Type: FMB  
1. What are variables' values after the following code segment is executed?  
long amount = 5 + 3 / 2;  
  
Pay attention to how to specify a long value.  
[6L, 6l]  
  
Type: FMB  
2. What are variables' values after the following code segment is executed?  
double quantity = 2 \* 3;  
  
Pay attention to how to specify a double value.  
[6.0]  
  
Type: FMB  
3. What are variables' values after the following code segment is executed?  
int k = 8 / 3;  
  
[2]  
  
Type: FMB  
4. What are variables' values after the following code segment is executed?  
int g = 8 % 8;  
  
[0]  
  
Type: FMB  
5. What are variables' values after the following code segment is executed?  
double n = 4.0 / 4 \* (68 - 2);  
  
[66.0]  
  
Type: FMB  
6. What are variables' values after the following code segment is executed?  
int quantity = 6;  
boolean f = 3 <= quantity;  
quantity: [6]f: [true]  
  
Type: FMB  
7. Specify the output and the variables' values after the following code segment is executed.  
  
int index = 2;  
if (index < 6)  
{  
 System.out.print(index);  
 index = index - 1;  
}  
If there is no output, please specify "nothing" (no quotes) in the blank for the output.  
output of the code: [2]index: [1]  
  
Type: FMB  
8. Specify the output and the variables' values after the following code segment is executed.  
  
int u;  
int v = 2;  
  
for (u = 7; u > v; u--)  
{  
 System.out.print(u + "-");  
 System.out.print(v + "$");  
 v += 2;  
}  
  
Note:  
(1) If there is no output, please specify "nothing" (no quotes) in the blank for the output.  
(2) If a variable is out of scope after the code segment is executed, please specify "out of scope" (no quotes) in the blank for the variable.  
Output of the program: [7-2$6-4$]u: [5]v: [6]