

```
1 namespace WpfApp1
2 {
3     internal class Triangle
4     {
5         public double SideA { get; set; }
6         public double SideB { get; set; }
7         public double SideC { get; set; }
8         public bool IsValid { get; set; }
9         public string? Message { get; set; }
10
11         public Triangle(double a, double b, double c)
12         {
13             SideA = a;
14             SideB = b;
15             SideC = c;
16             IsValid = IsTriangleValid(a, b, c);
17         }
18
19         private bool IsTriangleValid(double a, double b, double c)
20         {
21             return (a + b > c) && (b + c > a) && (c + a > b);
22         }
23     }
24 }
25
```