CIS1068, Program Design and Abstraction

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

1) For any positive nun	nber of variable "g", print out	t "positive".	
if (g))		
System.out.print ("	positive");		
2) Identify the value for	r a given "int" type variable "	"g". Print out "positiv	e" if it is
positive; otherwise, pri	nt out "not positive".		
if (g)		
System.out.print ("			
System.out.print ("	not positive");		
print out the correspond	r a given "int" type variable i ding answer "Yes"; otherwise		ange of [0100]
System.out.print ("	Yes");		
System.out.print ("	No");		
4) Identify the value for	r a given "int" type variable "	"g". If it is in the rang	ge of (0100),
print out the correspond	ding answer "Yes"; otherwise	e, "No".	
if ()
System.out.print ("	Yes");		
System.out.print ("	No");		
5) Identify the value for	r a given "int" type variable i	in "g". If it is in the ra	ange of ".
[0100]∪ [300400], p if (orint out the corresponding an		se, "No".
System.out.print ("	Yes");		
System.out.print ("	No");		
6) Identify the value for	r a given "int" type variable i	in "g". If it is in the ra	ange of [0400]
but not in [100300], p	rint out the corresponding ans	swer "Yes"; otherwis	se, "No".
if ()
System.out.print ("	Yes");		
System.out.print ("	No");		