# 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 three angles
  + Iterate until valid input is received
    - Show Prompt
    - Get Input
    - Check whether it’s an integer
      * Check whether it’s in the valid range (1-178 inclusive)
        + Store the angle

Process

* Check whether the sum of the angles is 180, if not return error
  + Check whether all angles are the same, if so return equilateral
    - Check whether two are the same, if so return isosceles
      * If none are true, return scalene

Output

* Print out what type of triangle it is (equilateral, isosceles, scalene)
  + If all angles are the same, two are the same or none of them are, print out the correct triangle
    - If inputs are not valid, print “error”