

Credit Name: CSE 2120 Data Structure 1

Assignment Name: Even and Odd Mastery Project

How has your program changed from planning to coding to now? Please explain?

For the EvensAndOdds application, I focused on working with random number generation and simple logic to separate numbers into two groups: evens and odds. This was a great way to practice working with arrays and loops. Generating 25 random integers between 0 and 99 and then sorting them was straightforward. The main challenge was ensuring that the numbers were correctly categorized, but by using the modulus operator (%), I could cleanly separate even numbers from odd ones.

```
// Generate 25 random numbers and categorize them
for (int i = 0; i < numbers.length; i++) {
    numbers[i] = random.nextInt(100); // Generate a number between 0 and 99
    if (numbers[i] % 2 == 0) {
        evens.append(numbers[i]).append(" ");
    } else {
        odds.append(numbers[i]).append(" ");
    }
}
```

This project was a fun introduction to working with random values and applying basic logic to process them.