

Write the following `For` loops. Use `J` as your loop variable. Also, **trace the loops and circle the final values of each variable** in columns in the right margin.

1. Write a `For` loop that computes the sum of the integers from 1 to 4 & stores the sum in the variable named `sum`.

sum J

2. Write a `For` loop that adds the **odd** integers between 21 and 27 & stores the sum in the variable `sum`.

sum J

3. Write a `For` loop that displays each number between 10 to 25 that is a **multiple of 5** in a message box. **You do not have to trace this loop.**

4. Write a `For` loop that moves `picPlayer` down the form ten pixels at a time for an overall amount of 120 pixels. You do not have to trace this loop or use the `Threading.Thread.Sleep` method.