Panel 1

#define 2D arrays

Simple:

a) declare 3x4 table of double

```java
double A[][] = new double[3][4];
```

b) set equal to 5

```java
// to initialize it to 5
for (int row = 0; row < A.length; row++)
{
    for (int col = 0; col < A[row].length; col++)
    {
        A[row][col] = 5;
    }
}
```

Panel 2

c) Print a 2D array A

d) add rows of 'x' or 'o'

e) add diagonal (main): $a_{00} + a_{11} + a_{22}$

```
  a_{00} a_{01} a_{02}  
  a_{10} a_{11} a_{12}  
  a_{20} a_{21} a_{22} 
```

```
minor diag  
```

```
  a_{10} a_{11} a_{12}  
  a_{20} a_{21} a_{22} 
```

```
major diag  
```

```
  a_{01} a_{11} a_{21} 
```

for (int i=0; i < n; i++)

```
Q[i][i+1]
```

```
Q[i][i]
```
Panel 3

HW: odd minor/major diagonal

HW: design main method for Tic Tac Toe