## Day -21 of 101 days coding challenge

-----Sieve of Eratosthenes-----

- **⇒** Suppose we are going to find the prime number of the given Number
- ⇒ According to this approach we are going to make one array till we want
- And divide with each prime number if it is divided then we mark it if not divided then unmark it, that unmark is a prime number.

	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

According to the above's array we can start this process by 2 as it is first prime number here.

	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

⇒ All the colored number is a non-prime number and remaining's is prime number.

```
Code:
    #include<iostream>
using namespace std;
int sieveEratosth(int n)
{
      int prime[100] = {0}; // initilize the array with zero (at the begining 0 will
reflect to the all indexes)
      int i,j;
      for(i = 2; i < = n; i++) // i = 2 due to prime number starts from 2
      {
             if(prime[i] == 0) // if unmarked then
             {
                   for(j = i*i; j<=n; j+=i)
                          prime[j] = 1; // here if found divisible from the ith
number will marked as 1
                    }
             }
      }
```

```
// going tp print that number which has 0 (unmarked)
      for(i = 2; i<=n; i++)
      {
             if(prime[i] == 0)
             {
                   cout<<i<" ";
             }
      }cout<<endl;</pre>
}
int main()
{
      int n;
      cout<<"Enter the Size till you want make the arrray"<<endl;</pre>
      cin>>n;
      // calling and passing the number into the function
      cout<<"All the prime numbers"<<endl;
      sieveEratosth(n);
      return 0;
}
```

## Output:

```
Enter the Size till you want make the arrray

60

All the prime numbers

2 3 5 7 11 13 17 19 23 29 31 37 41 43 47 53 59

------

Process exited after 2.735 seconds with return value 0

Press any key to continue . . .
```