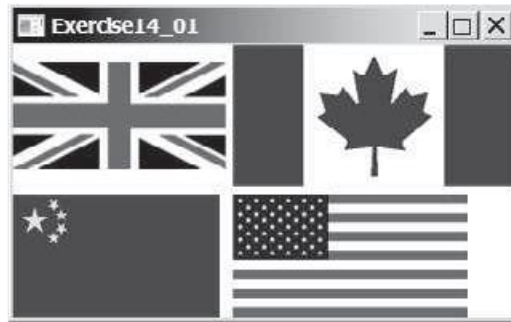# Display images

Write a program that displays four images in a grid pane, as shown in the following Figure:

Display random 0 or 1

Write a program that displays a 10-by-10 square matrix, as shown in the following Figure. Each element in the matrix is 0 or 1, randomly generated. Display each number centered in a text field. Use TextField's setText method to set value 0 or 1 as a string.