# 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

* Iterate
* Collect all three angles
  + Iterate until valid input received
    - Show the prompt
    - Get the input
    - Check whether it is an integer
      * Check if it’s in the valid ranges (1 to 178 inclusive)
      * Store the angle
* compare…

check to see if the three angles equal 180

determine if any of the values equal the same

If two values equal the same print, “isosceles”

If all three values equal the same print, “Equilateral”

If all three values are unequal, print “Scalene”

* store…

store the input with three blank integer variables

store the triangle type made up by the three user inputs