The "Sieve of Eratosthenes" Program

80 & 100 Point Versions

#### Assignment Purpose:

The purpose of this assignment is to practice declaring one-dimensional array objects and manipulating the elements of the array.

Write a program that computes prime numbers using the "Sieve of Eratosthenes" method. The **Sieve** prime number generator uses an ingenious method, which does not involve any type of division, by using the following steps:

- [1] Initialize all numbers in the array, starting with 2, as prime numbers. Ignore number 1.
- [2] Check the first number, **2**, to see if it is prime. Since it is designated prime, change all the multiples of 2 to **Not Prime**.
- [3] Check the next number, **3**, to see if it is prime. Since it is designated prime, change all the multiple of 3 to **Not Prime**.
- [4] Continue this process, until the upper limit is reached.

Imagine that a small upper limit of 21 is requested. The "Sieve" will work with **Pr** (**Pr**ime) and **NP** (**N**ot **P**rime) as follows:

#### **STEP 01** Initialize all elements to **Prime**

XX	Pr																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

STEP 02 Change all multiples of 2 to Not Prime

XX	Pr	Pr	NP	Pr																
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

#### STEP 03 Change all multiples of 3 to Not Prime

XX	Pr	Pr	NP	Pr	NP	Pr	NP	NP	NP	Pr	NP	Pr	NP	NP	NP	Pr	NP	Pr	NP	NP
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

STEP 04 Repeat this process until the upper limit is reached

XX	Pr	Pr	NP	Pr	NP	Pr	NP	NP	NP	Pr	NP	Pr	NP	NP	NP	Pr	NP	Pr	NP	NP
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Prime Numbers left are: 2, 3, 5, 7, 11, 13, 17, 19

### **80 Point Version Specifics**

The 80-point version displays all the prime numbers between **1** and **100**. Complete methods **ComputePrimes** and **DisplayPrimes** inside the **Lab12st** class. There is only a single execution and there is no program user input at all.

TextLab06 Student Version	Do not copy this file, which is provided.
<pre>public static void main(String args {     // This main method needs addition     Scanner input = new Scanner(Syster     System.out.println("\nTextLab06\n'     final int MAX = 100;     boolean primes[];     primes = new boolean[MAX];     computePrimes(primes);     displayPrimes(primes); }</pre>	[]) ns for the 100 point version. n.in); ');

### 80 Point Version Output (Only 1 required)



## **100 Point Version Specifics**

The 100-point version requires interactive input in a text window. Additionally, the 100-point version needs to format program output so that all prime numbers display four digit numbers with leading zeroes where necessary using a **DecimalFormat** of **"0000"**. To make the output look proper 1 blank space needs to be printed after each number. Execute the program twice.

```
TextLab06 100 Point Version

public static void main(String args[])
{
   System.out.println("\nTextLab06\n");
   Scanner input = new Scanner(System.in);
   System.out.print("Enter the primes upper bound ===>> ");
   final int MAX = input.nextInt();
   boolean primes[] = new boolean[MAX];
   computePrimes(primes);
   displayPrimes(primes);
}
```

## 100 Point Version Outputs (2 required)

## First Output

C:\Program Files\Xinox Software\JCreatorV5LE\GE2001.exe	- [	
TextLab06		
Enter the primes upper bound ===>> 1000		
COMPUTING PRIME NUMBERS		
PRIMES BETWEEN 1 AND 1000		
0002       0003       0005       0007       0011       0013       0017       0019       0023       0029       0031       0037       0041       0059         0059       0061       0067       0071       0073       0079       0083       0089       0097       0101       0103       0107       0109       003         0137       0139       0149       0151       0157       0163       0167       0173       0179       0181       0191       0193       0197       0         0227       0229       0233       0239       0241       0251       0257       0263       0269       0271       0277       0281       0283       0         0313       0317       0331       0337       0347       0349       0353       0359       0367       0373       0379       0383       0389       0         0419       0421       0433       0439       0443       0449       0457       0461       0463       0467       0459       0577       0587       0593       0599       0       0       0593       0599       0       0617       0619       0631       0641       0643       0647       0653 <td< td=""><td>2043 2113 2293 2293 2293 20491 20491 20601 20601 20701 20821 20929</td><td>0047 0127 0211 0307 0401 0499 0607 0607 0709 0823 0937</td></td<>	2043 2113 2293 2293 2293 20491 20491 20601 20601 20701 20821 20929	0047 0127 0211 0307 0401 0499 0607 0607 0709 0823 0937
Press any key to continue		Ŧ
		њ. •

# Second Output

C:\Program Files\Xinox Software\JCreatorV5LE\GE2001.exe		
TextLab06		<b>^</b>
Enter the primes upper bound ===>> 5000		
COMPUTING PRIME NUMBERS		=
PRIMES BETWEEN 1 AND 5000		
0002         0003         0005         0007         0011         0013         0017         0019         0023         0029         0031         0037         0041           0059         0061         0067         0071         0073         0079         0083         0029         0011         01137         01139         01149         01131         01179         01181         01191         0193	$\begin{array}{c} 001199371\\ 0011993711\\ 000000000000\\ 000000000000000000000$	00477 0012117 002300900000000000000000000000000000000
		v.