```
import java.util.Scanner;
1
2
3
  public class TrianglesTypes {
5
       /**
6
        * @author mahmoudmahmoud
7
        * @date Saturday, Feb, 22, 2020
8
        * Triangle types problem
9
        */
10
       public static void main(String[] args) {
11
12
           Scanner scanner = new Scanner(System.in);
13
14
           System.out.println("Please insert your first edge length..");
15
           float edge1 = scanner.nextFloat();
16
17
           System.out.println("Please insert your second edge length..");
18
           float edge2 = scanner.nextFloat();
19
20
           System.out.println("Please insert your third edge length..");
21
           float edge3 = scanner.nextFloat();
22
23
           // Check for negative
24
           if(edge1 <= 0 || edge2 <= 0 || edge3 <= 0) {</pre>
25
               System.out.println("Edges Can't be negative");
26
               return;
27
           }
28
29
           // Validate edges length can form a triangle
30
           if(edge1 + edge2 <= edge3 ||</pre>
31
                    edge1 + edge3 <= edge2 ||
32
                    edge2 + edge3 <= edge1) {
33
               System.out.println("Edges values can't be valid for a triangle");
34
               return;
35
           }
36
37
           if(edge1 == edge3 && edge2 == edge3) {
38
               System.out.println("Triangle is Equilateral");
39
               return;
40
           }
41
42
           if(edge1 == edge3 || edge2 == edge3 || edge1 == edge2) {
43
               System.out.println("Triangle is Isosceles");
44
               return;
45
```

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