Sidea\_Sideb\_IsoscelesTriangle = tests equal values for A and B

Sidea\_Sidec\_IsoscelesTriangle = tests equal values for side A and side C

Sidec\_Sideb\_IsoscelesTriangle = tests equal values for C and B

allNonIntVal = tests that entering all non int values gives the right response

equalateralTriangle = tests for equal values for all 3 sides

oneNonIntVal = tests that entering a single non-int value gives the correct response

scaleneTriangle = tests different values for all 3 sides of your triangle

valuesDontMakeTriangle = negative vlaues give right response