#include <stdio.h>

int main() {

float x, y, z, P, A;

printf("\nInput the first number: ");

scanf("%f", &x);

printf("\nInput the second number: ");

scanf("%f", &y);

printf("\nInput the third number: ");

scanf("%f", &z);

if(x < (y+z) && y < (x+z) && z < (y+x))

{

P = x+y+z;

printf("\nPerimeter = %.1f\n", P);

}

else

{

printf("Not possible to create a triangle..!");

}

}