Design:

The design methodology is to get three valid integer inputs from a user and then use basic logic to determine the type of triangle is represented.

Source code:

```
int getValidInput();
           //main function
               //define and initialize all variables used
int firstNumber = 0;
int secondNumber = 0;
               int thirdNumber = 0;
string triangleType = "Unknown";
                     //get input from the user
firstNumber = getValidInput();
                     secondNumber = getValidInput();
                     thirdNumber = getValidInput();
                    if (firstNumber == secondNumber == thirdNumber) {
   triangleType = "equilateral";
                     else if ((firstNumber == secondNumber) || (firstNumber == thirdNumber) || (secondNumber == thirdNumber)) {
    triangleType = "isosceles";
                     else {
                          triangleType = "scalene";
                     cout << "The triangle represented by your numbers is " << triangleType << "." << endl;
                return 0;
       v int getValidInput() {
                //define and initialize variables used in this function int number = \theta;
                cout << "Please enter an integer: ";</pre>
                //run until we get a valid input. If the user enters multiple incorrect characters, this will loop once for each character
                while (true) {
                     if (cin >> number) {
                         break;
                    preme,
}else {
   //input was not an integer
   cin.clear();//clear the error flag
   cin.ignore();//discard invalid input
   cout << "Invalid input. Please enter an integer: ";</pre>
                return number;
```

#include <iostream>

```
using namespace std;
//prototype functions used in this program
int getValidInput();
//main function
int main()
//define and initialize all variables used
int firstNumber = 0;
int secondNumber = 0;
int thirdNumber = 0;
string triangleType = "Unknown";
//continuously run
while (true) {
//get input from the user
firstNumber = getValidInput();
secondNumber = getValidInput();
thirdNumber = getValidInput();
//determine what type of triangle the data represents
if (firstNumber == secondNumber == thirdNumber) {
triangleType = "equilateral";
```

```
}
else if ((firstNumber == secondNumber) || (firstNumber == thirdNumber) || (secondNumber
== thirdNumber)) {
triangleType = "isosceles";
}
else {
triangleType = "scalene";
}
//print the result
cout << "The triangle represented by your numbers is " << triangleType << "." << endl;</pre>
}
return 0;
}
int getValidInput() {
//define and initialize variables used in this function
int number = 0;
cout << "Please enter an integer: ";</pre>
//run until we get a valid input. If the user enters multiple incorrect characters, this will
loop once for each character
while (true) {
```

```
if (cin >> number) {
//input is an integer
break;
}else {
//input was not an integer
cin.clear();//clear the error flag
cin.ignore();//discard invalid input
cout << "Invalid input. Please enter an integer: ";
}
}</pre>
```

Test driver:

The test driver for this code was a series of inputs to determine behavior with any given set of inputs:

- 1, 1, 1
- 1, 2, 1
- 1, 2, 3
- A, 1, b, 2, 2

Results:

The program worked as excpected, validating user input and determining the correct type of triangle.

```
Please enter an integer: 1
Please enter an integer: 1
Please enter an integer: 1
The triangle represented by your numbers is equilateral.
Please enter an integer: 1
Please enter an integer: 2
Please enter an integer: 1
The triangle represented by your numbers is isosceles.
Please enter an integer: 1
Please enter an integer: 2
Please enter an integer: 3
The triangle represented by your numbers is scalene.
Please enter an integer: A
Invalid input. Please enter an integer: 1
Please enter an integer: b
Invalid input. Please enter an integer: 2
Please enter an integer: 2
The triangle represented by your numbers is isosceles.
Please enter an integer:
```