```
#include<iostream>
#include<cmath>
using namespace std;
int prime(int n);       //function for checking if the no. is prime or not
int prime(int n)
{
        int i,flag=0;                                   //i for loop(dividing the no. with
1 to sqrt of the no. and a variable called flag
        for (i=1;i<=sqrt(n);i++)        //a no. is prime if it is divisible by only 1
when divided by nos. upto the root of the no.
        {
                if (n%i==0)                                     //if the no. is divisible by
i
                {
                        flag+=1;                        //increment flag
                }
        }
        if (flag==1)                                    //if flag=1 i.e theno. is divisible
by only 1 when divided by nos. upto the root of the no.
        return 1;                                           //return 1;
        else
        return 0;
}
int main()
{
        int n=2,j,count=1;                        //n i.e the no. to be checked if it
is prime or not(we start it by 2 as 1 is nota prime no.) and count keeps track of the
no. of prime nos. detected
        cout<<"The first hundred prime nos. are"<<endl;
        while (count<101)
        {
                j=prime(n);                                     //checkif n is prime
                if (j==1)                                   //if it is prime, display n
and increment count
                {
                        count++;
                        cout<<n<<endl;;
                }
                else                                                //else dont increment
count
                count=count;
                n++;                                           //increment n(so that the
next no. can be checked and so on
        }
        return 0;
}
```

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I’m a physicist specializing in computational material science with a PhD in Physics from Friedrich-Schiller University Jena, Germany. I write efficient codes for simulating light-matter interactions at atomic scales. I like to develop Physics, DFT, and Machine Learning related apps and software from time to time. Can code in most of the popular languages. I like to share my knowledge in Physics and applications using this Blog and a YouTube channel.

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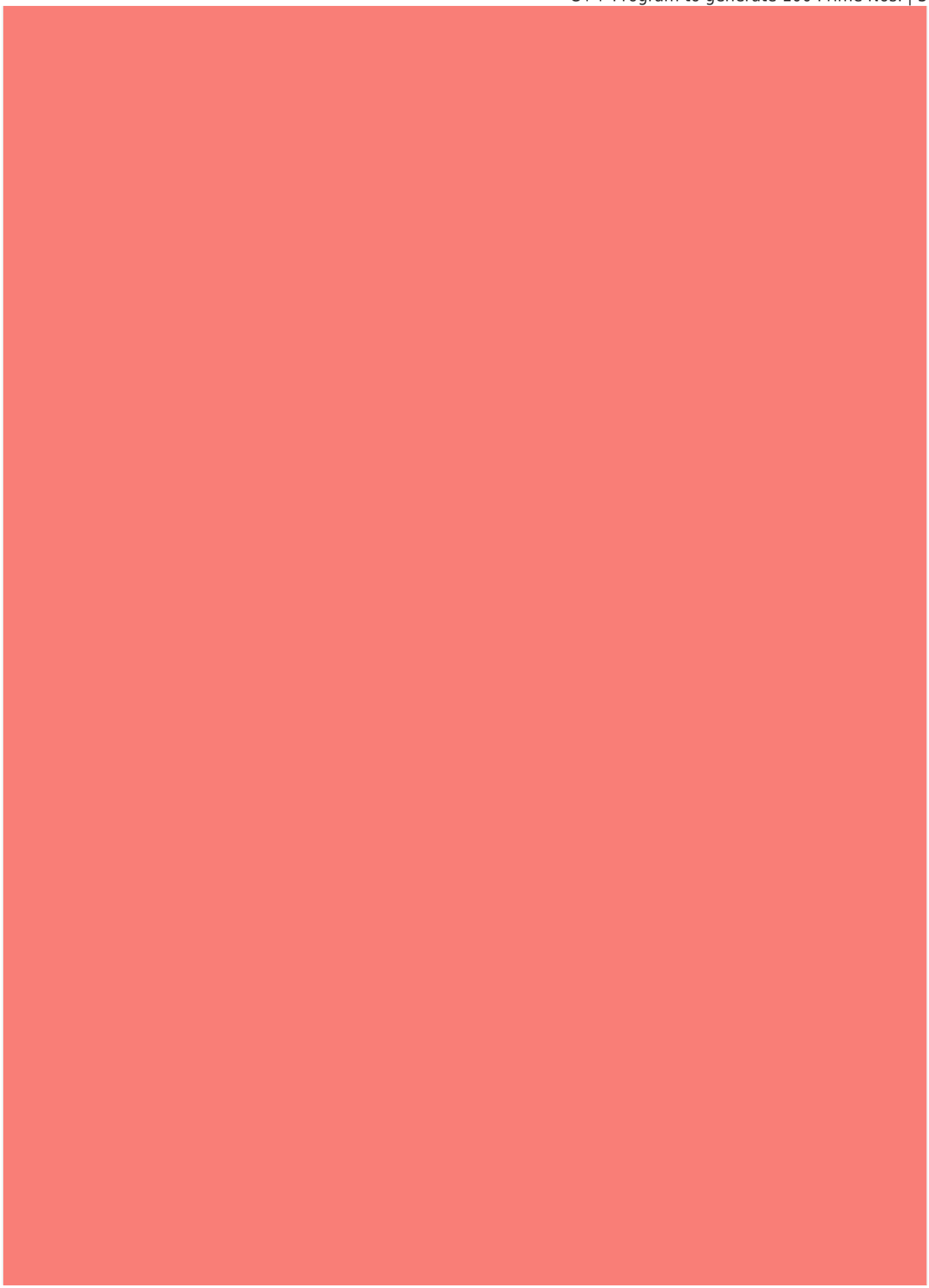

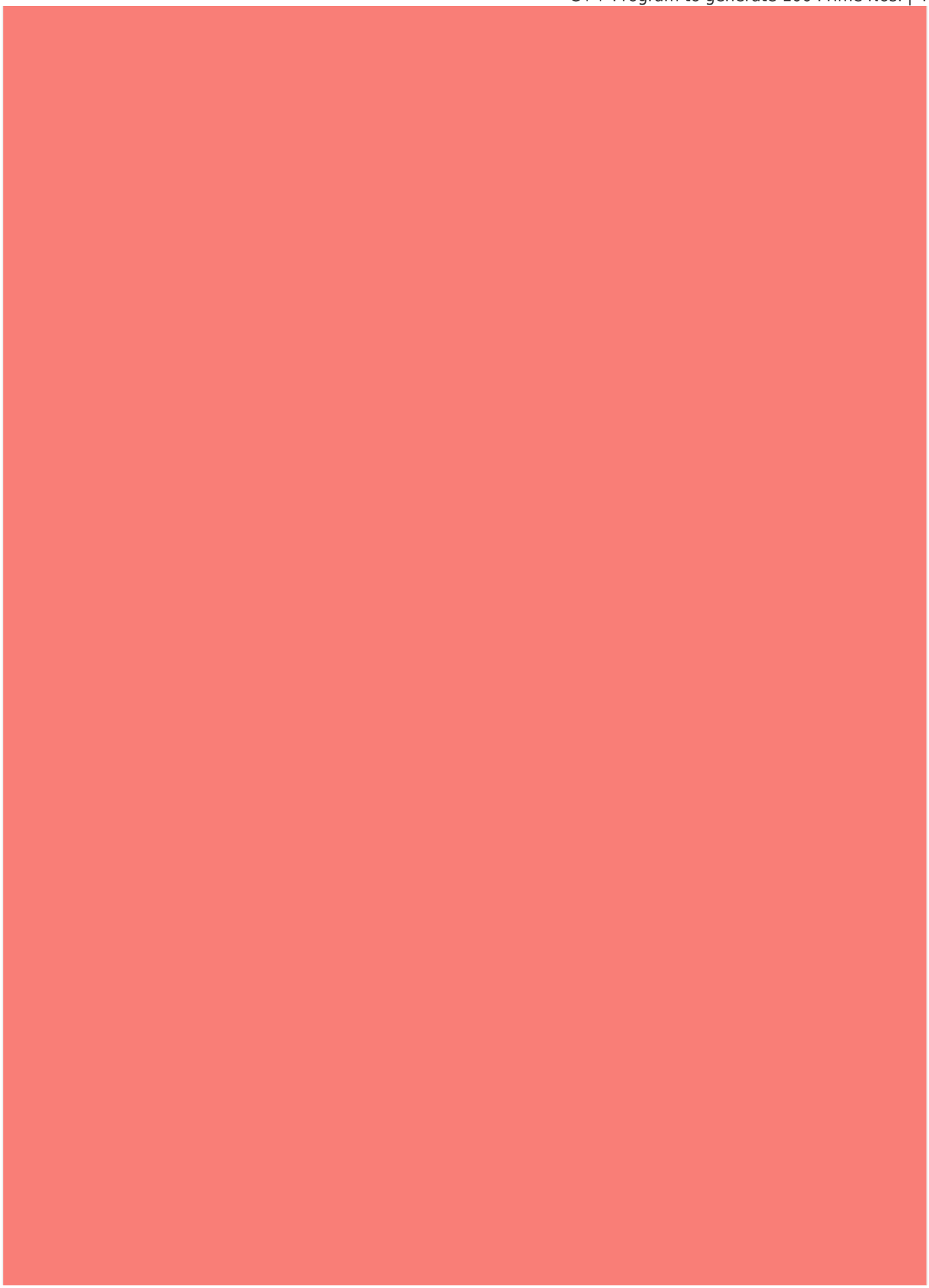

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