**Exercise 1**

Create a static function, with the name "bootCamp", that receives as an input two int arguments, i.e., number1 and number2, and returns an int result in the end. If "number1" is smaller that "number2" then returns the square root (use Math.sqrt method) of the absolute value (use Math.abs) of the difference among "number1" and "number2". Else return the sum of the two numbers.   
Number1=25,Number2=91   
Number1 = 91, Number2 = 25

## **Exercise 1 result**

First: 8, Second: 116

## **Exercise 2**

Create a program that simulates the roll of two dices. The program must execute till both dices return 1 as a result (use Math.random). You can create a class name Dice which has a void roll method. Roll method is rolling the dices till the needed results is aquired and prints the number of rolls needed in order to have two 1s.

## **Exercise 3**

Create an array that can receive 10 elements, as a size, and add in each position an element starting from 1 to 10 statically and print the array. Afterwards, create a method (function) that can shift the array elements right by 10 times. The 10 is given by the user as an input. At the end print the shifted array.

**Exercise 3 result**  
[10, 1, 2, 3, 4, 5, 6, 7, 8, 9]   
[9, 10, 1, 2, 3, 4, 5, 6, 7, 8]   
[8, 9, 10, 1, 2, 3, 4, 5, 6, 7]   
[7, 8, 9, 10, 1, 2, 3, 4, 5, 6]   
[6, 7, 8, 9, 10, 1, 2, 3, 4, 5]   
[5, 6, 7, 8, 9, 10, 1, 2, 3, 4]   
[4, 5, 6, 7, 8, 9, 10, 1, 2, 3]   
[3, 4, 5, 6, 7, 8, 9, 10, 1, 2]   
[2, 3, 4, 5, 6, 7, 8, 9, 10, 1]   
[1, 2, 3, 4, 5, 6, 7, 8, 9, 10]

## **Exercise 4**

Convert exercise 3 array and it's elements, from int, to Double. P.S. not double but Double.

## **Exercise 5**

Implement a tic tac toe (triliza) game which is played by two players. You may use one or two dimention array to store the results (the 'X' and 'O'). You can use a while loop to give turns for the 'X' or the 'O' player.   
Create a drawFunction that can take as an argument the array and print the current tic tac toe's status before each players turn. Create function that can check rows, columns, and diagonals, which is performed after a player played his symbol, 'X' or 'O', and prints win if there is a winner, otherwise the game still goes on if and if there is available position in the array. If a player placed his symbol in an occupied position print an error message and let him play again.