# 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 prompt
    - Get the input
    - Check whether it is an integer
      * Check if it’s in calls range (1 to 178 inclusive)
        + Store the angle
* compare…
* Check if the sum of the angles is equal to 180.
  + - return **ERROR**
  + If all angles are the same degrees
    - return **Equilateral**
  + If two input angles are the same
    - return **Isosceles**
  + If all input angles are different
    - return **Scalene**
  + If invalid input is given
    - Reiterate prompt statement.
* store…