2.4 Lab Exercise

Activity: Create a program in Java to implement Logic to find the third angle of a triangle. After that check the triangle type concerning the angle. Write the program on either paper or compiler but don't execute. If it’s on paper, move it to the peer for static review If it’s on compiler, hand it over to the peer.

```
import java.util.Scanner;

public class TriangleAngleType {

   public static void main(String[] args) {

      Scanner scanner = new Scanner(System.in);


      System.out.println("Enter the first angle of the triangle:");

      int angle1 = scanner.nextInt();

      System.out.println("Enter the second angle of the triangle:");

      int angle2 = scanner.nextInt();


      int angle3 = 180 - (angle1 + angle2);


      System.out.println("The third angle of the triangle is: " + angle3);


      if (angle1 == angle2 && angle2 == angle3) {

         System.out.println("The triangle is an equilateral triangle.");

      } else if (angle1 == 90 || angle2 == 90 || angle3 == 90) {

         System.out.println("The triangle is a right triangle.");

      } else if (angle1 == angle2 || angle2 == angle3 || angle1 == angle3) {

         System.out.println("The triangle is an isosceles triangle.");

      } else {

         System.out.println("The triangle is a scalene triangle.");

      }

    scanner.close();
```

```
    }
}
```

Peer work: Check all the programs and comment on the critical lines if they are correct. Write test cases for the scenario and check/ dry run the program accordingly Pass the verdict back to the developer and the developer needs to rectify the program. Re-evaluate the program by peer and selected mistakes would be rechecked by the same test cases developed before.