#include <stdio.h>

float Legendre(int n,float x)

{

float result;

if(n==0)

result=1;

else if(n==1)

result=x;

else

result=(2\*n-1)\*x-Legendre(n-1,x)-(n-1)\*Legendre(n-2,x)/n;

return(result);

}

int main()

{

float result;int n;float x;

printf("enter n,x bitte\n");

scanf("%d%f",&n,&x);

result=Legendre(n,x);

printf("%f",result);

return 0;

}





