```java
1 package xyz.amtstl.soup.engine;
2
3 import java.util.ArrayList;
6
7 public class RandomEngine {
8     private List<Integer> numbers = new ArrayList<Integer>();
9     private Random rnd = new Random();
10
11    /**
12     * Default constructor
13     */
14    public RandomEngine() {
15        updateNumbers(1500);
16    }
17
18    /**
19     * Gets a number from within a specific range
20     * @param min minimum number
21     * @param max maximum number
22     * @return
23     */
24    public int getNumberRange(int min, int max) {
25        if (min == max) {
26            return max;
27        }
28
29        for (int e = 0; e < numbers.size(); e++) {
30            if (numbers.get(e) < max && min < numbers.get(e)) {
31                return numbers.get(e);
32            }
33        }
34        return 0;
35    }
36
37    /**
38     * Gets the current Random instance
39     * @return the instance
40     */
41    public Random getInstance() {
42        return rnd;
43    }
44
45    /**
46     * Updates number collection
47     * @param count the maximum index value
48     */
49    private void updateNumbers(int count) {
50        for (int f = 0; f <= count; f++) {
51            int tempnum = rnd.nextInt(1000);
52
53            this.numbers.add(tempnum);
54        }
55    }
56
57    /**
58     * Prints the number collection to the user
59     */
```

```java
60      public void iterateNumberLibrary() {
61          for (int e : numbers) {
62              System.out.print(String.valueOf(e) + "\n");
63          }
64      }
65
66      /**
67       * Gets the current number collection
68       * @return the number collection
69       */
70      public List<Integer> getNumberSelection() {
71          return numbers;
72      }
73 }
```