```java
import java.util.Scanner;


public class TrianglesTypes {

    /**
     * @author mahmoudmahmoud
     * @date Saturday, Feb, 22, 2020
     * Triangle types problem
     */
    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.println("Please insert your first edge length..");
        float edge1 = scanner.nextFloat();

        System.out.println("Please insert your second edge length..");
        float edge2 = scanner.nextFloat();

        System.out.println("Please insert your third edge length..");
        float edge3 = scanner.nextFloat();

        // Check for negative
        if(edge1 <= 0 || edge2 <= 0 || edge3 <= 0) {
            System.out.println("Edges Can't be negative");
            return;
        }

        // Validate edges length can form a triangle
        if(edge1 + edge2 <= edge3 ||
                edge1 + edge3 <= edge2 ||
                edge2 + edge3 <= edge1) {
            System.out.println("Edges values can't be valid for a triangle");
            return;
        }

        if(edge1 == edge3 && edge2 == edge3) {
            System.out.println("Triangle is Equilateral");
            return;
        }

        if(edge1 == edge3 || edge2 == edge3 || edge1 == edge2) {
            System.out.println("Triangle is Isosceles");
            return;
```

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46          }
47
48          System.out.println("Triangle is Scalene");
49
50      }
51  }
52
```