**Given the following code fragment identify all areas in which the loop may be optimized. For each optimization, describe the principle of optimization being used.**

#include <stdio.h>

#include <stdlib.h>

#include <math.h>

double f(double x) {

return 1/(x+0.5);

}

int main(int argc, char \*\* argv) {

int n = 100000;

int i;

double \* x;

double \* y;

x = (double \*) malloc(sizeof(double)\*n);

y = (double \*) malloc(sizeof(double)\*n);

for(i=0;i<n;i++) {

if(i==0||i=n-1) {

x[i]=0.0;

y[i]=0.0;

}

x[i] = pow((double)i\*0.001,2.0);

y[i] = f(x[i])+2.0\*sin(3.0);

}

free(x);

free(y);

}