

Yoana Triangle program review.

In general - it is a good program that works which is important to me! :) - however you pushed the program incorrectly to github, so I had to move around some files to make it run on my computer. Also I had to switch to your branch in order to get to the program. Why not just make your "release" stay in the master branch every next time you will "release" your product? :)

I think it is a good idea to pass a Scanner as an object reference as you do in the enterNumber static helper method, so that you only create one Scanner object in total - I forgot to do that in my version and make a new object every time I do the inputs, so thanks for inspiration! :)

I like that you prevented faulty input from the user as well, so a user could not enter for instance !a#2 as a number! :) - and it is more difficult to crash your program....

Your program could be even better if you used floating point numbers instead of integers, since a length can be a floating point number and not just an integer. And also if you use the triangle inequality to test, if the three numbers actually match a triangle. It states that if you pick two arbitrary sides of a triangle, the sum of the lengths should always be larger than the remaining side.

You also have an if statement, in which I think your logic could be simplified to lesser code via refactoring. First you check in line 22, you test if $x \neq y$ and later you test it if $x == y$ (which should be an else clause instead). Also I miss comments especially in the if clauses why you do these tests - because it doesn't seem obvious enough for me :)

In line 54 you write in the only comment in your program - that "this is important" - It would be better to write, that it is important and importantly WHY this is important - and write many more comments that do not duplicate your code but say something relevant extra what went through your head, why you did this and blabla....

Best Regards,
Simon