Solution Review: Find out if the Given Number is Prime

Let's go over the solution review of the challenge given in the previous lesson.



Solution

```
#include <iostream>
using namespace std;
int main() {
 // Intitialize variables
 int number = 7;
 bool isPrime = true;
 // if block
  /*Checks if the value of a `number` is less than or equal to
 1. If yes, then execute line No. 13 to 16. If no, then execute
 line No. 18*/
 if (number <= 1) {
 //Sets the value of `isPrime` to false
    isPrime = false;
 // for block
  for (int counter = 2; counter <= number / 2; counter++) {</pre>
   // if block
   if (number % counter == 0) {
      isPrime = false;
      // jump to line No. 27
      break;
  // if-else block
  /*If isPrime = true then execute line No. 30.
 If no, then execute line No. 32*/
 if (isPrime) {
    cout << "Number is prime";</pre>
  } else {
    cout << "Number is not prime";</pre>
 return 0;
```







[]

Explanation

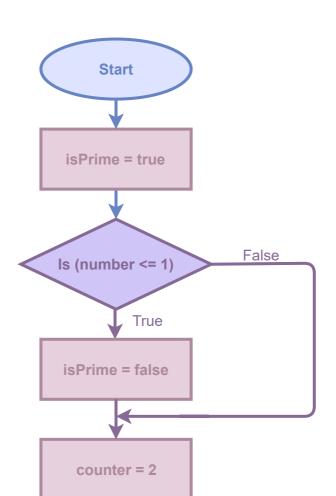
We have initialized the variable <code>isPrime</code> of type <code>bool</code> that keeps track of the <code>number</code>. If the given number is prime, then we set <code>isPrime</code> to <code>true</code>. If not, then we set it to <code>false</code>. Initially, <code>isPrime</code> is set to <code>true</code>.

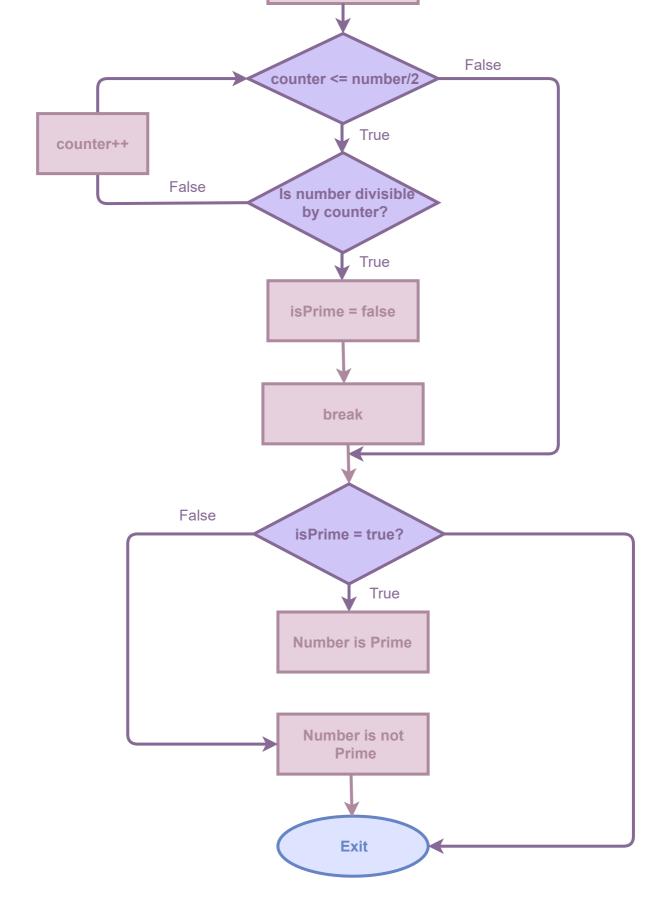
We know that numbers less than 2 are not prime. Therefore, we write a condition on **Line No. 13** that will checks if the number is less than or equal to 1 and then sets the isPrime to false.

A number is prime if it is only divisible by 1 or itself. Therefore, we initialize a for loop with counter = 2, and we increase the value of the counter by 1 in each iteration. If the number is perfectly divisible by the loop counter variable, then it is not a prime number. In this case, we set the isPrime to false and terminate the loop.

If the condition on **Line No. 20** evaluates to false for every value of the counter, then the given number is prime. In this case, the value of **isPrime** is **true**.

Illustration





Interesting so far? Let's solve some more challenges related to loops.