x=7 y=12 z=44

If **x** was divisible by **3**, the program checked the value of **y**.

If **y** was greater than or equal to **200**, the program added **10** to the value of **z**.

If **y** was greater than or equal to **100** but less than **200**, the program added **5** to the value of **z**.

If **y** was greater than or equal to **50** but less than **100**, the program added **4** to the value of **z**.

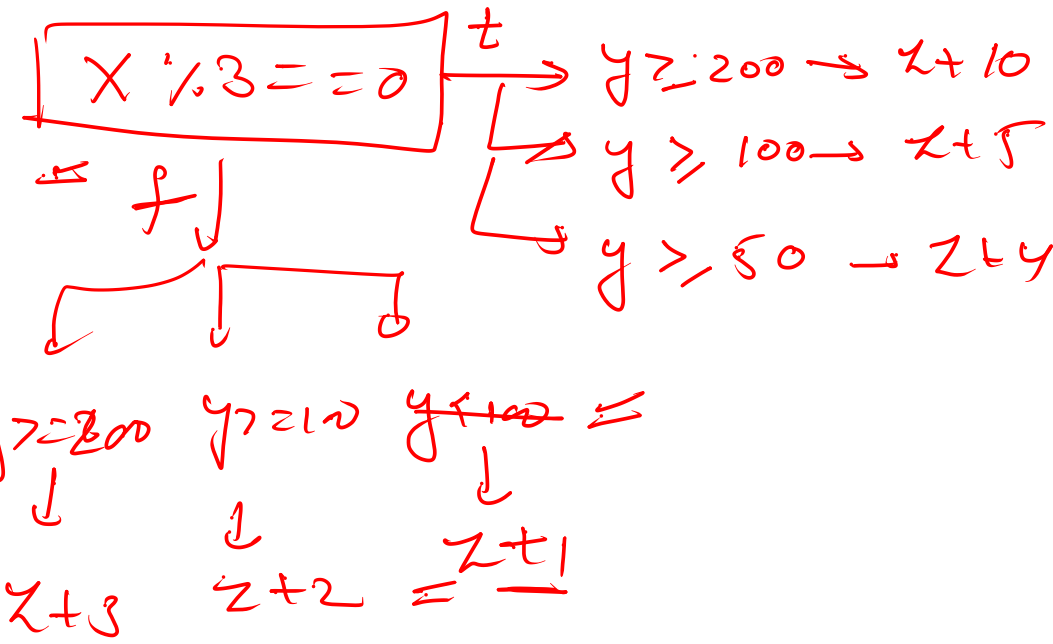
If **y** was less than **50**, the program added **1** to the value of **z**.

On the other hand, if **x** was not divisible by **3**, the program also checked the value of **y**.

If **y** was greater than or equal to **200**, the program added **3** to the value of **z**.

If **y** was greater than or equal to **100** but less than **200**, the program added **2** to the value of **z**.

If **y** was less than **100**, the program added **1** to the value of **z**.

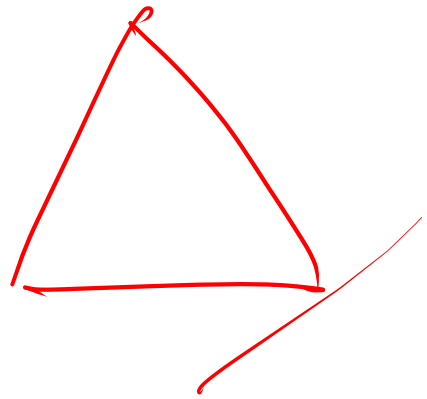


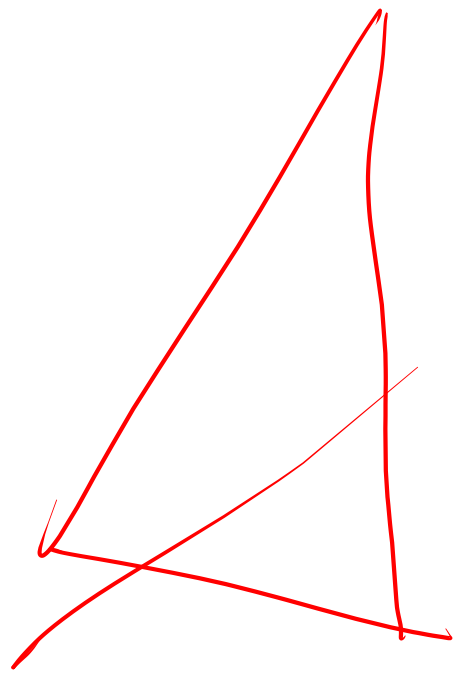
Write a Java program that determines the type of triangle based on the lengths of its three sides. The program should categorize the triangle as either "Equilateral," "Isosceles," "Scalene," or "Not a triangle."

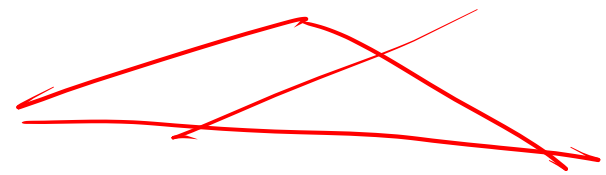
Here are the rules:

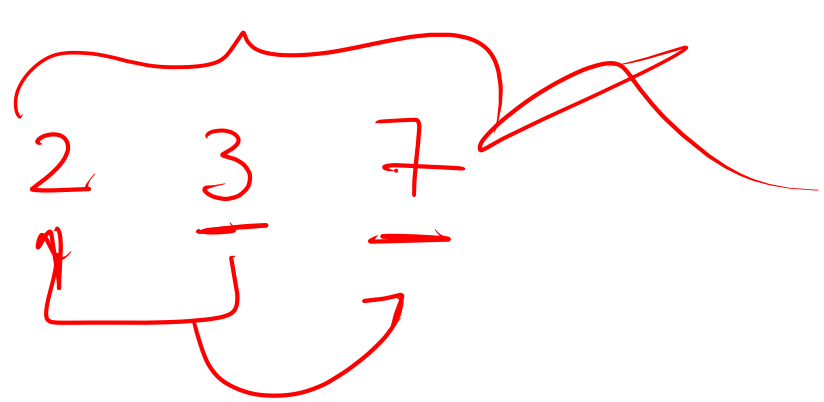
- An equilateral triangle has all three sides equal.
- An isosceles triangle has exactly two sides equal.
- A scalene triangle has all sides different.
- If the sum of any two sides is not greater than the third side, it's not a triangle.

Use nested if-else statements to implement this logic.








2
3
7