

Lab Goal : This lab was designed to review basic class creation, method creation, matrices, nested loops, and searching.

Lab Description : Write a class that will randomly load a matrix with integer values that range from 1 to an upper bound, inclusive of the upper bound. Write methods to count the odds, evens, and primes.

Sample Data :

20, 20, 25
10, 10, 50
7, 7, 100

Sample Output :

```

9 16 4 24 23 22 6 13 20 19 22 22 19 7 8
1 10 10 8 17 21 15 20 25 6 22 2 23 15 3
14 12 13 9 20 25 4 1 11 10 16 12 4 17 8
15 6 8 19 22 16 23 8 19 6 19 15 14 4 2
21 15 24 25 16 15 14 1 18 6 6 13 22 15 24
23 1 5 9 21 8 11 12 4 10 23 19 19 13 17
11 4 18 2 23 5 17 3 10 6 3 4 15 2 15
16 13 21 5 24 2 20 13 7 25 18 2 1 14 21
16 25 23 20 8 3 15 13 3 3 5 4 16 19 10
7 9 21 4 19 24 10 3 9 10 18 9 13 11 19
15 20 16 14 21 10 23 1 8 21 14 1 25 16 13
20 9 5 22 7 22 21 8 16 17 11 15 12 12 13
21 11 3 3 16 10 24 7 9 22 10 21 25 1 14
10 19 14 25 8 19 22 5 12 21 9 20 22 11 25
2 25 3 12 6 4 13 6 20 22 15 11 11 3 16

```

Odd count = 119
Even count = 106
Prime count = 82

Files Needed ::

MatrixSearch.java
MatrixSearchRunner.java

```

20 46 21 33 9 14 42 15 28 9
25 8 44 13 21 26 14 6 10 15
17 44 48 7 3 21 17 14 6 21
21 49 35 46 23 47 17 29 42 45
5 24 45 38 29 24 14 50 2 9
41 42 2 2 14 39 37 11 15 37
19 43 1 14 34 12 22 47 24 12
6 38 41 21 32 7 38 20 34 32
16 37 39 15 42 47 1 22 24 25
3 32 47 1 14 22 13 37 26 42

```

Odd count = 51
Even count = 49
Prime count = 32

```

65 10 73 42 69 23 24
28 86 79 82 54 46 52
11 63 88 20 69 28 93
35 84 89 22 4 1 53
83 2 49 61 46 95 72
62 69 32 77 49 54 73
39 58 15 10 65 68 58

```

Odd count = 24

```
Even count = 25  
Prime count = 11
```