```c
#include <stdio.h>

int main(int argc, const char * argv[]) {
    int x[] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10,
        11};
    int y[] = {1, 4, 6, 3, 4, 6, 3, 1, 3, 4, 2
        };
    int somaX = 0, somaY = 0;
    float somaTMP1 = 0, somaTMP2 = 0;
    float mediaX, mediaY;

    int n = sizeof(x) / sizeof(x[0]);
    printf("Quantidade: %d elementos \n", n);

    for(int i = 0; i < n; i++){
        somaX += x[i]; // = soma = soma +
            x[i];
    }
    mediaX =somaX*1.0/n;

    printf("Média x: %.2f\n", mediaX);

    for(int i = 0; i < n; i++){
        somaY += y[i];
    }
    mediaY =somaY*1.0/n;

    printf("Média y: %.2f\n", mediaY);

    for(int i = 0; i < n; i++){
        somaTMP1 += (x[i] - mediaX)*(y[i] -
            mediaY);
        somaTMP2 += (x[i] - mediaX) * (x[i] -
            mediaX);
    }
```

```
    float b =somaTMP1/somaTMP2;

    float a =mediaY - b * mediaX;

    printf("A: %.3f, B: %.3f\n", a, b);

    return 0;
}
```