

DSA ASSIGNMENT 1

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```
#include <iostream>
#include <cmath>
using namespace std;

class Term {
public:
    int coef;
    int exp;
    Term* next;

    Term(int coeff, int exponent) : coef(coeff), exp(exponent), next(nullptr) {}
};

class Polynomial {
private:
    Term* head;

public:
    Polynomial() {
        head = new Term(0, -1);
        head->next = head;
    }

    void readPolynomial() {
        int numTerms;
        cout << "Enter the number of terms: ";
        cin >> numTerms;

        for (int i = 0; i < numTerms; i++) {
            int coeff, exponent;
            cout << "Enter coefficient and exponent for term " << i + 1 << ": ";
            cin >> coeff >> exponent;

            insertTerm(coeff, exponent);
        }

        void insertTerm(int coeff, int exponent) {
            Term* newNode = new Term(coeff, exponent);
            Term* current = head;

            while (current->next != head && current->next->exp >= exponent) {
                current = current->next;
            }

            newNode->next = current->next;
```

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current->next = newNode;
}

void printPolynomial() {
Term* current = head->next;
bool firstTerm = true;

while (current != head) {
if (current->coef != 0) {
if (!firstTerm && current->coef > 0) {
cout << "+";
}

if (current->exp == 0) {
cout << current->coef;
} else {
cout << current->coef << "x^" << current->exp;
}

firstTerm = false;
}
current = current->next;
}

cout << endl;
}

void addPolynomials(Polynomial& polyA, Polynomial& polyB) {
Term* termA = polyA.head->next;
Term* termB = polyB.head->next;
Polynomial result;

while (termA != polyA.head && termB != polyB.head) {
if (termA->exp > termB->exp) {
result.insertTerm(termA->coef, termA->exp);
termA = termA->next;
} else if (termA->exp < termB->exp) {
result.insertTerm(termB->coef, termB->exp);
termB = termB->next;
} else {
int sum = termA->coef + termB->coef;
if (sum != 0) {
result.insertTerm(sum, termA->exp);
}
termA = termA->next;
termB = termB->next;
}
}

while (termA != polyA.head) {
result.insertTerm(termA->coef, termA->exp);
termA = termA->next;
}
}

```

```

while (termB != polyB.head) {
result.insertTerm(termB->coef, termB->exp);
termB = termB->next;
}

head = result.head;
}

void subtractPolynomials(Polynomial& polyA, Polynomial& polyB) {
Polynomial negPolyB;
Term* current = polyB.head->next;

while (current != polyB.head) {
negPolyB.insertTerm(-current->coef, current->exp);
current = current->next;
}

addPolynomials(polyA, negPolyB);
}

void multiplyPolynomials(Polynomial& polyA, Polynomial& polyB) {
Polynomial result;

Term* termA = polyA.head->next;
while (termA != polyA.head) {
Term* termB = polyB.head->next;

while (termB != polyB.head) {
int coeff = termA->coef * termB->coef;
int exp = termA->exp + termB->exp;
result.insertTerm(coeff, exp);
termB = termB->next;
}

termA = termA->next;
}

head = result.head;
}

float evaluatePolynomial(float x) {
float result = 0;
Term* current = head->next;

while (current != head) {
result += current->coef * pow(x, current->exp);
current = current->next;
}

return result;
}

```

```

void eraseTerm(int exponent) {
    Term* current = head->next;
    Term* prev = head;

    while (current != head) {
        if (current->exp == exponent) {
            prev->next = current->next;
            delete current;
            current = prev->next;
        } else {
            prev = current;
            current = current->next;
        }
    }
};

int main() {
    Polynomial polyA, polyB, polyC;
    cout << "Write Poly A:" << endl;
    polyA.readPolynomial();
    cout << "Write Poly B:" << endl;
    polyB.readPolynomial();

    cout << "Poly A: ";
    polyA.printPolynomial();
    cout << "Poly B: ";
    polyB.printPolynomial();

    cout << "Add A & B: ";
    polyC.addPolynomials(polyA, polyB);
    polyC.printPolynomial();

    cout << "Subtr B from A: ";
    polyC.subtractPolynomials(polyA, polyB);
    polyC.printPolynomial();

    cout << "Multiply A & B: ";
    polyC.multiplyPolynomials(polyA, polyB);
    polyC.printPolynomial();

    float evalPoint;
    cout << "Give the value of x to evaluate A: ";
    cin >> evalPoint;
    cout << "A(" << evalPoint << ") = " << polyA.evaluatePolynomial(evalPoint) << endl;

    int exp;
    cout << "Give the exponent to erase from A: ";
    cin >> exp;
    polyA.eraseTerm(exp);
    cout << "A after erasing term with exponent " << exp << ": ";
    polyA.printPolynomial();

```

```
return 0;
```

```
}
```

```
Write Poly A:
```

```
Enter the number of terms: 3
```

```
Enter coefficient and exponent for term 1: 5
```

```
2
```

```
Enter coefficient and exponent for term 2: 6
```

```
1
```

```
Enter coefficient and exponent for term 3: 4
```

```
0
```

```
Write Poly B:
```

```
Enter the number of terms: 4
```

```
Enter coefficient and exponent for term 1: 2
```

```
3
```

```
Enter coefficient and exponent for term 2: 1
```

```
2
```

```
Enter coefficient and exponent for term 3: 3
```

```
1
```

```
Enter coefficient and exponent for term 4: 4
```

```
0
```

```
Poly A:  $5x^2+6x^1+4$ 
```

```
Poly B:  $2x^3+1x^2+3x^1+4$ 
```

```
Add A & B:  $2x^3+6x^2+9x^1+8$ 
```

```
Subtr B from A:  $-2x^3+4x^2+3x^1$ 
```

```
Multiply A & B:  $10x^5+5x^4+12x^4+15x^3+6x^3+8x^3+20x^2+18x^2+4x^2+24x^1+12x^1+16$ 
```

```
Give the value of x to evaluate A: 3
```

```
A(3) = 67
```

```
Give the exponent to erase from A: 2
```

```
A after erasing term with exponent 2:  $6x^1+4$ 
```

```
...Program finished with exit code 0
```

```
Press ENTER to exit console.
```