#include <stdio.h>

int main() {

int i;

int acuteCount = 0, rightCount = 0, obtuseCount = 0, wrongCount = 0;

for (i = 0; i < 5; i++) {

int angle1, angle2, angle3;

int sum;

printf("Enter the three angles of the triangle:\n");

scanf("%d%d%d", &angle1, &angle2, &angle3);

sum = angle1 + angle2 + angle3;

if (sum > 180) {

printf("Invalid input. Sum of angles should not exceed 180 degrees. Try again.\n");

wrongCount++;

continue;

}

if (angle1 < 0 || angle2 < 0 || angle3 < 0) {

printf("Invalid input. Angles cannot be negative. Try again.\n");

wrongCount++;

continue;

}

if (angle1 + angle2 + angle3 != 180) {

printf("Invalid input. Sum of angles should be 180 degrees. Try again.\n");

wrongCount++;

continue;

}

if (angle1 < 90 && angle2 < 90 && angle3 < 90) {

acuteCount++;

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

rightCount++;

} else {

obtuseCount++;

}

}

printf("Acute Angled Triangle: %d\n", acuteCount);

printf("Right Angled Triangle: %d\n", rightCount);

printf("Obtuse Angled Triangle: %d\n", obtuseCount);

printf("Wrong Entries: %d\n", wrongCount);

return 0;

}