**Two Dimensional Array Project Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Directions: Create a project TwoDArray with two files “Main” and “TwoDArray”**

**TwoDArray class should have:**

**CONSTRUCTOR: TwoDArray – creates a two dimensional array based on a given length and width (2 parameters)**

**PRIVATE METHODS: sumRow, sumColumn**

**PUBLIC METHODS: randomize, sumEachRow, sumEachColumn, and display**

**\* NOTE: for an array with 5 rows, sumEachRow returns a set of 5 different sums**

**\* randomize(int min, int max) should fill the array with random numbers from min to max**

**Main should:**

**1. Create an instance of a TwoDArray with a given number of rows and columns.**

**2. Randomize the two dimensional array with values from 10 to 100.**

**3. Display the two dimensional array as a grid.**

**4. Calculate the sum of each row and display them.**

**5. Calculate the sum of each column and display them.**

NOTE: 1. You must use all of the methods/constructor above AND you may add additional methods in either file if you need.

2. All displays should be done from the **main** file, with the exception of the actual **display()** method which displays the contents of the entire array.