



```

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)
    {
        if(n%i==0)
        {
            p=0;
            break;
        }
        i++;
    }
    if(p==1)
    {
        label2.Text = "prime";
    }
    else
    {
        label2.Text = "not prime";
    }
}
}
}

```