```c
#include<stdio.h>

int main(){
    int a, b, c;
    scanf("%d, %d, %d", &a, &b, &c);
    // Since sides are in increasing order, an invalid triangle
    // will surely valid this check. On the other hand, if this
    // check is passed, the other three triangle inequalities
    // will also be passed.
    if(a + b < c)
        printf("Invalid");
    else{
        // If a == b and b == c then we must have c == a
        if((a == b) && (b==c))
            printf("Equilateral");
        else if((a == b) || (b==c))
            printf("Isosceles");
        // Since sides are given in increasing order
        // if a != b then we definitely have a != c
        // also, the if condition below is not needed
        else if((a != b) && (b != c))
            printf("Scalene");
    }
    return 0;
}
```