<https://github.com/mdubus/filler> -> uses the weight system + explains the heatmaps  
  
<https://en.wikipedia.org/wiki/Flood_fill> -> understanding algos  
  
<https://github.com/Lcharvol/Filler/blob/master/srcs/ft_parcing.c> -> also a touchy filler  
  
<https://www.youtube.com/watch?v=vYquumk4nWw> -> What Is Dynamic Programming and How To Use It  
  
<https://github.com/lucasb-eyer/heatmap> -> also talks about weighted points  
  
<https://www.google.co.za/search?q=computational+geometry&rlz=1C1CHWL_enZA809ZA809&oq=computational+geometry&aqs=chrome..69i57&sourceid=chrome&ie=UTF-8> -> Computational Geometry

<https://www.google.co.za/search?q=Closest+pair+problem&rlz=1C1CHWL_enZA809ZA809&oq=Closest+pair+problem&aqs=chrome..69i57&sourceid=chrome&ie=UTF-8> -> closest pair problem

<https://robertheaton.com/2018/07/20/project-2-game-of-life/> -> programming the game of life  
  
<https://www.youtube.com/user/BlueFeverSoft/playlists> -> tic tac toe bro shows how to make grid  
  
<https://brennan.io/2015/06/12/tetris-reimplementation/> -> tetris tutorial + explains how to use the GUIs

<https://github.com/TheDigitalBug/fillerBotGame> -> filler + SDL Visual  
  
<https://www.youtube.com/watch?v=gCVMkKgs3uQ&t=142s> -> tic tac toe + SDL