lab12

```
$ gcc lab12.c
$ ./a.out
A = x + 1
A2 = x^2 + 2 x + 1
C = 2 x
C2 = x^4 - 2 x^2 + 1
C3 = x^6 - 3 x^4 + 3 x^2 - 1
C4 = x^8 - 4 x^6 + 6 x^4 - 4 x^2 + 1
C5 = x^10 - 5 x^8 + 10 x^6 - 10 x^4 + 5 x^2 - 1
CPU time: 0.00595779 sec
score: 70
o. [Output] Program output is correct, good.
o. [Format] Program format can be improved
o. [Coding] lab12.c spelling errors: polynomail(3), ponits(1), pq(2), suming(1)
o. [add] function can be improved.
o. [sub] function can be improved.
o. [mply] function can be improved.
```

lab12.c

```
1 // EE231002 Lab12. Polynomials
 2 // 109061158, 簡佳吟
 3 // Date: 2020/12/21
 5 #include <stdio.h>
 6 #include <stdlib.h>
 8 typedef struct sPoly {
10
       int degree;
                           // the degree of the node
       double coef;
                           // the coefficient of the node
11
       struct sPoly *next; // pointer to the next node
12
13
14
  }POLY;
   } POLY;
15
16 POLY *oneterm(int degree, double coef);
17
       // This function creates a 1-term polynomial of the form coef * X^degree
       // and returns the new polynomial.
18
19 POLY *add(POLY *p1, POLY *p2);
       // This function adds two polynomials pq and p2 to form a new polynomial
20
21
       // and return the new polynomail.
22 POLY *sub(POLY *p1, POLY *p2);
       // This function subtracts polynomial p2 from p1 to form a new polynomial
23
       // and return the new polynomial.
24
25 POLY *mply(POLY *p1, POLY *p2);
       // This function multiplies two polynomials p1 and p2 to form a new
26
       // polynomial and return the new polynomial.
27
28 void print(POLY *p1);
       // This function prints out the polynomial p1 in human readable form.
29
       // See the example output given below foe more details.
30
31 void release(POLY *p1);
       // This function releases all node of the polynomial p1
32
       // and returns them to the heap space.
33
34 int main(void)
35 {
36
37
       POLY *x, *one;
                                         // x is polynomial x, one is constant 1
```

This line has more than 80 characters

```
38
       POLY *A, *A2, *A3, *A4, *A5;
39
       POLY *B, *B2, *B3, *B4, *B5;
       POLY *C, *C2, *C3, *C4, *C5;
40
41
42
       x = oneterm(1, 1);
                                // creates polynomials
43
       one = oneterm(0, 1);
       A = add(x, one);
44
       A2 = mply(A, A);
45
       A2 = mply(A, A);
       A3 = mply(A2, A);
46
       A4 = mply(A3, A);
47
       A5 = mply(A4, A);
48
49
       printf("A =");
                                // prompt
50
       print(A);
51
52
       printf("A2 =");
53
       print(A2);
54
       B = sub(x, one);
55
                                // creates polynomials
       B2 = mply(B, B);
56
       B3 = mply(B2, B);
57
       B4 = mply(B3, B);
58
       B5 = mply(B4, B);
59
60
61
       C = add(A, B);
                                // creates polynomials
62
       C2 = mply(A2, B2);
       C3 = mply(A3, B3);
63
       C4 = mply(A4, B4);
64
65
       C5 = mply(A5, B5);
66
       printf("C = ");
                                // prompt
67
       print(C);
68
       release(A);
69
                                // release
70
       release(B);
       release(C);
71
       printf("C2 =");
72
                                // prompt
73
       print(C2);
74
       release(A2);
                                //release
       release(A2);
                                // release
75
       release(B2);
       release(C2);
76
```

```
77
        printf("C3 =");  // prompt
 78
        print(C3);
 79
        release(A3);
                                // release
 80
        release(B3);
 81
        release(C3);
 82
        printf("C4 =");
                            // prompt
        print(C4);
 83
        release(A4);
                                // release
 84
        release(B4);
 85
        release(C4);
 86
        printf("C5 =");
                                // prompt
 87
        print(C5);
 88
        release(A5);
                                // release
 89
        release(B5);
 90
        release(C5);
 91
 92
 93
        release(x);
                                // release
        release(one);
 94
 95
 96
        return 0;
 97 }
98
99 // This function creates a 1-term polynomial of the form coef * X^degree
100 \text{ // and returns the new polynomial.}
101 POLY *oneterm(int degree, double coef)
102 {
103
        POLY *new node;
104
105
        new_node = (POLY *) malloc(sizeof(POLY));
                                                    // creates a space for new_node
106
        new node->degree = degree;
                                                     // assign degree
        new node->coef = coef;
                                                     // assign coef
107
108
        new node->next = NULL;
                                                     // assign next to NULL
109
110
        return new node;
                                                     // done and return
111
112 }
113
114 // This function adds two polynomials pq and p2 to form a new polynomial
115 // and return the new polynomail.
116 POLY *add(POLY *p1, POLY *p2)
117 {
```

```
118
       POLY *first;
                            // point to the new space
                            // s points to p1, t points to p2
119
       POLY *s, *t;
       POLY *new node;
                            // for creating new POLY
120
121
        int maxdegree;
                            // the maximum degree of two polynomial
122
        int coef = 0;
                            // for suming coef
123
        int i;
                            // index for loop
124
125
       first = NULL;
       maxdegree = (p1->degree >= p2->degree ? p1->degree : p2->degree);
126
127
            // decide the maximum degree of the polynomial to return
128
129
        for (i = 0; i <= maxdegree; i++) {
                                                        // make new nodes
130
            coef = 0;
                                                        // reset coef
            for (s = p1; s != NULL; s = s->next) {
131
                                                        // p1's coef of degree
                if (s->degree == i) coef += s->coef; // sum the coef
132
133
            }
134
            for (t = p2; t != NULL; t = t->next) {
                                                        // p2's coef of degree
                if (t->degree == i) coef += t->coef;
                                                        // sum the coef
135
            }
136
            if (coef != 0 ) {
137
                                                             // creates new node
            if (coef != 0) {
                                                           // creates new node
                new node = (POLY *) malloc(sizeof(POLY)); // creates space
138
                                                            // assign degree
139
                new node->degree = i;
                new node->coef = coef;
                                                            // assign coef
140
                                                            // assign next to NULL
141
                new node->next = first;
                first = new node;
                                                            // let first point to
142
                                                             // the next new POLY
143
            }
144
145
146
       }
147
                                                        // done and return
148
        return new node;
149
150 }
151
152 // This function subtracts polynomial p2 from p1 to form a new polynomial
153 // and return the new polynomial.
154
155 POLY *sub(POLY *p1, POLY *p2)
156 {
157
       POLY *first;
                            // point to the new space
```

```
POLY *s, *t;
158
                            // s points to p1, t points to p2
                            // for creating POLY
159
       POLY *new node;
        int maxdegree;
160
                            // the maximum degree of two polynomial
161
        int coef = 0;
                            // for calculating coef
162
        int i;
                            // index for loop
163
164
       first = NULL;
       maxdegree = (p1->degree >= p2->degree ? p1->degree : p2->degree);
165
            // decide the maximum degree of the polynomial to return
166
167
        for (i = 0; i <= maxdegree; i++) {</pre>
                                                        // make new nodes
168
            coef = 0:
                                                         // reset coef
169
170
            for (s = p1; s != NULL; s = s->next) {
                                                        // p1's coef of degree
                if (s->degree == i) coef += s->coef;
                                                        // calculate the coef
171
172
            }
173
            for (t = p2; t != NULL; t = t->next) {
                                                        // p2's coef of degree
174
                if (t->degree == i) coef -= t->coef;
                                                       // calculate the coef
            }
175
            if (coef != 0 ) {
176
                                                             // make new nodes
            if (coef != 0) {
                                                            // make new nodes
177
                new node = (POLY *) malloc(sizeof(POLY));
                                                            // creates space
178
                new node->degree = i;
                                                             // assign degree
179
                new node->coef = coef;
                                                             // assign coef
                                                             // assign next to NULL
180
                new_node->next = first;
181
                first = new node;
                                                             // let first point to
                                                             // the next new POLY
182
            }
183
184
185
        }
186
       return new node;
                                                         // done and return
187 }
188
189 // This function multiplies two polynomials p1 and p2 to form a new
190 // polynomial and return the new polynomial.
191 POLY *mply(POLY *p1, POLY *p2)
192 {
193
       POLY *first;
                                    // point to the new space
194
       POLY *s, *t;
                                    // s ponits p1, t points to p2
       POLY *new node;
                                    // for creating new node
195
                                    // the maximum degree of the polynomial
196
        int maxdegree;
197
                                    // to return
```

```
// calculate coef
198
        int coef;
199
        int i;
                                     // index for loop
200
201
        first = NULL;
202
        maxdegree = p1->degree + p2->degree;
            // decide the maximum degree of the polynomail to return
203
        for (i = 0; i <= maxdegree; i++) {
204
                                                          // make new nodes
            coef = 0;
205
                                                          // reset coef
            for (s = p1; s != NULL; s = s->next) {
206
                for (t = p2; t != NULL; t = t->next) {
207
                    if (s->degree + t->degree == i) {
208
                         coef += (s->coef) *(t->coef); // calculate coef
209
                         coef += (s->coef) * (t->coef); // calculate coef
                    }
210
                }
211
212
            }
213
            if (coef != 0) {
                                                              // make new node
                new_node = (POLY *)malloc(sizeof(POLY));
                                                              // create new space
214
215
                new node->degree = i;
                                                              // assign degree
216
                new node->coef = coef;
                                                              // assign coef
217
                new node->next = first;
                                                              // assign next to NULL
                                                              // let first point to
218
                first = new node;
                                                              // the new node
219
            }
220
221
        }
                                                          // done and return
222
        return new node;
223 }
224
225 // This function prints out the polynomial p1 in human readable form.
226 // See the example output given below foe more details.
227 void print(POLY *p1)
228 {
229
        POLY *s;
                   // point to p1
230
231
        for (s = p1; s!= NULL \&\& s->degree >= 1; s = s->next) {
        for (s = p1; s != NULL && s->degree >= 1; s = s->next) {
232
            if (s->coef == 1) printf(" x");
                                                              // hide the coef
233
            else printf("%g x", s->coef);
                                                             // print its coef
            if (s->degree == 1) printf(" ");
                                                              // hide its degree
234
            else printf("^%d ", s->degree);
235
                                                              // print its degree
            if ((s-\text{>next}) != \text{NULL \&\& } (s-\text{>next})-\text{>coef} > 0) printf("+"); // print +
236
```

```
237
       }
       if (s != NULL && s->coef != 0) printf("%g", s->coef); // print constant
238
       printf("\n");
239
240 }
241
242 // This function releases all node of the polynomial p1
243 // and returns them to the heap space.
244 void release(POLY *p1)
245 {
246
       POLY *s, *first;
247
       first = NULL;
248
249
       s = p1;
                           // let s point to p1
250
       while (s != NULL) {
                        // let first point to p1
251
           first = s;
           s = s-next; // let s point to s-next
252
           free(first);  // release the node first points to
253
254
       }
255 }
256
```