An *infinite loop* is a sequence of instructions in a [computer program](https://en.wikipedia.org/wiki/Computer_program) which loops endlessly, either due to the [loop](https://en.wikipedia.org/wiki/Control_flow#Loops) having no terminating condition,having one that can never be met, or one that causes the loop to start over. In older [operating systems](https://en.wikipedia.org/wiki/Operating_system) with [cooperative multitasking](https://en.wikipedia.org/wiki/Cooperative_multitasking), infinite loops normally caused the entire system to become unresponsive. With the now-prevalent preemptive multitasking model, infinite loops usually cause the program to consume all available processor time, but can usually be terminated by the user. [Busy wait](https://en.wikipedia.org/wiki/Busy_waiting) loops are also sometimes called "infinite loops". Infinite loops are one possible cause for a computer "[freezing](https://en.wikipedia.org/wiki/Hang_(computing))"; others include [thrashing](https://en.wikipedia.org/wiki/Thrashing_(computer_science)), [deadlock](https://en.wikipedia.org/wiki/Deadlock), and [access violations](https://en.wikipedia.org/wiki/Segmentation_fault).