

**Program 6**

Write a program to implement the Sieve of Erasothenes. The Sieve of Erasothenes finds prime numbers between 2 and a number entered by the user. Use an array of type boolean for determining the prime numbers. (Hint: Set all elements of the array to true initially.) Once the prime numbers are computed, display them in a textbox on a separate form. Use code similar to the following to accomplish this task:

```
If j <= 9 And i <= number Then
    txtDisplay.Text = txtDisplay.Text & i & vbTab
    j = j + 1
Else
    txtDisplay.Text = txtDisplay.Text & i & vbCrLf
    j = 1
End If
```

Be sure to put safeguards into your code to protect against invalid entries. For instance, the number entered by the user is to be between 2 and 32,767. Use a msgbox to inform the user of invalid entries.

Print out the source code and turn it in with your diskette. Be sure to print out all of the code for the entire project.

The due date for this program is Thursday, November 15, 2001.