```
1) R4.1
   a) *
       ***
   b) =====
       *====
       ***==
       ****=
   c) Infinitely outputs *****
2) R4.4
   a) int n = 100;
       int i = 0;
       while(i * i < n){
          System.out.print(i * i + " ");
          i++;
        }
       System.out.println();
   b) int n = 100;
       int i = 0;
       while(i < n){
          if(i \% 10 == 0){
             System.out.print(i + " ");
          }
           i++;
        System.out.println();
   c) int n = 100;
       int i = 1;
       while(i \le n){
         System.out.print(i + " ");
         i *= 2;
       System.out.println();
3) R4.8
```

- - a) An infinite loop is a loop that never reaches it's terminating condition. It can be terminated usually by pressing CTR-C or CTRL-Z or closing the terminal
- 4) R4.10
 - a) An error in a program that occurs when an index is unintentionally one off. I have had an off-by one error while iterating through an array
- 5) R4.11

a) A sentinel value is a variable that determines the condition when a loop ends. An example would be having a boolean variable that is true when a game is in progress and false when its not.

```
6) R4.19

a) s = 1.0/(1+n*n);

while(s > 0.01) {

n++;

x = x + 5;
```