17.

Step 1: Get Input and store it in a variable x

Step 2: If x is less than 0 return x and exit

Step 3: create variable c and initialize it as 1

Step 4: If x > c, go to step 5 else if x % c == 0, print out the number c and add 1 to c, go back to start of Step 4

Step 5: Exit