

c++ > test3.c > ...

```
3  int main() {
4      float a, b, c;
5
6      // Input sides of the triangle
7      printf("Enter three sides of the triangle: ");
8      scanf("%f %f %f", &a, &b, &c);
9
10     // Check if triangle is valid
11     if ((a + b > c) && (a + c > b) && (b + c > a)) {
12         if (a == b && b == c) {
13             printf("The triangle is Equilateral.\n");
14         }
15         else if (a == b || b == c || a == c) {
16             printf("The triangle is Isosceles.\n");
17         }
18         else {
19             printf("The triangle is Scalene.\n");
20         }
21     }
22     else {
23         printf("The given sides do not form a valid triangle.\n");
24     }
25
26     return 0;
27 }
28
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS SPELL CHECKER

Code - c++ + ▾

```
cd "/Users/rishabhtrivedi/Documents/vs/c++/" && gcc test3.c -o test3 && "/Users/rishabhtrivedi/Documents/vs/c++/"test3
rishabhtrivedi@Rishabhs-MacBook-Air vs % cd "/Users/rishabhtrivedi/Documents/vs/c++/" && gcc test3.c -o test3 && "/Users/rishabhtrivedi/Documents/vs/c++/"
"test3
Enter three sides of the triangle: 2 3 4
The triangle is Scalene.
rishabhtrivedi@Rishabhs-MacBook-Air c++ %
```

0 ▲ 0 vs/c++ Debug Indexing completed.

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