Triangle check-list

The main idea is to check the existing triangles first. And after - nonexistent.

1. Existent triangle

1.1 Area test

1.2 Existence test

1.3 Equilateral triangle type test

1.4 Isoscales triangle type test

1.5 Rectangular triangle type test (3.0, 4.0, 5.0)

1.6 Rectangular triangle type test2 (1.0, 2.0, Math.*sqrt*(5))

1.7 Rectangular triangle type test3 (3.0, 5.0, 4.0)

1.8 Regular triangle type test

2. Nonexistent triangle

2.1 Area test

2.2 Existence test

2.3 Message test

2.3 Type test

2.4 Ariphmetic exeption test