

Consider the following arrays:

```
int[] myNumbers = {23,11,22,7,1,3,6,8,14};  
int[][] table = new int[2][3];  
table[1][1]=6;  
table[1][2]=7;  
table[0][0]=8;
```

1. Create a new class called **numberOfEvens**. Use an enhanced for-loop that counts how many even numbers are in the myNumbers array (this can be done since the myNumbers array is not being modified). A counter variable should be used and also remember that the best way to test to see if a number is even is to use Modulus Arithmetic (%). The class should output a statement to the user that clearly tells them what it has done.
2. Create a new class called **changeMyEvens**. Use a standard for-loop to change any even numbers in the myNumbers array to equal 999 (this needs to include a test to see if a number is even, just like in problem #1). Use a standard for-loop to print out the new array as output. Then, use an enhanced for-loop to print out the new array again as output.
3. Create a new class called **noMoreZero**. Use nested standard for-loops to traverse through all elements of the table array. When an element is found to equal zero, change it to 1. After completing this task, use a nested for-loop to print the array as output (so that it appears in row/column format).
4. Create a new class called **addElements**. Copy and paste your code from the **noMoreZero** class you created in problem #3. Add a nested for-loop at the end of the code to add all of the elements that the **noMoreZero** class created. Add another line of output that communicates what all of the elements in the array add to.