

CIS1068, Program Design and Abstraction

Complete the following programs so that they can print out the expected results.

1) For any positive number of variable “g”, print out “positive”.

```
if (g _____)
    System.out.print (“positive”);
```

2) Identify the value for a given “int” type variable “g”. Print out “positive” if it is positive; otherwise, print out “not positive”.

```
if (g _____)
    System.out.print (“positive”);
_____
System.out.print (“not positive”);
```

3) Identify the value for a given “int” type variable in “g”. If it is in the range of [0..100], print out the corresponding answer “Yes”; otherwise, “No”.

```
if ( _____ )
    System.out.print (“Yes”);
_____
System.out.print (“No”);
```

4) Identify the value for a given “int” type variable “g”. If it is in the range of (0..100), print out the corresponding answer “Yes”; otherwise, “No”.

```
if ( _____ )
    System.out.print (“Yes”);
_____
System.out.print (“No”);
```

5) Identify the value for a given “int” type variable in “g”. If it is in the range of ” [0..100]∪ [300..400], print out the corresponding answer “Yes”; otherwise, “No”.

```
if ( _____ )
    System.out.print (“Yes”);
_____
System.out.print (“No”);
```

6) Identify the value for a given “int” type variable in “g”. If it is in the range of [0..400] but not in [100..300], print out the corresponding answer “Yes”; otherwise, “No”.

```
if ( _____ )
    System.out.print (“Yes”);
_____
System.out.print (“No”);
```