Problem #1

- Write a program that has the class name `Problem1` and that has the `main` method. Prompt the user to enter a integer between 1 and 4 with both, row and column.

- The program should create a multiplication table by finding the product for each incrementation of the row and column respectively. The table should end at `row * column`.

- Several sample usages are provided for you below.

```
Enter row: 3
Enter col: 4
1 2 3 4
2 4 6 8
3 6 9 12
```

```
Enter row: 3
Enter col: 3
1 2 3
2 4 6
3 6 9
```

```
Enter row: 4
Enter col: 4
1 2 3 4
2 4 6 8
3 6 9 12
4 8 12 16
```

Problem #2

- Write a program that has the class name `Problem2` and that has the `main` method.

- Write a program that creates a 10 by 10 box. The box should look exactly as the sample usage below.

- Even though the values are given nothing should be hard coded all constants must be assigned a variable.

- Several sample usages are provided for you below.

```
1   2   3   4   5   6   7   8   9   10
2                                   20
3                                   30
4                                   40
5                                   50
6                                   60
7                                   70
8                                   80
9                                   90
10  20  30  40  50  60  70  80  90  100
```