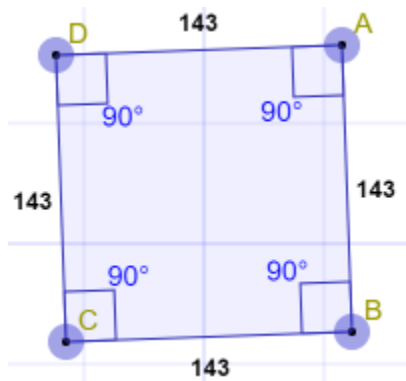


**Output: Square**



Angle A: 90

Angle B: 90

Angle C: 90

Angle D: 90

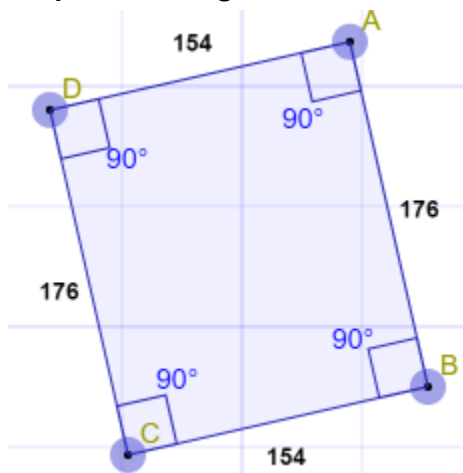
Side A: 143

Side B: 143

Side C: 143

Side D: 143

**Output: Rectangle**



Angle A: 90

Angle B: 90

Angle C: 90

Angle D: 90

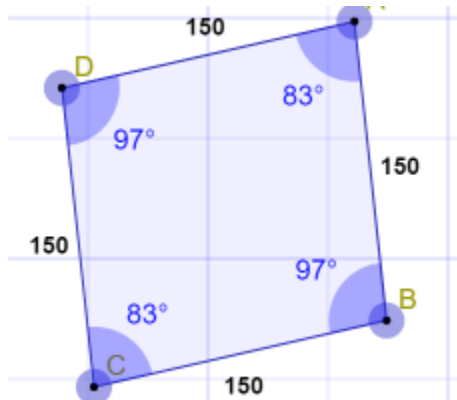
Side A: 154

Side B: 176

Side C: 154

Side D: 176

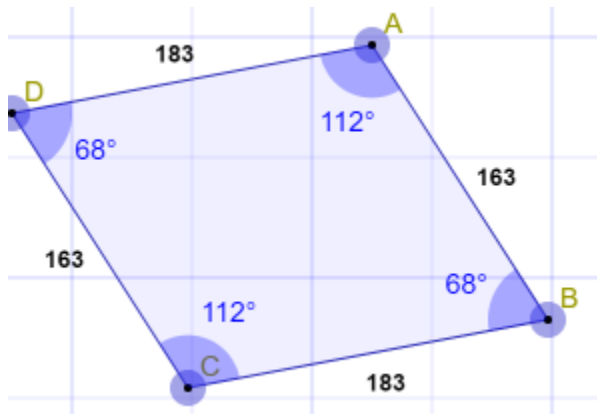
**Output: Rhombus**



Angle A: 83  
Angle B: 97  
Angle C: 83  
Angle D: 97

Side A: 150  
Side B: 150  
Side C: 150  
Side D: 150

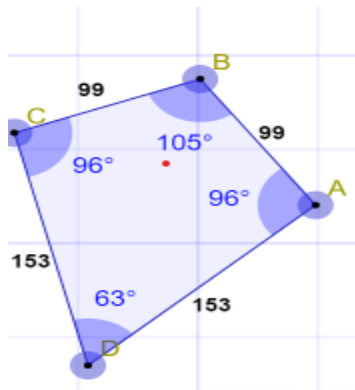
**Output: Parallelogram**



Angle A: 112  
Angle B: 68  
Angle C: 112  
Angle D: 68

Side A: 183  
Side B: 163  
Side C: 183  
Side D: 163

**Output: Kite**



Angle A: 105

Angle B: 96

Angle C: 63

Angle D: 96

Side A: 99

Side B: 153

Side C: 153

Side D: 99

**Output: Isosceles Trapezoid**

Angle A: 105

Angle B: 75

Angle C: 75

Angle D: 105

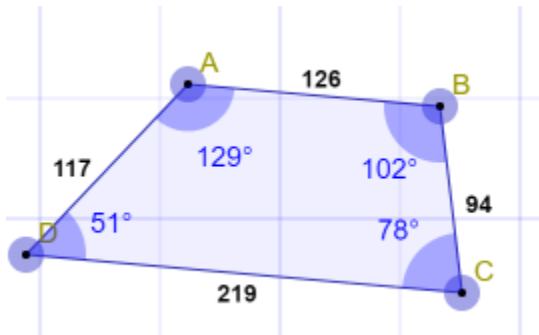
Side A: 3

Side B: 10

Side C: 4

Side D: 10

**Output: Trapezoid**



Angle A: 102

Angle B: 78

Angle C: 51

Angle D: 129

Side A: 126

Side B: 94

Side C: 219

Side D: 117

**Output: Impossible**

(this was the example you gave in class)

Angle A: 125

Angle B: 45

Angle C: 100

Angle D: 90

Side A: 10

Side B: 8

Side C: 10

Side D: 8

Angle A: 125

Angle B: 45

Angle C: 100

Angle D: 3 (angleSum != 360)

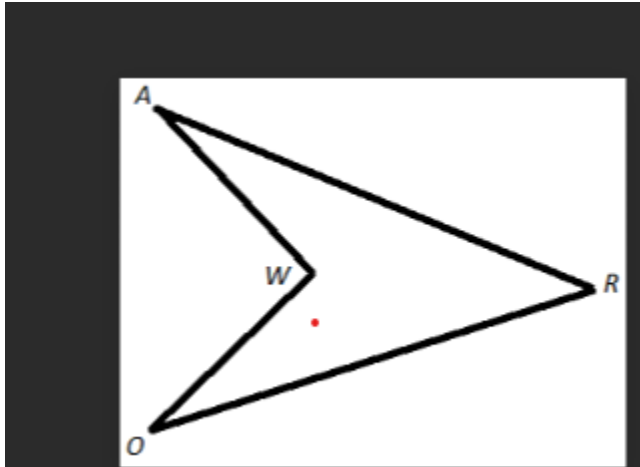
Side A: 0 (side is illogical)

Side B: 8

Side C: 10

Side D: 8

**Output: Undefined**



Angle A: 30  
Angle B: 60  
Angle C: 30  
Angle D: 240

Side A: 5  
Side B: 10  
Side C: 10  
Side D: 5

**Output: Invalid Angle**

Angle A: 0  
Angle B: 120  
Angle C: 120  
Angle D: 120

Side A: 3  
Side B: 4  
Side C: 5  
Side D: 6