

What does the following program print to the console, assuming that the user input is as follows: 100 100 100?

```
Triangle.java
import java.util.Scanner;
public class Triangle {
    double[] angles = new double[3];
    String type = "Unknown";
    Triangle() {
        Scanner input = new Scanner(System.in);
        setAngles(input.nextDouble(), input.nextDouble(), input.nextDouble());
    }
    Triangle(double a1, double a2, double a3) {
        setAngles(a1, a2, a3);
    }
    Triangle(double[] a, boolean copy) {
        if (a.length == 3) {
            if (copy) {
                setAngles(a[0], a[1], a[2]);
            } else {
                angles = a;
            }
        }
        else
            setAngles(60,60,60);
    }
    void setAngles(double a1, double a2, double a3) {
        if (a1 + a2 + a3 == 180) {
            angles[0] = a1;
            angles[1] = a2;
            angles[2] = a3;
        } else {
            angles[0] = 90;
            angles[1] = 60;
            angles[2] = 30;
        }
    }
    void setType() {
        if(angles[0]<90 && angles[1]<90 && angles[2]<90)
            type="Acute";
        else
            if(angles[0]==90 || angles[1]==90 || angles[2]==90)
                type="Rigth";
            else type="Obtuse";
    }
}
```

MainClass.java

```
public class MainClass {
```

```
    public static void main(String[] args) {
```

```
        double [] d = {60, 80, 40};
```

```
        Triangle t1 = new Triangle();
```

*check
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```
        t1.setType();
```

angle 1 angle 2

```
        Triangle t2 = new Triangle(30, 100, 50);
```

angle

```
        t2.setType();
```

```
        Triangle t3 = new Triangle(d, false);
```

```
        Triangle t4 = new Triangle(d, true);
```

```
        d[0]=1000;
```

```
        System.out.println(t1.angles[0]+" "+t1.angles[1]+" "+t1.angles[2]+" "+t1.type);
```

```
        System.out.println(t2.angles[0]+" "+t2.angles[1]+" "+t2.angles[2]+" "+t2.type);
```

```
        System.out.println(t3.angles[0]+" "+t3.angles[1]+" "+t3.angles[2]+" "+t3.type);
```

```
        System.out.println(t4.angles[0]+" "+t4.angles[1]+" "+t4.angles[2]+" "+t4.type);
```

```
    }
```

90 ✓	60 ✓	30 ✓	Right ✓
70 ✓	100 ✓	50 ✓	Obtuse ✓
1000 ✓	80 ✓	90 ✓	order unknown ✓
60 ✓	80 ✓	90 ✓	order unknown ✓

(5/5)