Reflection log

```java
package mastery;

import java.util.Scanner;

public class EvensandOdds {
```

Imports scanner and creates class

```java
public static void main(String[] args) {

    //create array with 25 elements
    int[] num = new int[25];
```

Array that can hold 25 integers

```java
final int hi = 99;

//lowest value
final int low = 0;

//range made using both highest
final int range = hi - low + 1;
```

Create a maximum and a minimum and make a range with those 2 numbers

```java
for(int i = 0; i < 25; i++) {
    num[i] = (int)(Math.random() * range);
}
```

For loop that creates a random number within the 0-99 range 25 times

```java
System.out.print("odds:");
//checking numbers from the array
for( int i = 0; i<25; i++) {
    if ((num[i] % 2) != 0) {
        System.out.print(num[i]);
        System.out.print(", ");
    }
}
```

Notifies user that the system is going to output the odd numbers then checks the array for all 25 numbers using a math equation to check if its odd and if it is odd it outputs them in a list

```java
System.out.println("");

//title
System.out.print("evens:");
//checking numbers from the array
for( int i = 0; i<25; i++) {
    if ((num[i] % 2) == 0) {

        System.out.print(num[i]);
        System.out.print(", ");
    }
}
```

Blank print statement to make a new line for evens

Notifies user that the system is going to output the even numbers then checks the array for all 25 numbers using a math equation to check if its even and if it is even it outputs them in a list