**Normal Version**

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<?php namespace Triangle;

class Triangle{

private $A,$B,$C;

public function \_\_construct(int $A,int $B,int $C){

$this->A = $A;

$this->B = $B;

$this->C = $C;

}

public function getType(): array{

$answer = array('path'=>array(), 'answer'=> 'out of range' );

$isOutOfRange = false;

if(!($this->C >= 1 && $this->C <= 200)){

$answer['answer'] = 'C '.$answer['answer'];

$isOutOfRange = true;

}

if(!($this->B >= 1 && $this->B <= 200)){

$answer['answer'] = 'B '.$answer['answer'];

$isOutOfRange = True;

}

if(!($this->A >= 1 && $this->A <= 200)){

$answer['answer'] = 'A '.$answer['answer'];

$isOutOfRange = true;

}

if(!$isOutOfRange)

{

if($this->A >= $this->B + $this->C){

$answer['answer'] = 'Not a triangle';

}

else if($this->B >= $this->A + $this->C){

$answer['answer'] = 'Not a triangle';

}

else if($this->C >= $this->A + $this->B){

$answer['answer'] = 'Not a triangle';

}

else if($this->A == $this->B && $this->B == $this->C){

$answer['answer'] = 'Equilateral';

}

else if($this->A == $this->B && $this->B != $this->C){

$answer['answer'] = 'Isosceles';

}

else if($this->B == $this->C && $this->A != $this->B){

$answer['answer'] = 'Isosceles';

}

else if($this->A == $this->C && $this->A != $this->B) {

$answer['answer'] = 'Isosceles';

}

else {

$answer['answer'] = 'Scalene';

}

}

return $answer;

}

}