Type: FMB  
1. Specify the output of the program.  
  
public class TalkRun  
{  
 String result = "";  
  
 public static void talk()  
 {  
 String message = "hello";  
 System.out.print(message);  
 }  
  
 public static void run()  
 {  
 double score = 48.6;  
 System.out.print(score);  
 }  
  
 public static void main(String[] args)  
 {  
 String name = " Joe";  
 talk();  
 run();  
 System.out.print(name);  
 }  
}  
  
Note that you will need to pay attention to how a double value will be printed out.  
Output of the program: [hello48.6 Joe]  
  
Type: FMB  
2. Read the method definition below:  
  
public static String hello(String name, int age)  
{  
 String greeting = "Hello " + name;  
 if (age < 18)  
 {  
 greeting = greeting + "!";  
 }  
 else  
 {  
 greeting = greeting + "! Safety first.";  
 }  
  
 return greeting;  
}  
  
Given the code above, what is printed by the following code segment:  
String message = hello(" Dan", 23);  
System.out.println(message);  
Output of the program: [Hello Dan! Safety first.]  
  
Type: FMB  
3. Read the method definition below:  
public class Joining  
{  
 public static double join(double score)  
 {  
 if (score < 50)  
 {  
 score = score / 2;  
 return score;  
 }  
 else  
 {  
 return 100.0;  
 }  
 }  
  
  
 public static void main(String[] args)  
 {  
 System.out.print(join(60.8));  
 }  
}  
Output of the program: [100.00]