**Rounder2D.java**

**Description: Use the methods you made in the General class to complete this program.** This program creates a two dimensional array of 6 random decimal numbers using Math.random(). The program then creates a new two dimensional array that rounds each of the numbers in the first array to the nearest thousandths place. Sample printout follows:

Unrounded Numbers:

0.303695739339388 0.5856044646924893 0.4252092797198027

0.315651896651351 0.4562135651648495 0.3211568489661563

Rounded Numbers:

0.304 0.586 0.425

0.316 0.456 0.321

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