Determine the contents of each dictionary after the code segment is executed.

```
1) Dictionary<string, int> ages = new Dictionary<string, int>();
  ages["John"] = 30;
  ages["Alice"] = 25;
  ages["Bob"] = 35;
2) Dictionary<string, string> colors = new Dictionary<string, string>();
  colors.Add("Red", "FF0000");
  colors.Add("Green", "00FF00");
  colors.Add("Blue", "0000FF");
  colors.Remove("Green");
3) Dictionary<int, string> fruits = new Dictionary<int, string>
  {
      { 1, "Apple" },
      { 2, "Banana" },
      { 3, "Orange" }
  };
  fruits[2] = "Grape";
4) Dictionary<string, int> scores = new Dictionary<string, int>();
  scores.Add("Alice", 85);
  scores.Add("Bob", 92);
  scores.Add("Charlie", 78);
  scores["David"] = 80;
```

```
5) Dictionary<char, string> letters = new Dictionary<char, string>();
  letters['A'] = "Apple";
  letters['B'] = "Banana";
  letters['C'] = "Carrot";
  letters.Remove('B');
6) Dictionary<string, bool> flags = new Dictionary<string, bool>
  {
      { "A", true },
      { "B", false },
      { "C", true }
  };
  flags["B"] = true;
7) Dictionary<int, string> months = new Dictionary<int, string>();
  months[1] = "January";
  months[2] = "February";
  months[3] = "March";
  months.Remove(2);
8) Dictionary<string, string> capitals = new Dictionary<string, string>
  {
      { "USA", "Washington D.C." },
      { "UK", "London" },
      { "France", "Paris" }
  };
  capitals["USA"] = "New York";
```

```
9) Dictionary<int, int> squares = new Dictionary<int, int>();
    squares[1] = 1;
    squares[2] = 4;
    squares[3] = 9;
    squares[4] = 16;
    squares.Remove(3);

10) Dictionary<string, double> p = new Dictionary<string, double>();
    p.Add("Apple", 1.2);
    p.Add("Banana", 0.8);
    p.Add("Orange", 1.0);
    p.Remove("Banana");
```