1. In TwoDimensionalArrays.java, alter rectangularArray() so that the X player has won the game (i.e. has three X’s in a row)
2. [easy] alter raggedArray() so that the array has a triangular shape (first row has length one, second row has length two, and so on). Rerun and verify that the outputs are what you expect.
3. [challenge] write a method that takes a single parameter, numRows. The method returns a ragged (actually triangular) array containing the first numRows rows of Pascal’s triangle. In Pascal’s triangle, each element equals the sum of the element above and to the right:

1
1 1
1 2 1
1 3 3 1
1 4 6 4 1
1 5 10 10 5 1
1 6 15 20 15 6 1