Create a new class called **Triangle**. Write a public static method in this class called `getTriangleType` that accepts three integer arguments representing the lengths of the sides of a triangle and returns a String representing what type of triangle it is. The three types of triangle are "equilateral", "isosceles", and "scalene". An equilateral triangle has all three sides the same length, an isosceles triangle has two sides the same length, and a scalene triangle has three sides of different lengths. It is also possible that someone could call this method with arguments that would not represent a valid triangle. To be a possible triangle, any two sides must add up to more than the third side (note also that a valid triangle must have sides that are positive). If the arguments supplied do not represent a valid triangle, this method must return the String "not a triangle". Please be sure that you spell each possible return value exactly correctly. There are only four possible things that this method can return. Here are some example calls to `getTriangleType` and what should be returned:

`getTriangleType(5, 7, 7)` returns "isosceles"
`getTriangleType(6, 6, 6)` returns "equilateral"
`getTriangleType(5, 7, 8)` returns "scalene"
`getTriangleType(2, 18, 2)` returns "not a triangle"

Please note that these are just a few examples, and are not intended to be a very complete set of tests. Write your method, test it thoroughly, and place the file Triangle.java on the shared drive by Monday, November 2.