3.1: The Multiplier

Write a program to multiply integers. It should read two integers from the user until the user says stop, as in the following output:

```
Num 1: 5
Num 2: 6
The product is: 30
0 = End: 1
Num 1: 95
Num 2: 65
The product is: 6175
0 = End: 0
```

Comment it appropriately. Compile it and test it. When you have it working, ask the Instructor or TA to check you off. If you finish quickly, try to help those around you.

3.2: The Squarer

Write a program that reads two integer values, and prints a list of the squares of the integers between the inputs, inclusive. For example, if the user enters 3 and 5, the program prints 9, 16, 25. Make sure the first integer is less than or equal to the second, if not print an error message. Sample output is below:

```
Lower Bound: 3
Upper Bound: 5
Squares: 9 16 25
```

Modify your program to generate output like the following:

```
Lower Bound: 3
Upper Bound: 6
The squares are: 9, 16, 25 and 36
```