# 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…
* compare…
* store…

***Input***

-Check that the first input is an integer between [1, 178]

-store to angle one

-Else prompt again for input

-Check that the second input is an integer between [1, 178]

-store to angle 2

-Else prompt again for input

-Check that the third input is an integer between [1, 178]

-store to angle 3

-Else prompt again for input

***Process***

-Check the sum of the angles to confirm it is equal to 180

-If all angles are equal store -> triangleType = 1

-If else two angles are equal store -> triangleType = 2

-If else no angles are equal store -> triangleType = 3

-Else store -> triangleType = 0

***Output***

-If triangleType == 1

-output -> Equilateral

-else if triangleType == 2

-output -> Isoscoles

-else if triangleType == 3

-output -> scalene

-else if triangleType == 4

-output -> Error