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#define MAX(a,b) a > b ? a : b
#define MIN(a,b) a < b ? a : b
#define SUM_OF_ANGLES_IN_A_TRIANGLE 180
#define RIGHT_ANGLE 90
#define ZERO 0
#define SHARP_ANGLED_TRIAMGLE 1
#define RIGHT_ANGLED_TRIAMGLE 2
#define BLUNT_ANGLED_TRIAMGLE 3
#define FOUR 4
#define TWO 2
#define TRUE 1
#define FALSE 0
#define POSITIVE_DIFFERENCE(a,b) MAX(a,b) - MIN(a,b)
#define BOOLEAN unsigned short
#define ABS(a) (a > 0) ? a : -a
#define TEN 10
#define THREE 3
#define ONE_HUNDRED_AND_TEN_PERCENT 1.1
#define ONE_HUNDRED_SIXTY 160
#define FIFTEEN 15
#define ONE_HUNDRED_FIFTY 150
#define FORTY 40
#define SIXTY 60
#define ONE 1
```