Suppose an int array ratings contains values in the range 0-3. Write a code fragment that creates an array count that contains the frequency of occurrences of 0's, 1's, 2's and 3's in the ratings array, and then prints this information.

Example: if the array ratings has these contents:

<table>
<thead>
<tr>
<th>ratings</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 2 3 4 5 6</td>
</tr>
<tr>
<td>2 3 2 1 0 2 2</td>
</tr>
</tbody>
</table>

Your code should create the array count with the following contents:

<table>
<thead>
<tr>
<th>count</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 2 3</td>
</tr>
<tr>
<td>1 1 4 1</td>
</tr>
</tbody>
</table>

and the output would be:
Count for 0: 1
Count for 1: 1
Count for 2: 4
Count for 3: 1

Write your code fragment below. Assume the array ratings is already initialized to some values. Your code should work for any size array.

```java
int[] count = new int[4];
for (int x: ratings)
    count[x]++;
for (int i = 0; i < count.length; i++)
    System.out.println("Count for " + i + ": " + count[i]);
```
Suppose the array `scores` has been declared as follows:

```java
double[] scores = new double[100];
```

and initialized with some values (not shown, could be anything).

**Write a code fragment to shuffle the values in the array**

```java
Random rand = new Random();

// shuffling enough times (not specified in question)
// using 2 * scores.length

for (int i = 0; i < 2 * scores.length; i++)
{
    int x = rand.nextInt(a.length);
    int y = rand.nextInt(a.length);
    double temp = a[x];
    a[x] = a[y];
    a[y] = temp;
}
```