```c
/* Filename: add.c
   Purpose:  add positive numbers from standard input and send results to standard output.
             End each sum with 0; end program with a negative number or non-number.
             Alternate version: Runstring argument is number of numbers to add;
             may contain zero and negative numbers; only does a single sum.
             You can use, e.g. setenv adddigits 2 to change the number of decimal
             places in the result.
   Compile:  gcc -oadd add.c
   Run:      "add" or "add < mynums.txt" or "add > rslt" or "add < mynums.txt > rslt"
   Example:  echo 1 2 3 4 5 6 0 7 8 end | add | sort | add 2
*/

#include <stdlib.h>

int main(int argc, char **argv) {
  double sum=0;
  double input;
  int count=0, CountTo=0;
  int numdecimals=4;
  char *decistring;

  decistring=getenv("adddigits");
  if (decistring!=NULL)
     numdecimals=atoi(decistring);

  if (argc>1)
    CountTo=atoi(argv[1]);

  while (1) {
    /* read number from standard input; exit loop if non-numeric */
    if (scanf("%lf", &input)!=1)
      break;
    count++;

    /* quit loop if input is negative */
    if (CountTo==0 && input<0) break;

    /* complete current sum if input is zero */
    if (CountTo==0 && input==0) {
      printf("%10.*f\n", numdecimals, sum);
      sum=0;
      continue;
    }

    /* compute running sum if input is positive*/
    sum+=input;

    /* See if done for argument count version */
    if (CountTo>0 && count==CountTo)
      break;
  }

  /* If loop exited without a final zero, print last sum */
  if (CountTo>0 || sum>0) printf("%10.*f\n", numdecimals, sum);
  exit(EXIT_SUCCESS);
}
```