```
from enum import Enum
class Triangle:
    """
    An implementation that classifies triangles.
    """


    class Type(Enum):
        INVALID = 0
        SCALENE = 1
        EQUILATERAL = 2
        ISOSCELES = 3

    @staticmethod
    def classify(a, b, c):
        """
        This static method does the actual classification of a triangle, given the lengths
        of its three sides.
        """
        if a <= 0 or b <= 0 or c <= 0:
            return Triangle.Type.INVALID
        trian = 0
        if a == b:
            trian += 1
        if a == c:
            trian += 2
        if b == c:
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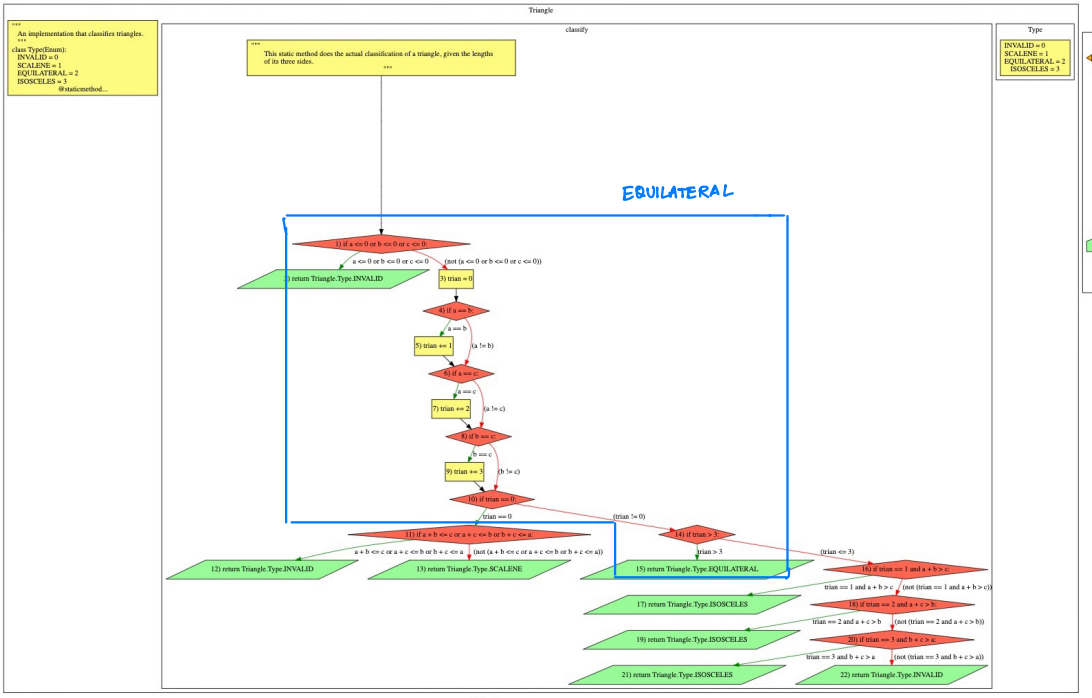
        if trian == 0:
            if a + b <= c or a + c <= b or b + c <= a:
                return Triangle.Type.INVALID
            else:
                return Triangle.Type.SCALENE
        if trian > 3:
            return Triangle.Type.EQUILATERAL
        if trian == 1 and a + b > c:
            return Triangle.Type.ISOSCELES
        elif trian == 2 and a + c > b:
            return Triangle.Type.ISOSCELES
        elif trian == 3 and b + c > a:
            return Triangle.Type.ISOSCELES
                                return Triangle.Type.INVALID
```



isTriangle.py

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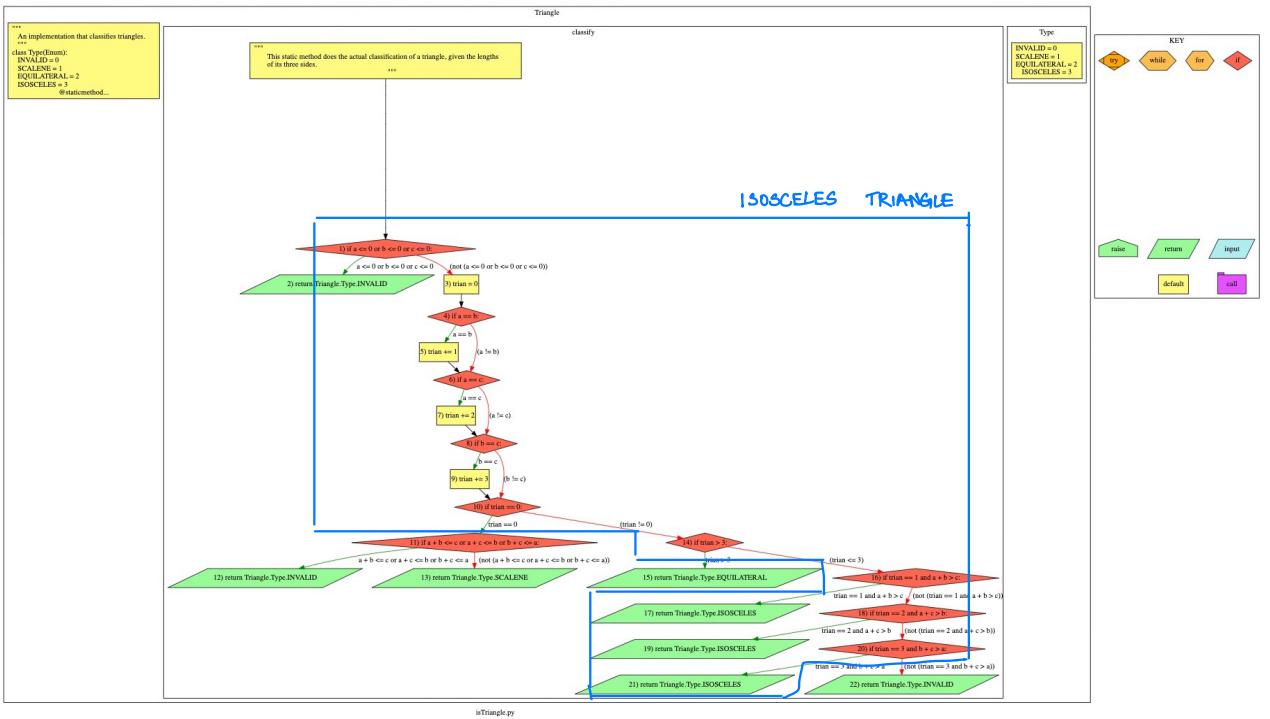

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        elif trian == 3 and b + c > a:
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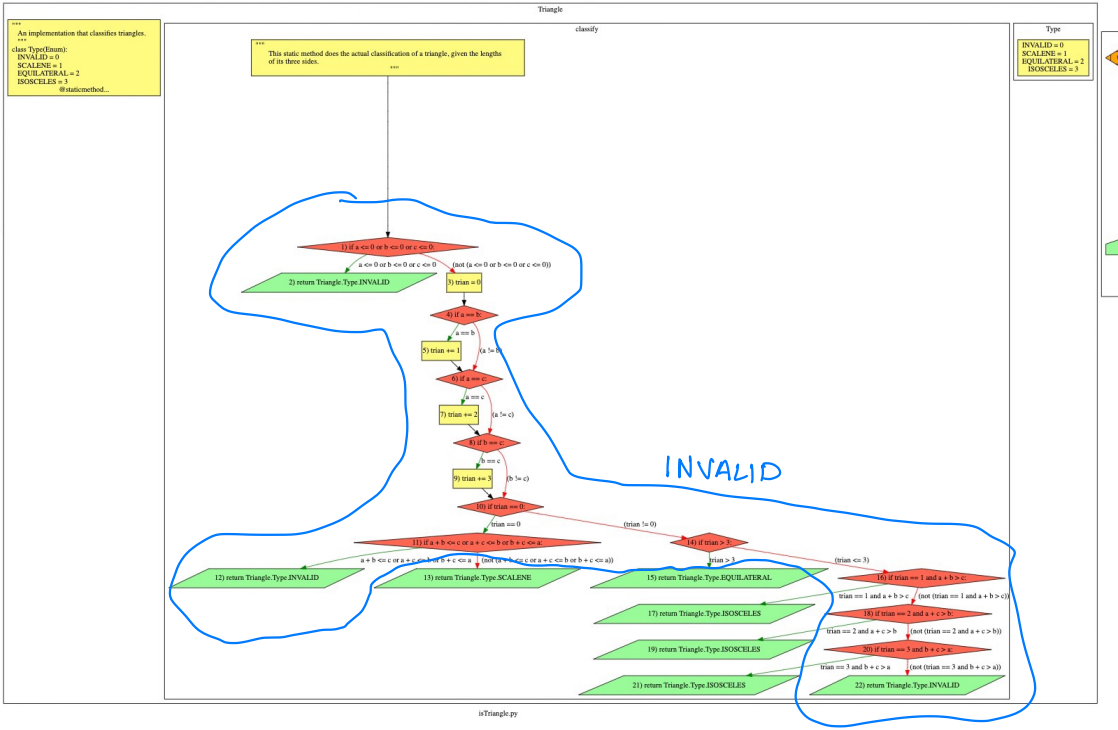
                                return Triangle.Type.INVALID
```



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