P23 2-3 霍纳规则

```cpp
#include <iostream>
using namespace std;
double Horner(double array[], int length,double x){
    double y = 0;
    for (int i = length-1; i >=0; i--){
        y = array[i] + x*y;
    }
    return y;
}
int main(){
    int n;
    cout << "输入数组长度：" << endl;
    cin >> n;
    double *arrays = new double[n];
    cout << "输入数组的各个数字：" << endl;
    int j = 0;
    while (j < n){
        cin >> arrays[j];
        j++;
    }
    double x;
    cout << "输入x的值：" << endl;
    cin >> x;
    double result=Horner(arrays, n,x);;
    cout <<result<< endl;
    delete arrays;
    return 0;
}
```