Aufgabe 10

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Contents

Chapter 1

Task 1

Chapter 2

Task 2

```
clas Math{

enum TriangleType {
    Rectangular, Isosceles, Equilateral, Normal}

    public TriangleType classifyTriangle(int side1, int
        side2, int side3) {
         int quad1 = side1 * side1;
         int quad2 = side2 * side2;
         int quad3 = side3 * side3;

         if ((side1 == side2) || (side2 == side3) || (side3
             == side1)) {
             return TriangleType.Isosceles;
         } else if ((side1 == side2) && (side2 == side3)) {
             return TriangleType.Equilateral;
         } else if ((quad1 + quad2 == quad3) || (quad1 +
             quad3 == quad2) || (quad3 + quad2 == quad1)) {
             return TriangleType.Rectangular
         } else {
             return TriangleType.Normal;
         }

    }
}
```

Chapter 3

Task 3