# Algorithm Description – Triangle Times

In plain English, point-form, think through the steps necessary to solve the given problem.

Make use of key words like *compare*, *iterate*, *store*.

In code, of course, these translate to conditional statements, loops, and using variables.

## Algorithm

INPUT:

* Collect all 3 angles (good case for using a function)
  + Iterate until valid input for each angle is received
    - Show the prompt
    - Get the input
    - Check whether it is an integer
      * Check whether it is in the range 1 to 178 (inclusive)
        + Store the provided value

PROCESS:

* Store an empty string in a “result” variable to track type of triangle
* Check whether angles have a sum of 180
  + If so…
    - Check whether all three angles are the same
      * If so, store “equilateral” in “result” variable
      * If not…
        + Check whether any pair of the three angles given are the same

If so, store “isosceles” in “result” variable

If not…

Store “scalene” in “result” variable

* + If not…
    - Store “error” in “result” variable

OUTPUT:

* Print contents of “result” variable to screen