#include<stdio.h>

#include<conio.h>

int main()

{

int angle1,angle2,angle3,sum;

printf("Enter 1 angles of triangle: = \n");

scanf("%d",&angle1);

printf("Enter 2 angles of triangle: = \n");

scanf("%d",&angle2);

printf("Enter 3 angles of triangle: = \n");

scanf("%d",&angle3);

sum = angle1 + angle2 +angle3;

if (sum == 180 &&angle1 !=0 &&angle2 !=0 &&angle3 !=0)

{

printf("\n valid triangle.\n\n");

}

else

{

printf("\n Not valid triangle.\n\n");

}

return 0;

}

