

Version C

Implement a class named **RandNum**. The class should have a 5x5 2D array of 25 integers. The constructor should use the **random()** function to generate a random number in the range of 1 to 100 for each element in the array.

Implement a method(s) to calculate the **minimum, maximum, and average** of the 25 values.

Implement a method to display the values called **display()** of the array, minimum, maximum, and average of the 25 values.

Answer: