

```
#include <stdio.h>

int main() {

    int n, i, flag = 0;
    printf("Enter a positive integer: ");
    scanf("%d", &n);

    // 0 and 1 are not prime numbers
    // change flag to 1 for non-prime number
    if (n == 0 || n == 1)
        flag = 1;

    for (i = 2; i <= n / 2; ++i) {

        // if n is divisible by i, then n is not prime
        // change flag to 1 for non-prime number
        if (n % i == 0) {
            flag = 1;
            break;
        }
    }

    // flag is 0 for prime numbers
    if (flag == 0)
        printf("%d is a prime number.", n);
    else
        printf("%d is not a prime number.", n);
}
```

[Run Code](#)

Output

Enter a positive integer: 29
29 is a prime number.

In the program, a `for` loop is iterated from `i = 2` to `i < n/2`.

In each iteration, whether `n` is perfectly divisible by `i` is checked using:

```
if (n % i == 0) {  
    flag = 1;  
    break;  
}
```

If `n` is perfectly divisible by `i`, `n` is not a prime number. In this case, `flag` is set to `1`, and the loop is terminated using the `break` statement.

Notice that we have initialized `flag` as `0` during the start of our program.

So, if `n` is a prime number after the loop, `flag` will still be `0`. However, if `n` is a non-prime number, `flag` will be `1`.

Visit [this page](#) to learn how you can [print all the prime numbers between two intervals](#).

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