**Activity 1**

The method Mystery() contains two arguments:

* int[] a 🡪 Which stands for an Array
* int b 🡪 Which stands for a simple integer

Then int z = b (Which is unnecessary)

Then W = - 1 (For no reason)

Then a for loop which states 🡪 int i = 0, then i < the array length then increment i

Then it compares the second argument B (which now is Z) and if they array index with i is more or equals, Z becomes the number of that indexed array and also W get the value of i (index)

For what I understood this mistery is probably trying to get the bigger number of the array, the B integer can be a pivot to compare then W get where in the index is the bigger number.

*Note: (Method in java file)*

The method Mystery2() does not contain any arguments,

It creates a scanner and called X.

Then Y is created and then the user is asked to enter the value of Y using X’s scanner.

Then 2 arrays are created Z 🡪 Strings, giving it Y as it’s size and A 🡪 Integers, giving it Y as it’s size

Then creates a for loop to give value to Z and A by limiting by the value of Y

Then it creates a code to get the min value with its string. Example:

|  |  |
| --- | --- |
| **String** | **Int** |
| Hello | 100 |
| My | 4 |
| Love | 45 |

The green row is what is going to be printed.

*Note: (Method in java file)*

**Activity 2**

//To get max

Array = {100, 3, 300, 140}

Define indexSelector;

Define counterPrime = 1;

For indexCounter = 0 ; indexCounter less than arraylength; indexCounter + 1

If array[indexcounter] > array[counterPrime]

counterPrime = indexCounter;

indexSelector = counterPrime

Define maxNumber = indexSelector;

//To get min

for indexCounter = 0; indexCounter less than arraylenght; indexCounter +1

if array[indexCounter] < array[counterPrime]

counterPrime = indexCounter;

Define minNumber = CounterPrime