

ReflectionLog EvensAndOdds

```
public static void main(String[] args) {  
    //Generate 25 random numbers between 0 and 99  
    int[] numbers = generateRandomNumbers(25, 0, 99);  
  
    //Print all odd numbers  
    System.out.println("ODD Numbers:");  
  
    printNumbers(numbers, false); //false flag indicates printing odd numbers  
  
    //Print a new line before displaying even numbers  
    System.out.println("\nEVEN Numbers:");  
  
    //Print all even numbers  
    printNumbers(numbers, true); //true flag indicates printing even numbers  
}
```

This code generates an array of 25 random numbers between 0 and 99, and then prints all the odd and even numbers from the array. It calls the `generateRandomNumbers()` method to generate the random numbers and the `printNumbers()` method to display the numbers. The `printNumbers()` method is called twice: first with a false flag to print odd numbers, and then with a true flag to print even numbers. The output is organized with labels for "ODD Numbers" and "EVEN Numbers."

```
//Method to generate an array of random numbers  
public static int[] generateRandomNumbers(int size, int min, int max) {  
    // Create an array to hold the random numbers  
    int[] numbers = new int[size];  
  
    //Calculate the range of random numbers  
    int range = max - min + 1;  
  
    // Loop to populate the array with random numbers in the given range  
    for (int i = 0; i < size; i++) {  
        //Assign a random number between min and max to each element  
        numbers[i] = (int) (Math.random() * range) + min;  
    }  
  
    //Return the populated array  
    return numbers;  
}
```

This method generates an array of random numbers within a specified range. It creates an array of the given size and populates it with random numbers between the specified min and max values using `Math.random()`. After filling the array, it returns the array of random numbers. This enables the generation of random values for further processing or display.

```
//Method to print either even or odd numbers based on the flag
public static void printNumbers(int[] numbers, boolean printEven) {

    //Loop through each number in the array
    for (int num : numbers) {

        //If printEven is true, print only even numbers
        if (printEven && num % 2 == 0) {

            System.out.print(num + " ");

            //If printEven is false, print only odd numbers
        } else if (!printEven && num % 2 != 0) {

            System.out.print(num + " ");
        }
    }
}
```

This method prints either even or odd numbers from the provided array based on the `printEven` flag. If `printEven` is true, it prints only the even numbers by checking if a number is divisible by 2 (`num % 2 == 0`). If `printEven` is false, it prints only the odd numbers by checking if a number is not divisible by 2 (`num % 2 != 0`). The numbers are printed on the same line, separated by spaces.