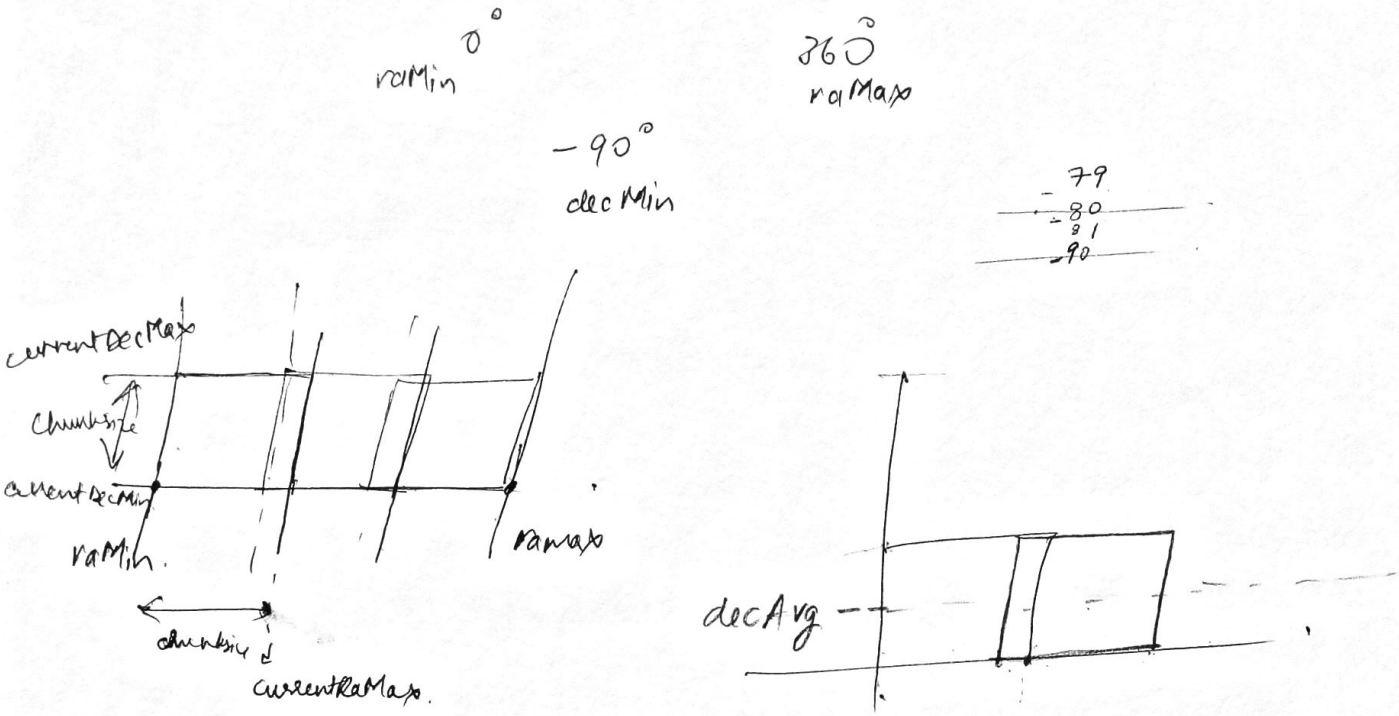

trying to check the "while loop" for calculating bounds for chunks of sky.

↳ the loop works fine & creates 723 chunks of the whole sky with 40' overlaps.

↳ the loop goes over to infinite no. of iterations when we take into account the 'cosine' term

↳ this cosine term makes values very small the cumulative effect is that nos. become really small — to the extent that cannot be represented as distinct numbers!

↳ do not change ∴ we run into an infinite loop!

(at the first iteration itself!)