Exposure Java	Lab 11a
The "Sieve of Eratosthenes" Program	80 & 100 Point Versions

Assignment Purpose:

The purpose of this assignment is to practice declaring one-dimensional array objects and manipulating the elements of the array.

Write a program that computes prime numbers using the "Sieve of Eratosthenes" method. The **Sieve** prime number generator uses an ingenious method, which does not involve any type of division, by using the following steps:

- [1] Initialize all numbers in the array, starting with 2, as prime numbers. Ignore number 1.
- [2] Check the first number, 2, to see if it is prime. Since it is designated prime, change all the multiples of 2 to **Not Prime**.
- [3] Check the next number, 3, to see if it is prime. Since it is designated prime, change all the multiple of 3 to **Not Prime**.
- [4] Continue this process, until the upper limit is reached.

Imagine that a small upper limit of 21 is requested.

The "Sieve" will work with **Pr** (**Pr**ime) and **NP** (**N**ot **P**rime) as follows:

STEP 01 Initialize all elements to Prime

XX	Pr																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

STEP 02 Change all multiples of 2 to Not Prime

XX	Pr	Pr	NP	Pr																
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

STEP 03 Change all multiples of 3 to Not Prime

XX	Pr	Pr	NP	Pr	NP	Pr	NP	NP	NP	Pr	NP	Pr	NP	NP	NP	Pr	NP	Pr	NP	NP

	1	2	2	1	5	6	7	Ω	a	10	11	12	13	14	15	16	17	18	19	20	21
١	ı	-	J	4	5	0	<i>'</i>	0	9	10	11	12	IJ	14	15	10	17	10	19	20	4

STEP 04 Repeat this process until the upper limit is reached

XX	Pr	Pr	NP	Pr	NP	Pr	NP	NP	NP	Pr	NP	Pr	NP	NP	NP	Pr	NP	Pr	NP	NP
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Prime Numbers left are: 2, 3, 5, 7, 11, 13, 17, 19

80 Point Version Specifics

The 80-point version displays all the prime numbers between **1** and **100**. Complete methods **ComputePrimes** and **DisplayPrimes** inside the **Lab12vst** class. There is only a single execution and there is no program user input at all.

public static void main(String[] args) { // This main method needs additions for the 100 point version. Scanner input = new Scanner(System.in); final int MAX = 100; boolean primes[]; primes = new boolean[MAX]; computePrimes(primes); displayPrimes(primes); }

80 Point Version Output (Only 1 required)

COMPUTING PRIME NUMBERS

PRIMES BETWEEN 1 AND 100
2 3 5 7 11 13 17 19 23 29 31 37 41 43 47 53 59 61 67 71 73 79 83 89 97

Press any key to continue...

100 Point Version Specifics

The 100-point version requires interactive input in a text window. Additionally, the 100-point version needs to format program output so that all prime numbers display four digit numbers with leading zeroes where necessary using the **DecimalFormat** of class. To make the output look proper 1 blank space needs to be printed after each number. Execute the program twice. The **DecimalFormat** class is not included in the textbook chapter. You are expected to do research on this class and use it for the 100-point version.

```
public static void main(String[] args)
{
    Scanner input = new Scanner(System.in);
    System.out.print("Enter the primes upper bound ===>> ");
    final int MAX = input.nextInt();
    boolean primes[] = new boolean[MAX];
    computePrimes(primes);
    displayPrimes(primes);
}
```

100 Point Version Outputs (2 required)

First Output

```
Enter the primes upper bound ===>> 1000

COMPUTING PRIME NUMBERS

PRIMES BETWEEN 1 AND 1000

0002 0003 0005 0007 0011 0013 0017 0019 0023 0029 0031 0037 0041 0043 0047 0059 0061 0067 0071 0073 0079 0083 0089 0097 0101 0103 0107 0109 0113 0127 0137 0139 0149 0151 0157 0163 0167 0173 0179 0181 0191 0193 0197 0199 0211 0227 0229 0233 0239 0241 0251 0257 0263 0269 0271 0277 0281 0283 0293 0307 0313 0317 0331 0337 0347 0349 0353 0359 0367 0373 0379 0383 0389 0397 0401 0419 0421 0431 0433 0439 0443 0449 0457 0461 0463 0467 0479 0487 0491 0499 0509 0521 0523 0541 0547 0557 0563 0569 0571 0577 0583 0599 0601 0607 0617 0619 0631 0641 0643 0647 0653 0659 0661 0673 0677 0683 0691 0701 0709 0727 0733 0739 0743 0751 0757 0761 0769 0773 0787 0797 0809 0811 0821 0823 0829 0853 0857 0859 0863 0877 0881 0888 0887 0907 0911 0919 0929 0937 0947 0953 0967 0971 0977 0983 0991 0997

Press any key to continue...
```

Second Output

```
Enter the primes upper bound
COMPUTING PRIME NUMBERS
PRIMES BETWEEN 1 AND 5000
Press any key to continue...
```

NOTE: On some IDEs that "Capture Output", the list of prime numbers will not "word-wrap". Instead, it will display one VERY long line of numbers. This can be handled by inserting a "line-feed" in the display code that is acticated every 15 numbers.