

```
double myPow(double x, int n) {  
    double res = 1.0;  
    for (int i = n; i != 0; i /= 2) {  
        if (i % 2 != 0) res *= x;  
        x *= x;  
    }  
    return n < 0 ? 1 / res : res;  
}
```