Problem Link:

<https://leetcode.com/problems/type-of-triangle/?envType=daily-question&envId=2025-05-19>

Solution:

class Solution {

public:

string triangleType(vector<int>& nums) {

int a = nums[0], b = nums[1], c = nums[2];

if(a + b <= c || a + c <= b || b + c <= a)

{

return "none";

}

if(a == b && b == c)

{

return "equilateral";

}

else if(a == b || a == c || b == c)

{

return "isosceles";

}

else

{

return "scalene";

}

}

};