```
public class Triangle {

	private int side1;
	private int side2;
	private int side3;

	public Triangle(int side1, int side2, int side3) {
		if (side1 <= 0 || side2 <= 0 || side3 <= 0)
			throw new IllegalArgumentException(
					"Sides can only be positive numbers");
		this.side1 = side1;
		this.side2 = side2;
		this.side3 = side3;
	}

	public int getSide1() {
		return side1;
	}

	public void setSide1(int side1) {
		this.side1 = side1;
	}

	public int getSide2() {
		return side2;
	}

	public void setSide2(int side2) {
		this.side2 = side2;
	}

	public int getSide3() {
		return side3;
	}

	public void setSide3(int side3) {
		this.side3 = side3;
	}

	public boolean isValidTriangle(){
	 if ((side1 + side2 > side3) && (side1 + side3 > side2) && (side3 +
side2 > side1))
			return true;
		else
			return false;
	}

	public String getTriType() throws Exception {
		if (isValidTriangle()){
			if ((side1 == side2) && (side2 == side3))
				return "equilateral";
			else if ((side1 == side2) || (side1 == side3) || (side2
== side3))
				return "isosceles";
			else
				return "scalene";
```

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                } else {
                        throw new Exception("The sides don't form a valid
triangle.");
                }
        }

}
```