'a' 'B' '.' '$' '10' '1' '0'

0 1 2

Abhinav

'*' '₹' '7' '&' '#' '?'

A

clr

{ne} '@'

'1' '0' ',' '~' '1' '9' '^'

'1' '0'

char c = '^' ;

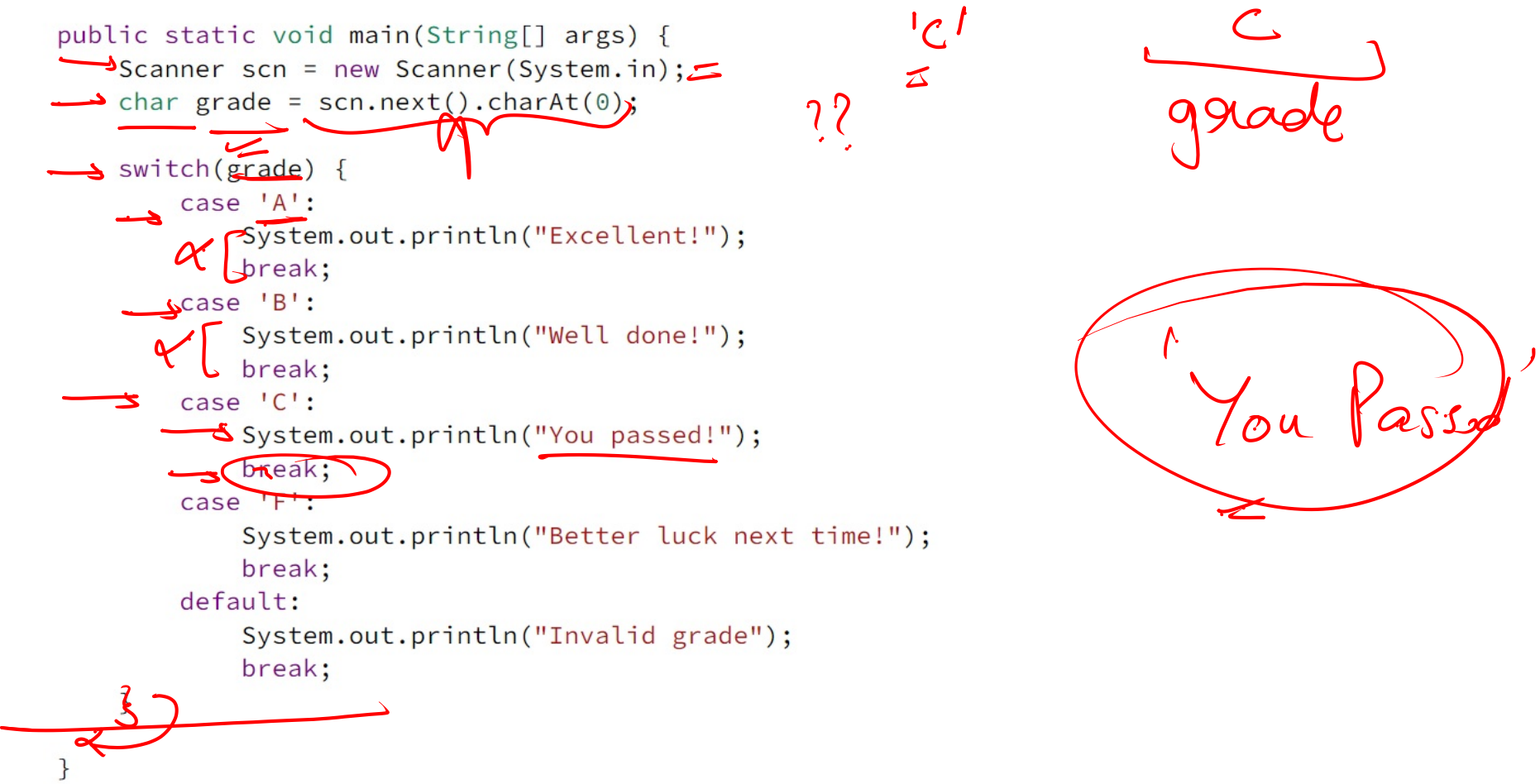
'>'

Scn.next().charAt(0)

Str

```
Switch (grade) {

    case 'A' :
        ____________
        ____________
        ____________
        break;

    case 'B' :
        ____________
        ____________
        ____________
        break

    default :
        ____________
        ____________
        ____________

}
```

```java
public static void main(String[] args) {
    Scanner scn = new Scanner(System.in);
    char grade = scn.next().charAt(0);

    switch(grade) {
        case 'A':
            System.out.println("Excellent!");
            break;
        case 'B':
            System.out.println("Well done!");
            break;
        case 'C':
            System.out.println("You passed!");
            break;
        case 'F':
            System.out.println("Better luck next time!");
            break;
        default:
            System.out.println("Invalid grade");
            break;
    }
```



Write a Java program that determines the type of triangle based on the lengths of its three sides. The program should categorize the triangle as either "Equilateral," "Isosceles," "Scalene," or "Not a triangle."

Here are the rules:

- An equilateral triangle has all three sides equal.
- An isosceles triangle has exactly two sides equal.
- A scalene triangle has all sides different.
- If the sum of any two sides is not greater than the third side, it's not a triangle.

Character Theory

numerics → 0 1

A → 65

ASCII Code =

'x' → 120

A

'a' → 97

A → 65

B → 66

C → 67

Z → 9

'A' + 5

F

X + 5

'A' + 1

(X + 3) − (X)

3

'3' − '0'

'0' → X

'1' → X + 1

'2' → X + 2

'3' → X + 3

'C' + 12

X + 12

100 + 12

112