Your Java method tries to remove random entries from an array by shifting elements, but it has some issues:

**Issues in the Code:**

1. **Arrays in Java have fixed sizes** – You can't shrink them dynamically like lists. When you update array using Arrays.copyOf, it only modifies the local reference, not the original array.
2. **Inefficient shifting** – Shifting elements on each removal can be expensive.
3. **Not printing the removed elements** – You may want to display or process them.

**Alternative Solution:**

A better approach is to use an **ArrayList**, which allows easy removal of elements.

**Optimized Code:**

java

import java.util.ArrayList;

import java.util.List;

import java.util.Random;

public class RandomRemover {

public static void removeRandomEntries(int[] array) {

List<Integer> list = new ArrayList<>();

for (int num : array) {

list.add(num);

}

Random random = new Random();

while (!list.isEmpty()) {

int index = random.nextInt(list.size());

int removedEntry = list.remove(index);

System.out.println("Removed: " + removedEntry);

}

}

public static void main(String[] args) {

int[] array = {1, 2, 3, 4, 5};

removeRandomEntries(array);

}

}

**Why This Works Better:**

* **Uses ArrayList<Integer>** for easy removal.
* **No manual shifting needed** – remove(index) automatically adjusts the list.
* **More efficient & readable**.