

```

1 #include <math.h>
2 #include <stdbool.h>
3 #include <stdio.h>
4 #define MAX_NUMBERS 100 // Numero massimo di input consentiti (100)
5
6 bool get_float(const char *prompt, float *value) {
7     printf("\n%s", prompt);
8     return scanf("%f", value) == 1;
9 }
10
11 bool get_confirmation(const char *prompt) {
12     char answer;
13     printf("%s (y/n): ", prompt);
14     return scanf(" %c", &answer) == 1 && (answer == 'y' || answer == 'Y');
15 }
16
17 void calculate_statistics(float numbers[], int num_elements, float *mean,
18                          float *median, float *standard_deviation) {
19     if (num_elements == 0) {
20         return;
21     }
22
23     *mean = 0.0f;
24     for (int i = 0; i < num_elements; i++) {
25         *mean += numbers[i];
26     }
27     *mean /= num_elements;
28
29     bool swapped;
30     do {
31         swapped = false;
32         for (int i = 0; i < num_elements - 1; i++) {
33             if (numbers[i] > numbers[i + 1]) {
34                 float temp = numbers[i];
35                 numbers[i] = numbers[i + 1];
36                 numbers[i + 1] = temp;
37                 swapped = true;
38             }
39         }
40     } while (swapped);
41
42     if (num_elements % 2 == 0) {
43         *median =
44             (numbers[num_elements / 2 - 1] + numbers[num_elements / 2]) / 2.0f;
45     } else {
46         *median = numbers[num_elements / 2];
47     }
48
49     *standard_deviation = 0.0f;
50     for (int i = 0; i < num_elements; i++) {
51         float deviation = numbers[i] - *mean;
52         *standard_deviation += deviation * deviation;
53     }
54     *standard_deviation = sqrt(*standard_deviation / num_elements);
55 }
56
57 int main() {

```