Create one class TwoDArrays which includes a main method, and the static methods listed below. You may use example arrarys provided below as well as additional ones to ensure you have run sufficient test cases. Copy/paste your method code under each corresponding question (1 -7).

```
basic = new int[][] { {1,2,3}, {4,5,6}, {7,8,9} };

allneg = new int[][] { {-10,-12,-3}, {-4,-5,-6,-8}, {-7,-8} }; //all neg and ragged

nonsquare = new int[][] { {1,2,3}, {4,5}, {6,7,8,9} };

negatives = new int[][] { {1,-2,3}, {4,5,6}, {-7,8,-9} };

rowmagic = new int[][] { {1,2,3}, {-1,5,2}, {4,0,2} };

colmagic = new int[][] { {1,-1,4,10}, {3,5,0,-6} };

magic = new int[][] { {2,2,2}, {2,2,2}, {2,2,2} };

notmagic1 = new int[][] { {1,2,3}, {4,5,6}, {6,8,9} }; //diag sums are not equal

notmagic2 = new int[][] { {1,5,3}, {4,5,6}, {7,8,9} }; //diag sums //are equal but rows are not
```

1. Write a method public static int max(int[][] a) that returns the maximum value in the 2d parameter array a.

2. Write a method public static int rowSum(int[][] a, int x) that returns the sum of the elements in Row x of a.

3. Write a method public static int columnSum(int[][] a, int x)

```
public static int columnSum(int[][] a, int x)
{
    int [][] tempArray = a;
    int sum = 0;

    for(int row = 0; row <tempArray.length; row++)
    {
        for(int col = x; col == x; col++)
        {
            int element = tempArray[row][col];
            sum += element;
        }
    }
    return sum;
}</pre>
```

4. Write a method public static boolean isRowMagic(int[][] a) that checks if the array is row-magic (this means that every row has the same row sum).

```
public static boolean isRowMagic(int[][] a )
{
    int [][] tempArray = a;
    boolean magic = false;
    for(int i = 0; i < tempArray[0].length -1; i++)
    {
        if(rowSum(tempArray, i) == rowSum(tempArray, i++))
        {
            magic = true;
        }
        else
        {
}</pre>
```

```
magic = false;
}

return magic;
}
```

5. *Write a method public static boolean isColumnMagic(int[][] a) that checks if the array is columnmagic (this means that every column has the same column sum).

```
public static boolean isColumnMagic(int[][] a)
{
      boolean columnMagic = true;
      int maxLength = a[0].length;
      for(int i = 0; i <a.length; i++)</pre>
             if (a[i].length > maxLength)
                    maxLength = a[i].length;
      }
      int val = columnSum(a, 0);
      for(int i = 0; i<maxLength; i++)</pre>
             if (val != columnSum(a,i))
                    {
                           columnMagic= false;
                    }
       return columnMagic;
}
```

6. Write a method public static boolean isSquare(int[][] a) that checks if the array is square (i.e. every row has the same length as a itself).

```
public static boolean isSquare(int[][]a)
{
    int [][] tempArray = a;
    boolean square = true;
    int length = tempArray.length;

    for(int i = 0; i < length; i++)
    {
        if(length == tempArray[i].length)
        {
            square = true;
        }
        else
        {
            square = false;
        }
}</pre>
```

```
}
return square;
}
```

7. Write a method public static boolean isMagic(int[][] a)that checks if the array is a magic square. This means that it must be square, and that all row sums, all column sums, and the two diagonal-sums must all be equal.

```
public static boolean isMagic(int [][] a)
             boolean magicSquare = false;
             int [][]tempArray = a;
             for(int row = 0; row < tempArray.length; row++)</pre>
                    int rowSum = rowSum(tempArray, row);
                    for(int col = 0; col < tempArray[0].length; col++ )</pre>
                           int colSum = columnSum(tempArray, col);
                           if(rowSum == colSum)
                           {
                                  boolean square = isSquare(tempArray);
                                  if (square = true)
                                  {
                                         magicSquare = true;
                                  }
                                  else
                                  {
                                         magicSquare = false;
                                  }
                           }
                           else
                           {
                                  magicSquare = false;
                           }
                    }
             }
             return magicSquare;
      }
```