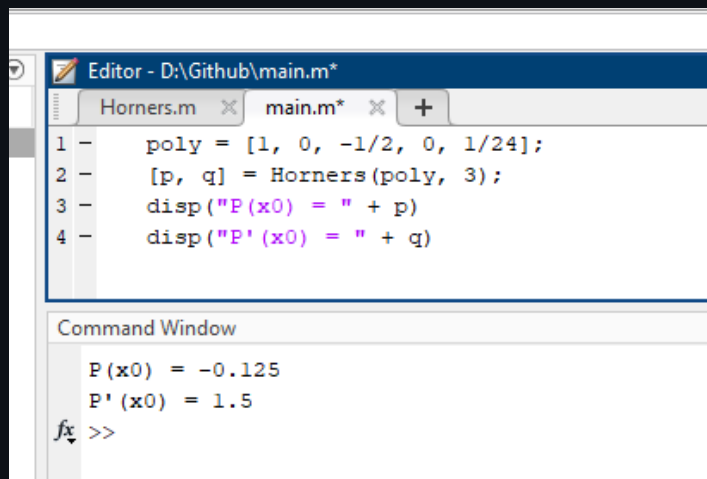


Editor - D:\Github\main.m

```
1 - poly = [1, 0, 1, 3, 3, 1, 5];
2 - [p, q] = Horners(poly, 3);
3 - disp("P(x0) = " + p)
4 - disp("P'(x0) = " + q)
```

Command Window

```
P(x0) = 4222
P'(x0) = 8106
fx >>
```



Editor - D:\Github\main.m*

```
1 - poly = [1, 0, -1/2, 0, 1/24];
2 - [p, q] = Horners(poly, 3);
3 - disp("P(x0) = " + p)
4 - disp("P'(x0) = " + q)
```

Command Window

```
P(x0) = -0.125
P'(x0) = 1.5
fx >>
```