

```
1 import java.util.Random;
2
3 public class Riempimento {
4     public static void main(String[] args) {
5         int[][] matrice = new int[5][5];
6
7         riempiRandom(matrice, 100);
8
9         for (int[] array : matrice) {
10            for(int num : array) {
11                System.out.printf("%2d ", num);
12            }
13            System.out.println();
14        }
15    }
16
17    public static void riempiRandom(int[][] matrice, int maxValue) {
18        Random generator = new Random();
19
20        for (int i = 0; i < matrice.length; i++) {
21            for (int j = 0; j < matrice[0].length; j++) {
22                matrice[i][j] = generator.nextInt(maxValue);
23            }
24        }
25    }
26 }
27
```