

While Loop Lab

Create a new project named `while_loop_lab` with a new class named `WhileLoopLab`. Your main method should call each method you write below.

Make sure you use comments and correct java conventions.

1. Create a new method that contains a while loop that will print your name to the console 5 times.
2. Create a new method that has a Boolean variable named `flag` which is initially set to `false`. The method also contains a while loop that will print your name to the console 5 times. The flag is only set to `true` after your name has been printed 5 times which will cause the while loop to exit.
3. Create a new method that contains a while loop that will print the numbers 1 through 10 and also printing if the number is odd or even:
 1 is an odd number
 2 is an even number
 3 is an odd number
 4 is an even number
 ...
4. Create a new method that contains a while loop that will loop as long as `i` is less than 30. Inside your method, increment `i` by 3. Print "loop" inside your while loop.
5. Create a new method that has a boolean variable named `flag` that is initially set to `false`. The method also contains a while loop that will read each character of the String "California". When you get to the character 'r', print "character found at position" + `i` and set the flag to `true` so the loop will stop.