Algorithm for adding the polynomial:-

```
Node add-poly(Node h1, Node h2, Node h3)
{
Node p1,p2;
Int cf1, px1, py1,pz1;
p1=h1 link
While(p1!=h1)
Cf1=p1 \rightarrow cf1, px1=p1\rightarrowpx ,py1=p1\rightarrowpy, pz1=p1\rightarrowpz;
P2=h2→link;
While(p2!=h2)
Cf2=p2\rightarrowcf, px2=p2\rightarrowpx ,py2=p2\rightarrowpy , pz2=p2\rightarrowpz;
If(px1==px2\&&py1==py2\&&pz1==pz2)
Sum=cf1+cf2;
If(sum!=0)
h3=insert rear(h3,sum,px1,py1,pz1);
P2 \rightarrow flage=1;
break;
P2=p2 \rightarrow link;
If(p2==h2)
h3=insert rear (h3,cf1,px1,py1,pz1)
P1=p1 \rightarrow link;
}
P2=h2 \rightarrow link;
While(p2!=h2)
If(p2\rightarrowflage==0)
h3=insert rear (h3,p2\rightarrowcf, p2\rightarrowpx, p2\rightarrowpy,p2\rightarrowpz);
P2=p2 \rightarrow link;
Return h3;
```