```vb
1  Option Explicit On
2  Option Strict On
3
4  Public Class RandomNumGenerator
5      Public Function createRandom() As Integer
6          'creates a Random number between 1 and 20 and offsets it by -10 which   ⏎
               gives a random number
7          'between -10 and 10
8          Dim randomNum As Integer
9          randomNum = Convert.ToInt16(Rnd() * 20 - 10)
10         'initializes randomizer
11         Randomize(DateAndTime.Now.Millisecond)
12         Return randomNum
13     End Function
14     Private Function format(temparray() As Integer, index As Integer) As String
15         Dim tempSummary As String
16
17         If temparray(index) = 10 Or temparray(index) = -10 Then
18             tempSummary &= temparray(index).ToString.PadLeft(4) & " |"
19         Else
20             tempSummary &= temparray(index).ToString.PadLeft(5) & " |"
21         End If
22
23         Return tempSummary
24     End Function
25     Private Sub GenerateNumbersToolStripMenuItem_Click(sender As Object, e As   ⏎
          EventArgs) _
26         Handles GenerateNumbersToolStripMenuItem.Click,                         ⏎
              GenerateNumbersToolStripMenuItem1.Click,
27         genRandNumButton.Click
28         'Dims a randomArray which is dynamic but has a set number of elements.
29         Dim randomArray(10) As Integer
30         Dim columnWidth As Integer = 0
31         Static summary As String
32         '''clears the list box of previous random numbers
33         ''randomNumListBox.Items.Clear()
34
35         'loops through 10 times and calls createRandom to fill the array.
36         For i = 0 To 9
37             randomArray(i) = createRandom()
38             summary &= format(randomArray, i)
39
40         Next
41         randomNumListBox.Items.Add(summary)
42         summary = ""
43
44     End Sub
45
46
```

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47  End Class
48
```