

CSCI-101 Programming 1

Week of Oct 23 - Lab 10c

INSTRUCTIONS

Inside your **Lab10** class add a class named **IntMatrix** that contains the following methods.

- I. A **static** method named **create** that takes a variable number (**varargs**) of arrays of integers as arguments and returns a new 2D array of integers containing the elements that are passed into the method.
- II. A **static** method named **print** that takes an 2D array of integers as an argument and prints to the screen the elements in the 2D array, with each row on a separate line and the elements in a row printed on the same line with spaces between them.
- III. A **static** method named **max** that takes a 2D array of integers as an argument and returns the largest element in the 2D array that is passed into the method.
- IV. A **static** method named **min** that takes a 2D array of integers as an argument and returns the smallest element in the 2D array that is passed into the method.
- V. A **static** method named **contains** that has two parameters. The first is a 2D array of integers named **matrix** and the second is an integer named **k**. The method returns **true** if the value in **k** is in **matrix**; otherwise the method returns **false**.
- VI. A **static** method named **count** that has two parameters. The first is a 2D array of integers named **matrix** and the second is an integer named **k**. The method returns the number of elements in **matrix** that have the value equal to **k**.
- VII. A **static** method named **clone** that takes a 2D array of integers as an argument and returns a new 2D array containing the elements in the array that is passed into the method.