|  |
| --- |
| **Experiment 6:** Write a program to read three sides of a triangle and determine whether they form scalene, isosceles or equivalent triangle and test it using cause effect testing techniques. |
| **Solution:**  #include <stdio.h>  int main(){  int sidea, sideb, sidec;  while(1){  printf("\nInput three sides of triangle: ");  scanf("%d %d %d", &sidea, &sideb, &sidec);  if(sidea==sideb && sideb==sidec){  printf("This is an equilateral triangle.\n");  }  else if(sidea==sideb || sidea==sidec || sideb==sidec) {  printf("This is an isosceles triangle.\n");  }  Else{  printf("This is a scalene triangle.\n");  }  }  return 0;  }  **Causes:**  C1: Side x is equal to side y  C2: Side x is equal to side z  C3: Side z is equal to side y  C4: Side z not equal to y C5:  Side x not equal to y C6:  Side x not equal to z  **Effects:**  E1: Scalene Triangle E2:  Isosceles Triangle E3:  Equilateral Triang  **Cause-Effect Graphing:**  **Decision table:**    **Output:** |