Type: FMB  
1. What are variables' values after the following code segment is executed?  
long quantity = 3 + 3 / 1;  
  
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 amount = 7 \* 8;  
  
Pay attention to how to specify a double value.  
[56.0]  
  
Type: FMB  
3. What are variables' values after the following code segment is executed?  
int g = 8 / 4;  
  
[2]  
  
Type: FMB  
4. What are variables' values after the following code segment is executed?  
int g = 3 % 5;  
  
[3]  
  
Type: FMB  
5. What are variables' values after the following code segment is executed?  
double x = 3.0 / 4 \* (93 - 8);  
  
[63.75]  
  
Type: FMB  
6. What are variables' values after the following code segment is executed?  
int quantity = 8;  
boolean f = 3 <= quantity;  
quantity: [8]f: [true]