yes line(point2d(1,2),point2d(2,4),point2d(3,6))

no line(point2d(1,2),point2d(2,4),point2d(3,8))

yes line(point2d(1,2),point2d(2,4),point2d(10,20))

no vertical(point2d(1,2),point2d(2,4))

yes vertical(point2d(1,2),point2d(1,4))

no vertical(point2d(1,2),point2d(3,2))

no horizontal(point2d(1,2),point2d(2,4))

no horizontal(point2d(1,2),point2d(1,4))

yes horizontal(point2d(1,2),point2d(3,2))

no triangle(point2d(1,2),point2d(2,4),point2d(3,6))

yes triangle(point2d(1,2),point2d(2,4),point2d(3,8))

no triangle(point2d(1,2),point2d(2,4),point2d(10,20))

yes triangle(point2d(2,3),point2d(6,3),point2d(4,3+sqrt(12)))

yes equilateral(point2d(2,3),point2d(6,3),point2d(4,3+sqrt(12)))

yes isosceles(point2d(2,3),point2d(6,3),point2d(4,3+sqrt(12)))

no right(point2d(2,3),point2d(6,3),point2d(4,3+sqrt(12)))

no scalene(point2d(2,3),point2d(6,3),point2d(4,3+sqrt(12)))

yes acute(point2d(2,3),point2d(6,3),point2d(4,3+sqrt(12)))

no obtuse(point2d(2,3),point2d(6,3),point2d(4,3+sqrt(12)))

yes triangle(point2d(2,2),point2d(5,2),point2d(3.5,-2))

no equilateral(point2d(2,2),point2d(5,2),point2d(3.5,-2))

yes isosceles(point2d(2,2),point2d(5,2),point2d(3.5,-2))

no right(point2d(2,2),point2d(5,2),point2d(3.5,-2))

no scalene(point2d(2,2),point2d(5,2),point2d(3.5,-2))

yes acute(point2d(2,2),point2d(5,2),point2d(3.5,-2))

no obtuse(point2d(2,2),point2d(5,2),point2d(3.5,-2))

yes triangle(point2d(0,0),point2d(-2,2),point2d(4,4))

no equilateral(point2d(0,0),point2d(-2,2),point2d(4,4))

no isosceles(point2d(0,0),point2d(-2,2),point2d(4,4))

yes right(point2d(0,0),point2d(-2,2),point2d(4,4))

yes scalene(point2d(0,0),point2d(-2,2),point2d(4,4))

no acute(point2d(0,0),point2d(-2,2),point2d(4,4))

no obtuse(point2d(0,0),point2d(-2,2),point2d(4,4))

yes triangle(point2d(1,1),point2d(3,1),point2d(4,3))

no equilateral(point2d(1,1),point2d(3,1),point2d(4,3))

no isosceles(point2d(1,1),point2d(3,1),point2d(4,3))

no right(point2d(1,1),point2d(3,1),point2d(4,3))

yes scalene(point2d(1,1),point2d(3,1),point2d(4,3))

no acute(point2d(1,1),point2d(3,1),point2d(4,3))

yes obtuse(point2d(1,1),point2d(3,1),point2d(4,3))

yes triangle(point2d(3,1),point2d(9,1),point2d(6,4))

no equilateral(point2d(3,1),point2d(9,1),point2d(6,4))

yes isosceles(point2d(3,1),point2d(9,1),point2d(6,4))

yes right(point2d(3,1),point2d(9,1),point2d(6,4))

no scalene(point2d(3,1),point2d(9,1),point2d(6,4))

no acute(point2d(3,1),point2d(9,1),point2d(6,4))

no obtuse(point2d(3,1),point2d(9,1),point2d(6,4))