

My Maya

Owl Code



Apt Logic

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Points: 20

Submissions: 5449



Light



Description

Triangle

Program Description

Write a program to check whether a triangle is Equilateral, Isosceles or Scalene.

1. A triangle is said to be Equilateral Triangle, if all its sides are equal. If a, b, c are three sides of triangle. Then, the triangle is equilateral only if $a == b == c$
2. A triangle is said to be Isosceles Triangle, if its two sides are equal. If a, b, c are three sides of triangle. Then, the triangle is isosceles if either $a == b$ or $a == c$ or $b == c$.
3. A triangle is said to be Scalene Triangle, if none of its sides are equal.

Input Format

A single line contains three sides of a Triangle S_1, S_2, S_3 .

Output Format

Display the output according to the description.

Constraints

$0 \leq a, b, c \leq 1000$

Input-1

13 9 8

Output-1

Scalene triangle

Input-2

10 10 10

Output-2

Equilateral triangle

C - GCC 11.1.0



Timer

0:06 sec



Light

```
1  #include<stdio.h>
2  int main()
3  {
4      int a,b,c;
5      scanf("%d %d %d",&a,&b,&c);
6      if(a==b&&b==c) printf("Equilateral
triangle");
7      else if(a==b||b==c||c==a) printf
("Isosceles triangle");
8      else printf("Scalene triangle");
9      return 0;
10 }
```

 Run Code

Compiler Response

| # | Testcase | Input | Expected Output | Your Output | Memory | CPU time | Result |
|---|----------|----------|----------------------|----------------------|---------|----------|--------|
| 1 | 10 10 10 | 10 10 10 | Equilateral triangle | Equilateral triangle | 1408 KB | 3.699 ms | Pass |
| 2 | 8 8 14 | 8 8 14 | Isosceles triangle | Isosceles triangle | 1408 KB | 2.592 ms | Pass |

All hidden testcases passed



Contact

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