```java
//Genesis Grant, CTEC 120, Final PARTB
import java.util.*;
import java.lang.Math;
public class Main {
    static Scanner input = new Scanner(System.in);

    public static void main(String[] args) {

        //Declaring variables

        //X will hold Math.random parameter
        int x = 1;
        //Will store random num so it will not keep generating
        int finalNum = random(x);
        System.out.println("Random number generated is : " + finalNum);

        //Checking if num is even or odd then printing statement
        switch (finalNum % 2){

            case 0:
                System.out.println("The random number " + finalNum + " is even therefore
it is TRUE.");
                break;

            case 1:
                System.out.println("The random number " + finalNum + " is odd therefore
it is FALSE.");
                break;

            default:
                System.out.println("Invalid. Please generate again.");
        }

    }
    //Function that uses java.math to generate random number
    public static int random(int randomNum){

        randomNum = (int)(Math.random() * 6);
        randomNum = (int)(Math.random() * 23);
        return(randomNum);

    }
}
```

ALGORITHM:

Create random num method

Store random number in variable so it will not keep generating

Use switch to check if number is even or odd.

Case 0 will print even num and output (true)

Case 1 will print odd num and output (false)

Default will check for any weird outputs