Triangle
- side1: int - side2: int - side3: int
+Triangle(int side1, int side2, int side3): +isValidTriangle(): boolean +getTriType(): String

Triangle

Attributes:

- Side1, side2, side3 : different sides for the

triangle. Methods:

- Triangle(int side1, int side2, int side3):
  - ☐ You must check the sides and throw new (IllegalArgumentException) when any of the sides given is 0 or less.
- isValidTriangle()
  - ☐ decides whether the sides given form a valid triangle or not based on the theorem that states that " the sum of two side lengths of a triangle is always greater than the third side".
- getTriType(): String
  - ☐ You must check the different sides and throw new Exception if the sides don't form a valid triangle, otherwise return the type of the triangle as follows:
    - o **Equilateral** Triangle when you have three equal sides
    - o **Isosceles** Triangle when you have two equal sides
    - o **Scalene** Triangle when you have no equal sides

Create a main method to test this class, and take the sides as input from the user.