

Implementation

In this lesson, we'll see the implementation of Sieve of Eratosthenes.

We'll cover the following ^

- Implementation

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The Boolean array `is_prime[]` of Boolean is initialized to *true* and denotes that all numbers are assumed prime initially and marks them *false* as we proceed.

We start with $i = 2$ and only go up to $\text{ceil}(\sqrt{N})$ as explained in previous chapter.

Instead of comparing as $i \leq \sqrt{N}$, we are comparing as $i * i \leq N$. It's essentially the same comparison and we avoid dealing with the floating-point variable.

```
#include <iostream>
#include <vector>
using namespace std;

int main() {
    int N = 30;
    vector<bool> is_prime(N + 1, true); // size is N+1 so we can access is_prime[N]

    for (int i = 2; i * i <= N; i++) {
        if (is_prime[i]) {
            for (int j = i + i; j <= N; j += i)
                is_prime[j] = false;
        }
    }

    for (int i = 2; i <= N; i++)
        if (is_prime[i])
            cout << i << " ";

    return 0;
}
```



In the next lesson, we'll calculate the run-time complexity of Sieve.