

```

#include <stdio.h>
#include <stdlib.h>

//-----
// Read a polynomial from stdin. degree is an out parameter.
// Format:
// degree
// c_0
// c_1
// ...
// c_degree
//-----

double* readPolynomial(int* degree) {
    double* pPoly;
    int n;

    if ( 1 != scanf("%d", degree) ) return NULL;

    pPoly = (double*)malloc( (*degree+1) * sizeof(double) );
    if ( !pPoly ) return NULL; // out of memory!

    for ( n=0; n<=*degree; n++ ) {
        scanf("%lf", &pPoly[n] );
    }

    return pPoly;
}

//-----
// evaluatePolynomial
// returns value of polynomial at x
//-----

double evaluatePolynomial(double* pPoly, int degree, double x) {
    int n;
    double xFactor = 1.0;
    double result = pPoly[0];

    for ( n=1; n<=degree; n++ ) {
        xFactor *= x;
        result += pPoly[n]*xFactor;
    }

    return result;
}

//-----
// printPolynomial
//-----

void printPolynomial(double* pPoly, int degree ) {
    int n;

    printf("Polynomial: ");
    for ( n=0; n<=degree && pPoly[n]!=0; n++ ); // skip initial elements with 0 coefficient
    if ( n <= degree ) {
        if ( n == 0 ) printf(" %lf", pPoly[n]);
        else printf(" %lfx**%d", pPoly[n], n);

        for ( n=n+1; n<=degree; n++ ) {
            if ( pPoly[n] != 0.0 ) printf(" + %lfx**%d", pPoly[n], n);
        }
    }
    else {
        printf("0");
    }
    printf("\n");
}

```

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}

//-----
// main()
// Reads a polynomial and then evaluates it. (End with EOF.)
//-----

int main(int argc, char* argv[]) {
    int degree;
    double* pPoly;
    double x;

    while (1) {
        printf("\nInput a polynomial: ");
        pPoly = readPolynomial( &degree );
        if ( !pPoly ) break;

        // first, just print it out
        printf("\n");
        printPolynomial( pPoly, degree );

        // now sit in loop evaluating it. (End with EOF.)
        while (1) {
            printf("x: ");
            if ( 1 != scanf("%lf", &x) ) break;
            printf("%lf\n", evaluatePolynomial(pPoly, degree, x) );
        }

        // done with this polynomial
        free(pPoly);
    }

    return 0;
}

```