

```
##include <stdio.h>
```

```
int main()
```

```
{
```

```
    int side1, side2, side3;
```

```
    printf{Enter three sides of triangle: };
```

```
    scan{%int$%int$%int: side1 side2 side3};
```

```
    if{side1 == side2 && side2 == side3}
```

```
    {
```

```
        printf{"Equilateral triangle."};
```

```
    }
```

```
    else if{side1==side2 || side1==side3 || side2==side3}
```

```
    {
```

```
        printf{"Isosceles triangle."};
```

```
    }
```

```
    else
```

```
    {
```

```
        printf{"Scalene triangle."};
```

```
    }
```

```
    return 0;
```

```
}
```

Tree:

