import static java.lang.System.exit;

import java.util.Scanner;

class Triangle {

double a,b,c;

void getSides(){

Scanner in=new Scanner(System.in);

System.out.println("Enter 3 sides of a triangle:");

a=in.nextDouble();

b=in.nextDouble();

c=in.nextDouble();

}

void checkTriangle(){

if((a+b)>c && (b+c)>a && (a+c)>b){

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

System.out.println("Triangle is equilateral");

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

System.out.println("Triangle is isosceles");

else

System.out.println("Triangle is scalene");

}

else{

System.out.println("Triangle cannot be formed");

exit(0);

}

}

double computeArea(){

double s=(a+b+c)/2;

double area=Math.sqrt(s\*(s-a)\*(s-b)\*(s-c));

return area;

}

}

public class tw2 {

public static void main(String[] args){

Triangle t=new Triangle();

t.getSides();

t.checkTriangle();

if((t.computeArea())!=0){

System.out.println("Area is "+t.computeArea());

}

}

}