**-Miscellaneous reminders-**

IA work for the break:

* Find three (3) clients, each one with a problem that you may solve (or improve a current solution) by creating a product using Java and OOP. We will discuss more about the IA in class this week, and you may email me during the break if you have doubts
* For more official IB information and examples, read <https://ibpublishing.ibo.org/live-exist/rest/app/tsm.xql?doc=d_4_comsc_tsm_1201_2_e&part=4&chapter=1>

**Revision: A great playlist to revise and learn Computer Science:**

* <https://youtu.be/O5nskjZ_GoI> Crash course on CS (theory, concepts)
* <https://youtu.be/SzJ46YA_RaA> map of CS

**Revision and Looking forward: This is the best playlist I could find teaching OOP with Java for beginners:**

* <https://www.youtube.com/playlist?list=PLonJJ3BVjZW6_q8gh7XoLUIhRIyBcYJLP>

The most relevant videos for us are from number 1 to 63 inclusive; if you want to learn about Java packages, check videos 68 and 69.

**- SL SUMMER BREAK CODE PRACTICE - Due August.2023 -**

Complete the attached TicTacToe Java program so that two players can play the game on a 2D board.

Suggestions:

* Initialise the board with a space character (code 32) or another rogue value of your choice.
* Every time a player inputs a valid move, check if that player won the game, otherwise ask the other player to input his move
* Keep looping until there is a winner **or** the board is full (tie)

Have a nice, relaxing and productive break!

teacher Marcos