# 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 is an integer
      * Check whether it is in a valid range (1 to 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 of the above return scalene

Output

* display the returned value from above