



3. Make the class `MultiplicationTable` which has the following:
  - (a) A single instance variable called `table` that will contain any desired number  $n$  rows and  $m$  columns of `int`
  - (b) A constructor that takes two parameters that specifies how many rows and columns that the table should have. (Remember the constructor should initialize the instance variable). Initialize the table so each element contains the product of its row index and its column index.
  - (c) A method that returns the number of rows in the table
  - (d) A method that returns the number of columns
  - (e) A `toString` method that prints the table so that each row is on its own line, and there is a "—" between the columns.