We have defined a class named SteveListMaxValueTest. The class contains a method max that takes an ArrayList<Integer> as a parameter.

A screenshot of a computer program

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**Method Signature**: The method is declared as public static Integer max(ArrayList<Integer> list). It is static, allowing it to be called without creating an instance of the class. The first step inside the method checks if the list is empty. If it is, the method returns 0.

A screen shot of a computer program

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A computer screen with text

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**Finding the Maximum Value**: If the list is not empty, we initialize maxValue with the first element of the list. We then iterate through the list using a for each loop, comparing each value to maxValue. If a larger value is found, we update maxValue.

A screen shot of a computer code

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**Main Method**: The main method is responsible for user interaction. It prompts the user to enter integers, which are added to the ArrayList until the user inputs 0. After the loop, the max method is called with the populated list, and the result is printed to the console.

A computer screen shot of code

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This implementation effectively captures user input, processes it, and provides the maximum value, demonstrating a practical use of ArrayList and basic control structures in Java.

A computer screen shot of a black screen

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