Assignment 1 ( Determining the Type of a Triangle)

#include <stdio.h>

int main()

{

double a, b, c;

double temp, diff;

scanf("%lf %lf %lf", &a, &b, &c);

if (a>b) { temp = a; a = b; b = temp; }

if (a>c) { temp = c; c = b; b = a; a = temp; }

else if (b>c) { temp = b; b = c; c = temp; }

if (c>=(a+b)) printf("invalid\n");

else if ((a==b) && (b==c)) printf("equilateral\n");

else {

diff = a\*a + b\*b - c\*c;

if (diff<0.0) diff = -diff;

if (diff < 0.000001) printf("right-angled\n");

else if ((a==b) || (b==c) || (a==c)) printf("isosceles\n");

else printf("notspecial\n");

}

return 0;

}