

Assignment: Triangle

This assignment has zero weight, but you should submit it to record your progress. The aims are:

- **precision:** your mark depends on how many issues you deal with correctly - some of them are quite subtle
- **unit testing:** continue practising the idea of developing programs with embedded automated tests - later you will write your own
- **clean code:** - this time you are not told what functions to write and you are encouraged to decide according to the clean code ideal

The Program

The idea is to complete this program:

[Triangle.java](#)

It reads in three integers representing the lengths of the sides of a triangle, and then prints out what type of triangle it is. To compile it and run it, you type this:

```
> javac Triangle.java
> java Triangle 3 3 3
Equilateral
```

While developing, most of the time you should run the program with no arguments to switch on testing:

```
> java Triangle
```

The program should accept integers in the range 1 to $2^{31}-1$ (i.e. within the `int` range) and respond with a one-line description of the triangle. The precise specification details are in the tests.

You need to finish the `classify` method, adding any other methods you want. There is no need to touch the methods provided.

To enable automatic marking, submit `Triangle.java` with no change of name, and don't change the signature of the `classify` method, and don't make it private.