Lab Random Number

Output:

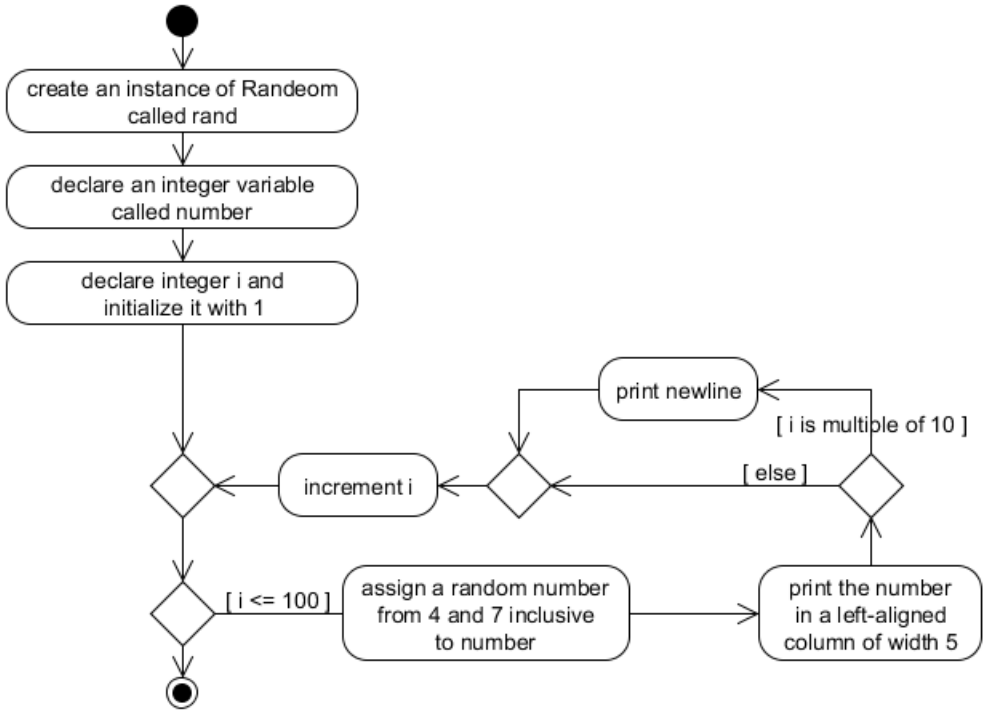
```
 6    6    4    7    4    6    4    7    6    7
 5    7    5    4    7    5    7    5    4    6
 7    5    6    7    5    5    5    4    4    6
 7    7    7    4    7    4    6    4    7    4
 6    5    7    5    5    6    4    5    6    4
 6    6    5    4    6    7    5    7    5    6
 4    7    4    7    6    4    5    5    6    4
 7    4    7    5    4    5    7    7    5    6
 5    6    5    4    7    7    6    6    7    7
 7    4    4    7    6    4    4    4    6    6

90   80   90   40   30   40   60   60   40   80
20   90   10   60   20   60   30   80   80   60
40   20   10   90   10   60   70   10   40   30
80   20   20   20   50   50   70   80   90   90
40   50   80   30   60   80   20   70   20   90
70   90   20   10   60   30   90   60   80   90
40   10   70   60   80   10   90   90   70   90
50   10   90   10   30   80   90   70   30   40
50   20   80   40   30   80   30   40   30   30
60   50   30   70   90   50   90   90   90   50

921  985  994  954  933  931  975  914  998  919
988  988  965  927  936  903  907  980  920  978
960  983  945  959  909  995  990  986  995  912
912  907  985  994  940  918  901  958  988  988
963  959  978  979  921  922  902  914  993  977
941  975  921  958  972  977  931  989  914  919
915  999  989  971  991  941  974  941  968  953
992  946  915  923  916  927  936  954  975  989
958  933  947  929  925  989  962  927  910  911
980  945  917  904  963  965  907  994  962  920
```

Create a file called LabRandom.java

In the main method implement the functionality described by the activity diagram below.
User a for-loop to implement the loop.



Hint:
The format specifier **`%-5d`** prints a number in a left-aligned column of width 5

When you run the program it should produce an output like the one below:
10 columns with numbers between 4 and 7 (actual random numbers will vary)

```
6    6    4    7    4    6    4    7    6    7
5    7    5    4    7    5    7    5    4    6
7    5    6    7    5    5    5    4    4    6
7    7    7    4    7    4    6    4    7    4
6    5    7    5    5    6    4    5    6    4
6    6    5    4    6    7    5    7    5    6
4    7    4    7    6    4    5    5    6    4
7    4    7    5    4    5    7    7    5    6
5    6    5    4    7    7    6    6    7    7
7    4    4    7    6    4    4    4    6    6
```

When you are this far, modify the program to produce an output like the one on the left :
first 100 random numbers from 4 – 7 (incl.)
then 100 multiples of 10 from 10 to 90 (incl.)
then 100 numbers from 901 to 999 (incl.)
The group of numbers are separated by an empty line