

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace assignment2_tri
8 {
9     public static class TriangleSolver
10     {
11
12         public static string Analyze(int x, int y, int z)
13         {
14             string triType;
15
16             if(x>0 && y>0 && z>0)
17             {
18
19                 if ((x + y) > z && (y + z) > x && (z + x) > y)
20                 {
21
22                     if ((x == y) && (y == z))
23                     {
24                         triType = "Equilateral Triangle";
25                     }
26                     else if ((x == y) || (y == z) || (z == x))
27                     {
28                         triType = "Isosceles Triangle";
29                     }
30                     else
31                     {
32                         triType = "Scalene Triangle";
33                     }
34                 }
35                 else
36                 {
37                     triType = "Invalid input. Triangle cant be formed.";
38                 }
39             }
40             else
41             {
42                 triType = "Triangles sides should be greater than 0.";
43             }
44
45             return triType;
46         }
47     }
48 }
49
```