

The triangle problem (simple version)¹

The input to the triangle problem are three numbers a , b and c that represent the lengths of the three sides of the triangle.

Based on these inputs the program determines the type of the triangle, which can be

- Equilateral (i.e. all three sides are equal),
- Isosceles (two equal sides),
- Scalene (three unequal sides).

The program displays the result on the screen.

Test cases

Test Case Code	Input(s)	Expected output(s)	Actual output(s)	Observations
TP1			<i>These are entered after the execution of the test</i>	<i>These are entered after the execution of the test</i>
TP2				

¹ The triangle problem is one of the most common examples used in software testing. This version is compiled from several sources. The original version of this problem can be found in the book by G Meyers “The Art of Software Testing”.

