```
Form1.cs → × Form1.cs [Design]
                                                                          → 🗞 button1_Click(object sender, EventArgs e)
D:\Windows Form\Form A prime or not\Form A prime or not\Form1.cs
                                 int n=Convert.ToInt32(textBo № Form1
                                                                                                       22
         23 🖗
                                 int i=2, p = 1;
         24
         25
                                 while(i<=n-1)
                                                                                       hutton1
         26
         27
                                      if(n%i==0)
                                                                                  not prime
         28
                                           p=0;
         29
         30
                                           break;
         31
         32
                                      i++;
         33
                                 if(p==1)
         34
         35
                                 {
                                      label2.Text = "prime";
         36
                                 3
         37
         38
                                 else
                                · •
         39
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```

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
namespace Form_A_prime_or_not
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
```

```
private void button1_Click(object sender, EventArgs e)
        {
            int n=Convert.ToInt32(textBox1.Text);
            int i=2, p = 1;
            while(i<=n-1)</pre>
                if(n%i==0)
                {
                    p=0;
                    break;
                }
                i++;
            }
            if(p==1)
            {
                label2.Text = "prime";
            }
            else
            {
                label2.Text = "not prime";
            }
        }
    }
}
```