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#include <stdio.h>
#include "libs.h"
//-----
//                                     Exercise 2
//                                     -----
//
// General : The program recognize if is it triangles and the type of triangle.
//
// Input   : 3 numbers.
//
// Process : The program recognize by angles if is it triangles and the type of triangle.
//
// Output  : '0' - is not a triangle.
//           '1' - is sharp angled triangle.
//           '2' - is right angled triangle.
//           '3' - is blunt angled triangle.
//
//-----
// Programmer : Cohen Idan
// Student No : None
// Date       : 12.09.2019
//-----
void main(void)
{
    unsigned short angle1,
                  angle2,
                  angle3,
                  max_angle,
                  sum_angles,
                  type_triangle = ZERO;
    printf("Enter 3 angels: ");
    scanf("%hu%hu%hu", &angle1, &angle2, &angle3);

    sum_angles = angle1 + angle2 + angle3;
    if (sum_angles == SUM_OF_ANGLES_IN_A_TRIANGLE)
    {
        max_angle = angle1;
        max_angle = MAX(MAX(max_angle, angle2), angle3);
        type_triangle = SHARP_ANGLED_TRIAMGLE;
        if (max_angle == RIGHT_ANGLE)
        {
            type_triangle = RIGHT_ANGLED_TRIAMGLE;
            if (max_angle > RIGHT_ANGLE)
            {
                type_triangle = BLUNT_ANGLED_TRIAMGLE;
            }
        }
    }

    printf("If you got '0' - is not a triangle.\n\
If you got '1' - is sharp angled triangle.\n\
If you got '2' - is right angled triangle.\n\
If you got '3' - is blunt angled triangle.\n\
Triangle: %hu\n", type_triangle);
}

```