# #### �Your task is to complete the validate\_triangle and validate\_rectangle functions for the classes.Hint for validating is given in the comments of the code. Also you will have to print the following after validation in respective functions:-

#

# #### 1.Invalid Triangle: If the triangle sum property of sides is not valid(More hint in the comments of code)

#

# #### 2.Valid Triangle:If the triangle sum property of sides is valid.

#

# #### 3.Valid Rectangle:If 2 side pairs are same and they are input in correct order like l,b,l,b

#

# #### 4.Invalid Rectangle: If Not Valid rectangle as stated above.

#

# ### Input Format:

#

# #### The side length of triangle followed by for rectangle in the next line in order.

#

# ### Output Format:

#

# #### since object are created in order, so first validate info about triangle will come and than rectangle.

#

# #### Sample Input 0:

#

# ##### 3 4 5

#

# ##### 2 4 2 4

#

# #### Sample Output 0:

#

# Valid Triangle

#

# Valid Rectangle

# In[7]:

class Triangle():

    def \_\_init\_\_(self,lst):

        self.lst=lst

    def validate\_triangle(self,l):

        if len(l)==3 and (l[0]+l[1])>l[2]:

            return "Valid Triangle"

        else:

            return "Invalid Triangle"

class Rectangle():

    def \_\_init\_\_(self,lst):

        self.lst=lst

    def validate\_rectangle(self,l):

        if len(l)==4 and  (l[0]==l[2]) and (l[1]==l[3]):

            return "Valid Rectangle"

        else:

            return "Invalid Rectangle"

s=list(map(int,input().split()))

t=list(map(int,input().split()))

A=Triangle(s)

print(A.validate\_triangle(s))

B=Rectangle(t)

print(B.validate\_rectangle(t))