Program 1: Decision Table Approach for Solving Triangle Problem

/* Design and develop a program in a language of your choice to solve the triangle problem defined as follows: Accept three integers which are supposed to be the three sides of triangle and determine if the three values represent an equilateral triangle, isosceles triangle, scalene triangle, or they do not form a triangle at all. Derive test cases for your program based on decision-table approach, execute the test cases and discuss the results *

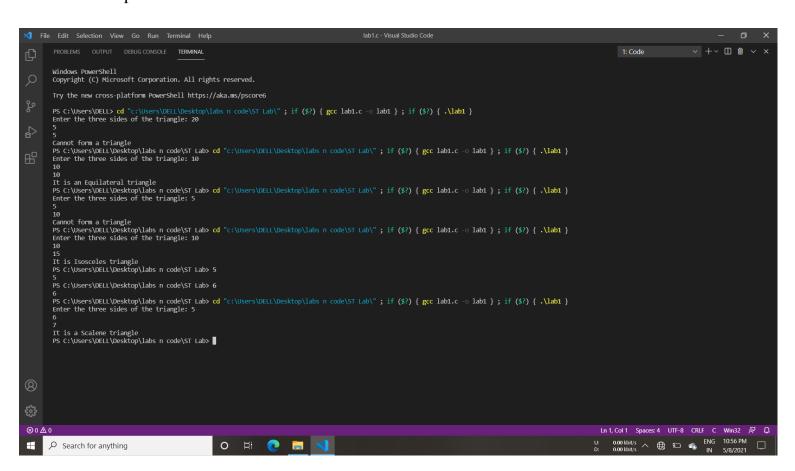
INPUT CASES:

Case Id	Description	Input Data						
		a	b	c	Expected Output	Actual Output	Status	Comments
1	Enter the value of a, b and c Such that a is not less than sum of two sides	20	5	5	Message should be displayed can't form a triangle			
2	Enter the value of a, b and c Such that b is not less than sum of two sides and a is less than sum of other two sides	3	15	11	Message should be displayed can't form a triangle			
3	Enter the value of a, b and c Such that c is not less than sum of two sides and a and b is less than sum of other two sides	4	5	20	Message should be displayed can't form a triangle			
4	Enter the value a, b and c satisfying precondition and a=b, b=c and c=a	5	5	5	Should display the message Equilateral triangle			
5	Enter the value a ,b and c satisfying precondition and a=b and b ≠ c	10	10	9	Should display the message Isosceles triangle			
6	Enter the value a, b and c satisfying precondition and a ≠b , b ≠ c and c ≠ a	5	6	7	Should display the message Scalene triangle			

Program Execution:

```
1 #include<stdio.h>
         int main(){
             int a,b,c;
             char istriangle;
              printf("Enter the three sides of the triangle: ");
              scanf("%d%d%d",&a,&b,&c);
              if((a<b+c)&&(b<a+c)&&(c<a+b))
                  istriangle ='y';
                  istriangle ='n';
              if(istriangle=='y'){
                  if((a==b)&&(b==c))
                     printf("It is an Equilateral triangle");
                  else if((a!=b)&&(b!=c)&&(a!=c))
                     printf("It is a Scalene triangle");
                     printf("It is Isosceles triangle");
                  printf("Cannot form a triangle");
              }
          }
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Output:



INPUT CASES:

C	Description	Input Data						
Case Id		a	b	С	Expected Output	Actual Output	Status	Comments
1	Enter the value of a, b and c Such that a is not less than sum of two sides	20	5	5	Message should be displayed can't form a triangle	Cannot form a triangle	Correct	20> 5+5 Therefore, it can't form a triangle
2	Enter the value of a, b and c Such that b is not less than sum of two sides and a is less than sum of other two sides	3	15	11	Message should be displayed can't form a triangle	Cannot form a triangle		15> 3+11 Therefore, it can't form a triangle
3	Enter the value of a, b and c Such that c is not less than sum of two sides and a and b is less than sum of other two sides	4	5	20	Message should be displayed can't form a triangle	Cannot form a triangle		20> 4+5 Therefore, it can't form a triangle
4	Enter the value a, b and c satisfying precondition and a=b, b=c and c=a	5	5	5	Should display the message Equilateral triangle	It is an Equilateral triangle	Correct output	5=5=5 all sides are equal Therefore, it is an equilateral triangle
5	Enter the value a ,b and c satisfying precondition and a=b and b ≠ c	10	10	9	Should display the message Isosceles triangle	It is an Isosceles triangle	Correct output	Two sides are equal. Therefore, Isosceles triangle
6	Enter the value a, b and c satisfying precondition and a ≠b , b ≠ c and c ≠ a	5	6	7	Should display the message Scalene triangle	It is a Scalene triangle		All sides are different. Therefore, it is a Scalene triangle