A Random List

1. Write a class, called RandomList, with the following characteristics:
    a. Attributes
        i. An array of integers
        ii. A Seed value of integer type
    b. Methods
        i. bool Generate(int n, int low, int high) — generate n random integers into its (int) Array, with a range of low (inclusive) and high (non–inclusive) such that low < high
        ii. void Show() — Display the integers in the array
        iii. float Mean() — Returns the average value in the array

2. The Seed value can only take an integer within –10 and 10.

3. The Seed attribute should be implemented as a C# Property, and can be read and updated from outside the class.

4. In your Main program, test your class:
    a. Create a new RandomList object
    b. Set its Seed value to 5

c. Call its Generate method with inputs of your choice and store the generated random integers into its array
d. Call its Show method to display the random values in its array
e. Call its Mean method to get the average value in its array; print out the average value
f. Set its Seed value to –8
g. Repeat steps c) to e).
h. Print out the RandomList object's current Seed value

5. Here is a reference on how to generate random numbers in C# – https://www.tutorialsteacher.com/articles/generate-random-numbers-in-csharp