Code review of Jonas Simonsen

Crash when input in console is a “string”, for example: “Hello World”.  
Crash when input is a “double”, for example: “0,5”.  
Crash when no input is given.  
Uses var instead of string for int.Parse(..).  
Uses a var to save values from GetTriangleType(…).  
TriangleType determination method is in the program class. Should be in a Controller or Triangle class.  
There is no Triangle class? “Triangle” side values are solely based on inputs given by the Console command line.  
Personally I’m not a fan of the way that the Isosceles type is determined. It assumes that if none of the other statements are true, the triangle is Isosceles. This will probably result in the CC of the method becoming around or above 12, which means that you would have to split the if-statements into different methods.  
It feels like the program simply compares 3 given integers to each other, and provides a Type based on that.  
  
Good things:  
Use of an enum class to classify Trinagle Types.

What to improve:  
Create a Triangle class with fields to hold a, b, c and the TriangleType.  
Possibly a Controller class to handle work related to the Triangle class.  
Don’t put any logic or relevant code inside the “main class”.  
Handle bad input types so that the program doesn’t crash.   
Don’t use the type var as much, if at all. It’s hard for the reader to understand what’s going on. It will also make it harder to spot mistakes since everything is of the same type.