1. **A text document containing an explanation of your designed data type, your specification and your pseudo-code for all operations.**

**Explanation of data type:**

typedef struct

{

polyNode\* head;

polyNode\* current;

} polynomial;

In our data type, named “polynomial”, there are two nodes named “head” and ”current” these are of type “polyNode”

typedef struct n {

term d; // STORE A TERM IN THE NODE

struct n\* successor;

} polyNode;

The data type “polyNode” contains two things, the first is of data type “term” named “d”.

The second is creating a pointer to an empty node.

The data type “term” contains a double and an int, named “coefficient” and “exponent”

**Your specification:**

**Pseudo-code for all operations**

**Pseudo-code for mainProgram.c:**

Create two polynomial pointers named “poly1” and “poly2” and set both values to null.

Print to screen that the program is creating new polynomials and to input the values for the first and second polynomial.

Set “poly1” and “poly2” equal to the return of the method createPoly after each time it’s called.

Display “poly1” and “poly2” that were just created on the screen using the displayPoly function and passing in the “poly1” and “poly2” variable names that was just created.

Print to the screen that the program is Adding the polynomials.

Call the addPoly function and pass in both “poly1” and “poly2”

Print to the screen that the program is Subtracting the polynomials.

Call the subPoly function and pass in both “poly1” and “poly2”

Print to the screen that the program is Multiplying the polynomial.

Call the multiplyPoly function and pass in “poly1”

Print to the screen that the program is Dividing the polynomial.

Call the dividePoly function and pass in “poly1”

Print to the screen that the program is normalizing the polynomial.

//NOT SURE YET

Print to the screen that the program is returning the order of polynomial

Call the orderPoly function and pass in the “poly1” variable.

Print to the screen that the program is deleting polynomial.

Call the deletePoly function and pass in the “poly1” variable.

Print to screen that the program is displaying the polynomial

Call the displayPoly function and pass in the “poly1” variable.

Print to the screen that we are exiting the program

Return exit success to indicate successful program execution status.

**Pseudo-code for polynomial.h:**

Create include guards to avoid the problem of double inclusion

Create an enum called polyError that contains error codes for the linked list, It contains ok, illegalNode, and noMemory

Create a struct called term that contains a double and an int called coefficient and exponent

Create a struct for a node called polyNode that contains a term and a struct with pointer to n called d and successor

Create a struct called polynomial that contains a polyNode pointer called head and a polyNode pointer called current

Declare the createPoly function that returns a polynomial pointer

Declare deletePoly which deletes the polynomial that’s passed in

Declare the addPoly function that returns a polynomial pointer after it does the addition on two polynomials that are passed in

Declare the dubtractPoly function that returns a polynomial pointer after it does the subtraction on two polynomials that are passed in

Declare the multiplyPoly function that returns a polynomial pointer after it does the multiplication of the polynomial passed in

Declare the dividePoly function that returns a polynomial pointer after it does the division of the polynomial passed in

Declare the normalisePoly function that returns a polynomial pointer after it normalizes the polynomial that is passed in

Declare the function orderPoly that orders the polynomial that is passed in

Declare the function displayPoly that displays the polynomial that is passed in

Declare the accessData function that returns a term pointer for the polynomial that is passed in

Declare the insertAfter function that returns a polyError after the polynomial and an int exponent is passed in

Declare the gotoHead which sets the pointer to the head node of the linked list for the polynomial that is passed in

Declare the gotoNextNode which returns a polyError for the polynomial that is passed in

Close the include guard

**Pseudo-code for the makefile:**

List all the targets that need to be executed in the makefile inside the exec

Set variables for use in the makefile, one called poly used for polynomial and one called main used for mainProgram

Set the variable name all to the elements of the exec

Compile the polynomial.c and the polynomial.h file into polynomial.o using gcc -Wall -ggdb -

Compile the mainProgram.c file into mainProgram.o using gcc -Wall -ggdb -

Link the components to create the project executable, do this by using the two object files that were just created using gcc -o project

Run the application

Remove all object files and the final project file to set a clean target, using rm -f

**Pseudo-code for the polynomial.c:**

Open function called createPoly that returns a polynomial pointer

declare int called exponent

print asking for degree of polynomial

scan for the int input

declare polynomial pointer called list

list = (polynomial\*)malloc(sizeof(polynomial));

if list not null

head of list equal to allocated memory slot at polyNode pointer for polyNode

if the head of list is not null

point the head to the tail and point the current to the head

for int I equal exponent I less than equal to zero decrement i

call insertAfter passing in list and i

else

call free function and pass in list

list equal null

return list

open deletePoly function passing in polynomial pointer called poly

declare polynode pointer called next

if poly is not null

current pointer equal to head

while successor of head pointer is not null

next equal successor of head

head successor equal head successor successor

call free function passing in next

call free function passing in head pointer

call free function passing in poly

print that polynomial is deleted

else

print that linked list must be created first

open insertAfter function passing in polynomial pointer poly and int exponent

declare a polyerror called returnvalue and set it to ok

declare a polyNode pointer called newnode

declare a term called newdata

print asking for coefficient

scan for the coefficient

set the newdata exponent equal to the exponent

set new node equal to (polyNode\*)malloc(sizeof(polyNode));

if newnode is null

returvalue equal noMemory

else

newnode pointer d equal newdata

newnode successor equal null

if poly head pointer equal null

poly head pointer equal newnode

poly current pointer equal newnode

else

polyNode pointer temp equal poly head

while temp successor not null

temp equal temp successor

temp successor equal newnode

return returnvalue

open function gotoHead passing in a polynomial pointer called poly

set current to head

open function gotoNextNode passing in polynomial pointer poly

polyError result equal to ok

if current successor is not null

current equal to successor

else

result equals illegalNode

return polyError result

open function accessdata passing in polynomial pointer called poly

if current not equal to the head and the current is not null

return address of current d pointer

else

return null

open function addPoly and pass in two polynomial pointers called p1 and p2

if p1 and p2 are not equal to null

call function gotoHead for p1

call function gotoHead for p2

print that they are being added

while gotoNextNode function call for p1 equals ok and same for p2

term pointer a equals result of function accessData passing in p1

term pointer b equals result of function accessData passing in p2

declare double aCoeff and equal it to coefficient from a

declare double bCoeff and equal it to coefficient from b

declare double answer equal it to the addition of aCoeff and bCoeff

equal coefficient in a equal to answer

call function displayPoly and pass in p1

else

print that no polynomials were found

return polynomial pointer p1

open function subPoly and pass in two polynomial pointers called p1 and p2

if p1 and p2 are not equal to null

call function gotoHead for p1

call function gotoHead for p2

print that they are being subtracted

while gotoNextNode function call for p1 equals ok and same for p2

term pointer a equals result of function accessData passing in p1

term pointer b equals result of function accessData passing in p2

declare double aCoeff and equal it to coefficient from a

declare double bCoeff and equal it to coefficient from b

declare double answer equal it to the subtraction of aCoeff and bCoeff

equal coefficient in a equal to answer

call function displayPoly and pass in p1

else

print that no polynomials were found

return polynomial pointer p1

open function called multiplyPoly and pass in a polynomial pointer p and a double called value

call function gotoHead and ass in p

if p is not null

print that its being multiplied by variable value

while gotoNextNode function passing in p is equal to ok

declare a term pointer called polyTerm and set it to result of accessData passing in p

declare double called multiplyResult equal it to the coefficient from polyTerm

equal multiplyResult to multiplyResult times value

let coefficient from polyterm equal multiplyResult

print that its displaying new polynomial

call function displayPoly and pass in p

else

print create a polynomial

return polynomial pointer p

open function dividePoly and pass in polynomial pointer p and double value

if p is not null

print its dividing by the value

while gotoNextNode returns ok when p is passed in

declare a term pointer called polyTerm and equal it to the result of function accessData when p passed in

declare double divideResult and equal it to coefficient from polyTerm

divideResult equal divideResult divided by value

coefficient from polyterm equal to divideResult

print New polynomial

call function displayPoly passing in p

else

print create a polynomial

return the polynomial pointer p

open function normalizePoly passing in polynomial pointer p

call function gotoHead passing in p

if p is not null

if gotoNextNode passing in p is equal to ok

term pointer polyTerm equal accessData function result passing in p

declare double coeff equal it to coefficient in polyTerm

call function dividePoly and pass in p and coeff

else

print create a polynomial

return polynomial pointer p

open function called orderPoly and pass in polynomial pointer p

if p is not null

call function gotoHead and pass in p

if gotoHead for p returns ok

term pointer d equal to result of accessData function passing in p

print order of polynomial and then the exponent in d

else

print that you must create a linked list first

open displayPoly function passing in polynomial pointer mylist

if mylist is not null

call function gotoHead and pass in mylist

if mylist head success is equal to null

print that no polynomial found

else

do

if current in mylist equal head in mylist

print polynomial equals

else

term pointer d equal result of accessData when mylist is passed in

if coefficient in d is greater than zero

if exponent in d is equal to one

print the coefficient of d

else if exponent in d is zero

print the coefficient of d

else

print coefficient and exponent of d

else

if exponent in d equal 1

print the coefficient of d

else if exponent of d equals zero

print the coefficient of d

else

print the coefficient and exponent of d

while gotoNextNode is equal ok when mylist is passed in

print two new lines

else

print that you must create a linked list first