```
Form1.cs 😕 × Form1.cs [Design]
C A Form prime or not
                                    → %A_Form_prime_or_not.Form1
InitializeComponent();
                                                                                 → 😪 button1_Click(object sender, EventArgs e)
                              }
          18
          19
                              1 reference
          20
                              private void button1_Click(object sende
                                                                                                 prime or not
          21
                                    int n=Convert.ToInt32(textBox1.Text
          22
                                    int i, p = 1;
          23
                                    i = 2;
          24
                                    while(i <=n)
          25 🖗
          26
          27
                                         if(n%i==0)
                                         {
          28
          29
                                              p++;
          30
          31
                                         i++;
          32
                                    if(p==2)
          33
                                                                                                     ▶ Ln: 25 Ch: 25 SPC CRLF
```

```
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 A_Form_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, p = 1;
            i = 2;
            while(i <=n)</pre>
            {
                if(n%i==0)
                {
                    p++;
                }
                i++;
            }
            if(p==2)
            {
                label2.Text = "prime";
            }
            else
            {
                label2.Text = "not prime";
            }
        }
    }
}
```