

prime.js

```
/* Alexander Alfakir
 / 2 / 15 / 2021
 / Test 1
 / Grade Completed: A
 */

// Array's to store numbers.
var primes = [];
var not_primes = [];

// This function checks for primeness.
function Check_Prime(num) {
    for(var i = 2; i < num; i++){
        if(num % i === 0){
            return false;
        }
        return num > 1;
    }
}

function createNumber(num) {
    let li = document.createElement("li");
    li.textContent = num;
    return li;
}

function Sort_Numbers() {
    // This should grab the input from HTML
    var n = document.inputform.input.value;

    const pL = document.querySelector('#prime');
    const npL = document.querySelector('#not_prime');

    // This loop will go through 1 to n, check prime, then sort into
    appropriate array list.
```

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for(i = 1; i <= n; i++){
    var r = Check_Prime(i);
    if (r === false){
        not_primes[i-1] = i;
        console.log(i + " not prime");
        npL.appendChild(createNumber(i + " "));

    }
    else{
        primes[i] = i;
        console.log(i + " prime");
        pL.appendChild(createNumber(i + " "));

    }
}
}

function Sum_Numbers(arr){
    // Getting sum of numbers
    var sum = arr.reduce(function(a, b){
        return a + b;
    }, 0);
    document.getElementById("sum").innerHTML = sum;

    console.log(sum);
}

function Sum_Numbers_2(arr){
    // Getting sum of numbers
    var sum = arr.reduce(function(a, b){
        return a + b;
    }, 0);
    document.getElementById("sum_2").innerHTML = sum;

    console.log(sum);
}

// Code needed for Changing Colors
var xp = 0;

```

```
function changeScreen() {  
    var doc = document.getElementById("prime_list");  
    var color = ["blue", "brown", "green", "purple"]  
    doc.style.backgroundColor = color[xp];  
    xp = (xp + 1) % color.length;  
}  
var xp = 0;  
function changeScreen_2() {  
    var doc = document.getElementById("not_prime_list");  
    var color = ["blue", "brown", "green", "purple"]  
    doc.style.backgroundColor = color[xp];  
    xp = (xp + 1) % color.length;  
}  
setInterval(changeScreen, 1000);  
setInterval(changeScreen_2, 1000);
```