

Write the following For loops. Use J as your loop variable. You can assume all variables have been declared. Also, **trace the loops and show the 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 `intSum`.

intSum J

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

intSum 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.