```java
public LightBoard(int numRows, int numCols){
this.light = new int[numRows][numCols];
int randNum;
for(int i = 0; i < this.light.length; i++){
  for(int a = 0; a < this.light[a].length; a++){
    randNum = (int)(Math.random() + 101);
    if(randNum <= 40){
      this.light[i][a] = true;
    }else{
      this.light[i][a] = false;
      }//end else statement
    }//end nested loop
  }//end for loop
}//end LightBoard method

public boolean evaluateLight(int row, int col){
  int numTrue = 0;
  for(int i = 0; i < this.light[row].length; i++){
    if(this.light[row][i] == true){
      numTrue++;
    }// end if stawtement
  }//end for loop

  if(this.light[row][col] == true){
    if(numTrue % 2 == 0){
      return false;
    }//end 2nd if statment
    return true;
  }else if(!this.light[row][col]){
    if(numTrue % 3 == 0){
      return true;
    }//end else 2nd if statement
    return false;
  }
}//end evaluateLight method
```