PLANNING:
The random numbers between 0 and 90 are classified as odds and evens.

```
public class EvensAndOdds {
    private static final int full_num = 25;
    private static final int max = 90; // Set max to 90
```

- A method to set boundaries for my variables that my random method will follow

```
// Method for generating numbers
public int[] generateRandomNumbers() {
    Random random = new Random();
    int[] numbers = new int[full_num];
```

- Method to get the generated numbers
- The variables random are the random generated numbers
- And the numbers that are under 90 but bigger than 25 and kept

```
// Get 25 numbers from 0 to 90
for (int num = 0; num < full_num; num++) {
    numbers[num] = random.nextInt(max + 1);
}
return numbers;
```

- Here the numbers got to be classified by setting it to 0 to store the numbers properly then require have only 25 numbers
- The numbers that are passed through the method and randomly generated to be the max of 90.

```
// Method to classify odd and even
public String[] categorizeNumbers(int[] numbers) {
    StringBuilder evens = new StringBuilder();
    StringBuilder odds = new StringBuilder();

    for (int between_numbers : numbers) {

        // Check if  odd or even

        if (between_numbers % 2 == 0) {
            evens.append(between_numbers).append(" ");
        } else {
            odds.append(between_numbers).append(" ");
        }
    }
    return new String[]{evens.toString(), odds.toString()};
}
```

- Created a new method
- Takes in array of integers
- separates the even and odd numbers into two strings,
- and returns an array containing with even numbers in the first string and odd numbers in the second.
-
-

```
// Method to show results
public void displayResults(String evens, String odds) {
    System.out.println("Even numbers: " + evens);
    System.out.println("Odd numbers: " + odds);
}
```

- Method to show results

```
EvensAndOdds evensAndOdds = new EvensAndOdds();
```

- The method is turned into a variable to get the output of the method

```
// Generate random numbers
int[] numbers = evensAndOdds.generateRandomNumbers();
```

- Generate random numbers

```
// Show categorized numbers
String[] categorizedNumbers = evensAndOdds.categorizeNumbers(numbers);
```

- Show categorized numbers

```
// Show results
evensAndOdds.displayResults(categorizedNumbers[0], categorizedNumbers[1]);
```

- Show results