This program consists of two methods.

A main method, which is where all direction of the program is contained, and a method with the name “generateRandomInteger”, which returns an int.

Starting at the beginning of the main method, a for-loop is created. The loop iterates through a total of 10 times, as defined in the conditional for the loop.

Within the confines of the loop, the method generateRandomInteger is called, and the returned int value is assigned to a new variable named random. Following this, the variable random is printed to the console. After the culmination of the loop’s 10 runs, a String is printed saying “Random integers generated”. This concludes the program.

Diving a little deeper into the functionality of the method generateRandomInteger, we can see that the Random class is initialized, and .nextInt(int n) is used to return a value between 0 and 10 (indicated with the argument “10”, which functions as a bound for the randomGenerator when finding the number.