

Program 3 (equivalence class partitioning program)

/* 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 equivalence class partitioning, execute the test cases and discuss the results */

```
#include<stdio.h>
int main()
{
int a,b,c , c1,c2,c3;
char istriangle;
do
{
printf("Anirudh Krishnaprasad 1CR18IS017\n");
printf("\nEnter 3 integers which are sides of triangle\n");
scanf("%d%d%d",&a,&b,&c);
printf("\na=%d\tb=%d\tc=%d",a,b,c);
c1 = a>=1 && a<=10;
c2= b>=1 && b<=10;
c3= c>=1 && c<=10;
if (!c1)
printf("\nthe value of a=%d is not the range of permitted value",a);
if (!c2)
printf("\nthe value of b=%d is not the range of permitted value",b);
if (!c3)
printf("\nthe value of c=%d is not the range of permitted value",c);
} while(!(c1 && c2 && c3));
// to check is it a triangle or not
if( a<b+c && b<a+c && c<a+b )
istriangle='y';
else
istriangle='n';
if (istriangle=='y')
if ((a==b) && (b==c))
printf("\nEquilateral triangle\n");
else if ((a!=b) && (a!=c) && (b!=c))
printf("\nScalene triangle\n");
else
printf("\nIsosceles triangle\n");
else
```

```

printf("\nNot a triangle\n");
return 0;
}

```

Screenshot of the program:

The screenshot shows a C++ IDE with the source code for 'equivalence.cpp' and its compilation output. The code is as follows:

```

1  #include<stdio.h>
2  int main()
3  {
4      int a,b,c , c1,c2,c3;
5      char istriangle;
6      do
7      {
8          printf("Anirudh Krishnaprasad 1CR18IS017\n");
9          printf("\nEnter 3 integers which are sides of triangle\n");
10         scanf("%d%d%d",&a,&b,&c);
11         printf("\na=%d\tb=%d\tc=%d",a,b,c);
12         c1 = a>=1 && a<=10;
13         c2= b>=1 && b<=10;
14         c3= c>=1 && c<=10;
15         if (!c1)
16             printf("\nthe value of a=%d is not the range of permitted value",a);
17         if (!c2)
18             printf("\nthe value of b=%d is not the range of permitted value",b);
19         if (!c3)
20             printf("\nthe value of c=%d is not the range of permitted value",c);
21     } while(!(c1 && c2 && c3));
22     // to check is it a triangle or not
23     if( a<b+c && b<a+c && c<a+b )
24         istriangle='y';
25     else
26         istriangle ='n';
27     if (istriangle=='y')
28         if ((a==b) && (b==c))
29             printf("\nEquilateral triangle\n");
30         else if ((a!=b) && (a!=c) && (b!=c))
31             printf("\nScalene triangle\n");
32         else
33             printf("\nIsosceles triangle\n");
34         else
35             printf("\nNot a triangle\n");
36     return 0;
37 }

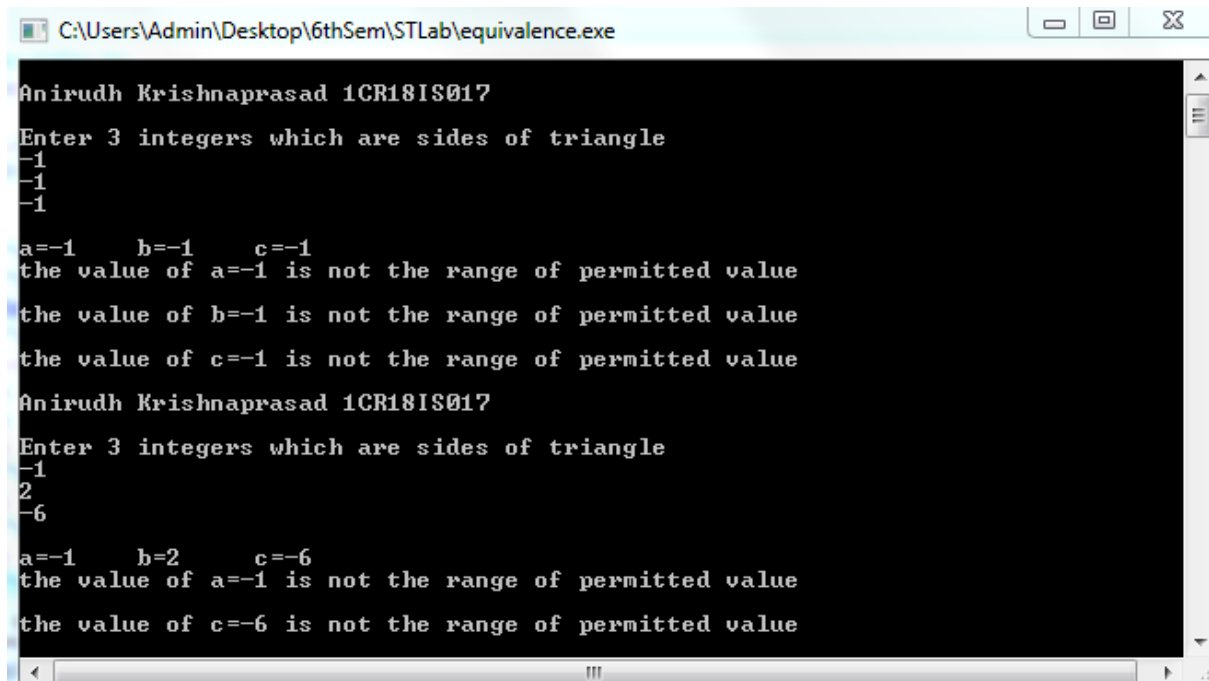
```

The compilation output shows the following details:

- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\Admin\Desktop\6thSem\STLab\equivalence.exe
- Output Size: 129.2705078125 KiB
- Compilation Time: 0.39s

The IDE status bar at the bottom indicates: Line: 1, Col: 18, Sel: 0, Lines: 37, Length: 938, Insert, Done parsing in 0.031 seconds.

Screenshots:



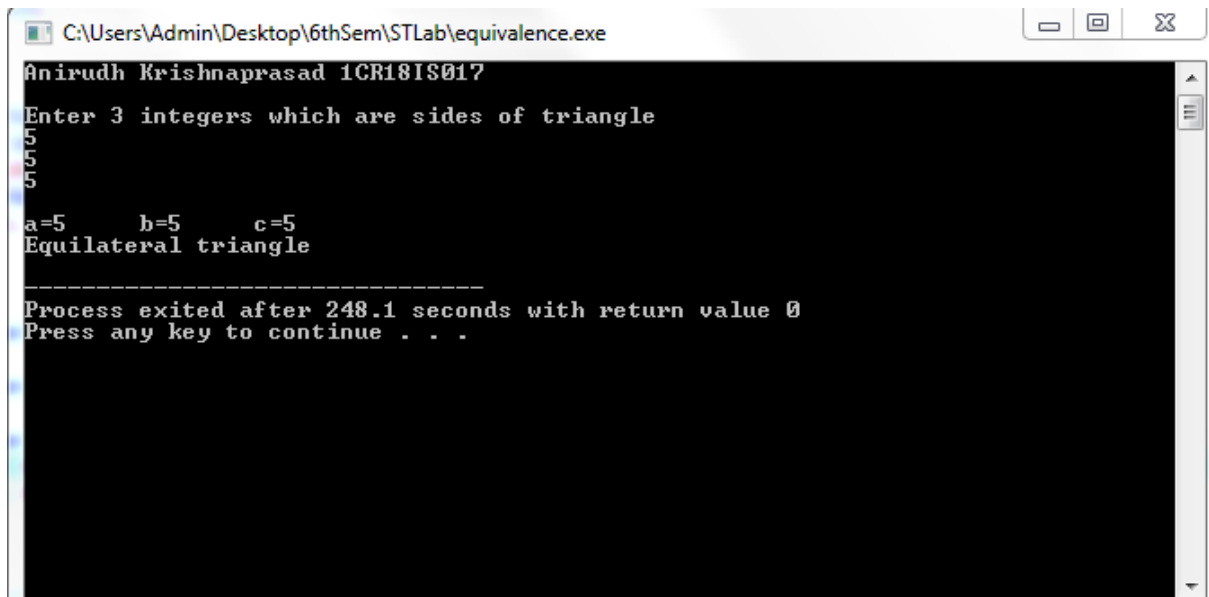
```
C:\Users\Admin\Desktop\6thSem\STLab\equivalence.exe

Anirudh Krishnaprasad 1CR18IS017
Enter 3 integers which are sides of triangle
-1
-1
-1

a=-1    b=-1    c=-1
the value of a=-1 is not the range of permitted value
the value of b=-1 is not the range of permitted value
the value of c=-1 is not the range of permitted value

Anirudh Krishnaprasad 1CR18IS017
Enter 3 integers which are sides of triangle
-1
2
-6

a=-1    b=2     c=-6
the value of a=-1 is not the range of permitted value
the value of c=-6 is not the range of permitted value
```



```
C:\Users\Admin\Desktop\6thSem\STLab\equivalence.exe

Anirudh Krishnaprasad 1CR18IS017
Enter 3 integers which are sides of triangle
5
5
5

a=5     b=5     c=5
Equilateral triangle

-----
Process exited after 248.1 seconds with return value 0
Press any key to continue . . .
```

INPUT CASES :

Weak Equivalence class Testing

Case ID	Description	Input Data			Expected Output	Actual Output	Status	Comments
		a	b	c				
1	Enter the min value for a , b and c	5	5	5	Should display the message Equilateral triangle	Equilateral triangle	Working	Nothing unusual
2	Enter the min value for a , b and c	2	2	3	Should display the message Isosceles triangle	Isosceles triangle	Working	Nothing unusual
3	Enter the min value for a , b and c	3	4	5	Should display the message Scalene triangle	Scalene triangle	Working	Nothing unusual
4	Enter the min value for a , b and c	4	1	2	Message should be displayed can't form a triangle	Not a triangle	Working	Doesn't satisfy the condition to be a triangle

Weak Robust Equivalence Class Testing

5	Enter one invalid input and two valid values for a , b and c	-1	5	5	Should display value of a is not in the range of permitted values	the value of a=-1 is not the range of permitted value	Working	Out of range
6	Enter one invalid input and two valid values for a , b and c	5	-1	5	Should display value of a is not in the range of permitted values	the value of b=-1 is not the range of permitted value	working	Out of range
7	Enter one invalid input and two valid values for a , b and c	5	5	-1	Should display value of a is not in the range of permitted values	the value of c=-1 is not the range of permitted value	working	Out of range
8	Enter one invalid input and two valid values for a , b and c	11	5	5	Should display value of a is not in the range of permitted values	the value of a=11 is not the range of permitted value	working	Out of range
9	Enter one invalid input and two valid values for a , b and c	5	11	5	Should display value of a is not in the range of permitted values	the value of b=11 is not the range of permitted value	working	Out of range
10	Enter one invalid input and two valid values for a , b and c	5	5	11	Should display value of a is not in the range of permitted values	the value of c=11 is not the range of permitted value	working	Out of range

Strong Robust Equivalence Class Testing

11	Enter one invalid input and two valid value for a , b and c	-1	5	5	Should display value of a is not in the range of permitted values	the value of a=-1 is not the range of permitted value	working	Out of range
12	Enter one invalid input and two valid value for a , b and c	5	-1	5	Should display value of a is not in the range of permitted values	the value of b=-1 is not the range of permitted value	working	Out of range
13	Enter one invalid input and two valid value for a , b and c	5	5	-1	Should display value of a is not in the range of permitted values	the value of c=-1 is not the range of permitted value	working	Out of range
14	Enter two invalid input and two valid value for a , b and c	-1	-1	5	Should display value of a is not in the range of permitted values	the value of a=-1 is not the range of permitted value	working	Out of range
					Should display value of b is not in the range of permitted values	the value of b=-1 is not the range of permitted value		
15	Enter two invalid input and two valid value for a , b and c	5	-1	-1	Should display value of b is not in the range of permitted values	the value of b=-1 is not the range of permitted value	working	Out of range
					Should display value of c is not in the range of permitted values	the value of c=-1 is not the range of permitted value		

16	Enter two invalid input and two valid value for a , b and c	-1	5	-1	Should display value of a is not in the range of permitted values	the value of a=-1 is not the range of permitted value	working	Out of range
					Should display value of c is not in the range of permitted values	the value of c=-1 is not the range of permitted value		
17	Enter all invalid inputs	-1	-1	-1	Should display value of a is not in the range of permitted values	the value of a=-1 is not the range of permitted value	working	Out of range
					Should display value of b is not in the range of permitted values	the value of a=-1 is not the range of permitted value		
					Should display value of c is not in the range of permitted values	the value of c=-1 is not the range of permitted value		