



30 DAYS OF CODE (PYTHON TRACK)

Day 10 - The Sieve of Eratosthenes

The Sieve of Eratosthenes is a technique that was developed more than 2,000 years ago to easily find all of the prime numbers between 2 and some limit, say 100. A description of the algorithm follows:

Write down all of the numbers from 0 to the limit

Cross out 0 and 1 because they are not prime. For all values greater than 1, replace all their multiples with 0 until you get to the limiting value.

Create a function named **sieve_of_eratos** that **takes in the limiting number as its parameter** and **returns a list of all the prime numbers less than it**.

N.B: No in-built module should be used.