```c
#include <stdio.h>
#include <stdlib.h>
#include <math.h>

int main(int argc, char *argv[]) {
    int highest_degree = atoi(argv[1]);
    float x = atof(argv[2]);

    int poly[20];
    float value = 0;

    for (int i = highest_degree; i >= 0; i--)
    {
        poly[i] = atoi(argv[i + 3]);
    }

    for (int i = 0; i <= highest_degree; i++)
    {
        value += poly[i] * pow(x, i);
    }

    printf("The value of polynomial at x =
%0.3f is %0.3f", x, value);

    return 0;
}
```

```c
#include <stdio.h>
#include <stdlib.h>
#include <math.h>

int main(int argc, char *argv[]) {
    int highest_degree = atoi(argv[1]);
    float x = atof(argv[2]);

    int poly[20];
    float value = 0;

    for (int i = highest_degree; i >= 0; i--)
{
        poly[i] = atoi(argv[i + 3]);
    }

    int t = 1;
    for (int i = 0; i <= highest_degree; i++)
{
        value += poly[i] * t;
        t *= x;
    }

    printf("The value of polynomial at x =
%0.3f is %0.3f", x, value);

    return 0;
}
```

Runtime Comparison

First version   = 0.016s

Second version = 0.015s