```python
class Solution(object):
    def triangleType(self, nums):
        x, y ,z = sorted(nums)

        if x + y <= z:
            triangle = "none"
            return triangle
        if x == y == z:
            triangle = "equilateral"
            return triangle
        if x == y or x == z or z == y:
            triangle = "isosceles"
            return triangle
        if x != y and x != z and y != z:
            triangle = "scalene"
            return triangle
```