIDE
		Jeu de DT	
	N°DT	Valeur d'entrée	Oracle
	1	long1 = 1 ; long2 = 0 ; long3 = 1	ISOCELE
	2	long1 = 1 ; long2 = 1 ; long3 = 1	EQUILATERAL

	3	$\text{long1} = 5 ; \text{long2} = 2 ; \text{long3} = 3$	NON TRIANGLE
	4	$\text{long1} = -1 ; \text{long2} = 2 ; \text{long3} = 3$	IMPOSSIBLE
	5	$\text{long1} = 1 ; \text{long2} = 2 ; \text{long3} = 3$	SCALENE