1. (MinMax.java, 10 points) Read in 10 ints from the keyboard, and store them in an array. Find the maximum and minimum values in the array, and display them on the screen.

2. (Swap.java, 10 points) Read in 10 ints from the keyboard, and store them in an array. Find the position (or index) of the maximum and minimum values in the array, and swap them (i.e., move the biggest element to the position of the smallest, and move the smallest element to the position of the biggest).

3. (Temperature.java, 10 points) Write a program that reads in an integer N (from keyboard), and randomly generates N temperature values for the past N days. Each temperature should be an integer in the range 60-80. It should then display the average of temperatures over the N days and how many days were above-average in temperature.

4. (Even.java, 15 points) Read 10 ints from the keyboard, and store them in an array. Display "true" on the screen if there is an even number of even numbers among these 10. Otherwise, display "false".