

3. Make the class `MultiplicationTable` which has the following:
 - (a) A single instance variable called `table` that will contain any desired number of rows and columns of `int`
 - (b) A constructor that takes two parameters that specify how many rows and columns that the table should have. (Remember, in general, the constructor should initialize any and all instance variables). Initialize `table` so that each element contains the product of its row index and its column index. For example, the entry at row 3, column 4 should contain 12, because $3 \times 4 = 12$.
 - (c) A method that returns the number of rows in the table
 - (d) A method that returns the number of columns in the table
 - (e) A `toString` method (which overrides the default `toString` method) that returns a `String` version of the table so that each row is on its own line, and there is a “|” between each column.