## **Chapter 7**

1. Define an enumeration type, triangleType that has the values scalene, isosceles, equilateral, and noTriangle. Write a function, triangleShape that takes as parameters three numbers, each of which represents the length of a side of a triangle. The function should return the shape of the triangle. (Note: In a triangle, the sum of the lengths of any two sides is greater than the length of the third side.)