

Review of triangle program from:

<https://github.com/calmaty/Triangles>

I miss some commenting that describe what this program supposed to do.

In order to future prove and because I believe in general that putting the functionality in the main is a bad practice, I would recommend creating a class for the triangle functionality. In the future you may have to make functionality for identify rectangles or something and it will quickly make the main() confusing and not that readable if the functionality is written directly in the main. Your cyclomatic complexity will also quickly rise above the recommend 12.

And i will also recommend that you make a separate method that check if the input can be a triangle. It will make the code more readable and it will reduce the cyclomatic complexity in your program.