CMPE 242
Hands-On Activity 1

1. Write a static Java method that returns the **largest** element in a given integer array. Make sure that the method is efficient.

2. Write a static Java method that returns the **second** largest element in a given integer array. Make sure that the method is efficient.

3. Write a static Java method that multiplies two given matrices (which have elements of type double) and returns the result as a 2D array.

4. Write a static Java method to reverse the elements of a given integer array, using a temporary array within the method.

5. Write a static Java method to reverse the elements of a given array, without using the temporary array.

6. Write a static method to randomly shuffle the elements in an array of double values.

7. Write a static method that checks whether the given array of double values is sorted in ascending order.