# 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 for each angle is received
    - Show the prompt
    - Get the input
    - Check whether it is an integer
      * Check if it’s in the valid range 1 to 178
        + Store the valid angle

PROCESS:

* Check that the sum of the angles entered is equal to 180 if not show the prompt again
  + Iterate over array of angle values
    - If all three values are equal return equilateral
    - If two values are equal return isosceles
    - If all three angles are different return scalene

OUTPUT:

* Print out what type of triangle has been entered