

Read and study the **unit2Day1** class below. What would each **/*CODE TO INSERT*/** output?

```
package unit04;
import java.util.*;

public class unit2Day1 {

    public static int mango(int a)
    {
        int number = (int)(Math.random( ) * a + 1);
        return number;
    }
    public static double lemon(int a)
    {
        double x = (double)10/a;
        x += Math.max(4,10);
        return x;
    }
    public static String grape(String m)
    {
        String a = "Hometown: ";
        return a+m;
    }
    public static int kiwi(int a, double b, int c)
    {
        int answer = a%c+1;
        answer++;
        answer*=2;
        answer = (int)(answer/b);
        return answer;
    }
    public static int melon(double a)
    {
        return (int)(a+0.5);
    }
    public static String fruit(int a)
    {
        if(a%2==0)
            return "You got an even number there!";
        else
            return "You got an odd number there!";
    }
    public static boolean good(String a)
    {
        if(a.equals("yes"))
            return true;
        else
            return false;
    }
    public static void main(String[] args) {
        int x=3, y=10, z=20;
        double q=3.14;
        String a="Coppell, TX";
        /* CODE TO INSERT */
    }
}
```

What would the output be if the */* CODE TO INSERT */* portion of the main method was replaced with ...

1. `System.out.println(lemon(2));`
2. `System.out.println(grape(a));`
3. `System.out.println(mango(6));`
4. `System.out.println(good("yes"));`
5. `System.out.println(melon(q));`
6. `System.out.println(kiwi(8,2.5,3));`
7. `System.out.println(fruit(y+z*x));`
8. `System.out.println(grape("Andover, MN"));`
9. `System.out.println(mango(y));`
10. `System.out.println(lemon(z));`
11. `System.out.println(good("true"));`
12. `System.out.println(kiwi(7,4,4));`
13. `System.out.println(melon(2.73));`
14. `System.out.println(good("YES"));`
15. `System.out.println(fruit(7));`
16. The **mango**() method is designed to do something very important. What?
17. The **melon**() method is designed to do something very important. What?