```
#include <stdio.h>
1
    #include <malloc.h>
2
3
    #include <assert.h>
 5
   struct Node
6
7
        int digit;
        struct Node *next, *prev;
8
9
    };
    struct UBigNumber
10
11
12
        int
                digitCount;
        struct Node *pHead, *pTail;
13
14
    };
15
16
    struct UBigNumber InputUBN ();
17
    void PrintUBN (struct UBigNumber ubn);
18
    struct UBigNumber AddUBN (struct UBigNumber *pA, struct UBigNumber *pB);
19
    void DestoryUBN (struct UBigNumber *pA);
20
   void _InitUBN (struct UBigNumber *pUBN);
    void _AppendDigit (struct UBigNumber *pUBN, int digit);
21
    void _AppendFrontDigit (struct UBigNumber *pUBN, int digit);
22
23
    void _Normalize (struct UBigNumber *pUBN);
    struct Node *_NewNode ();
25
    struct UBiqNumber MyMinus(struct UBiqNumber *pA, struct UBiqNumber *pB);
26
27
   int main ()
28
    { struct UBigNumber A, B, C,D;
29
        A = InputUBN ();
30
        B = InputUBN ();
31
        C = AddUBN (&A, &B);
32
        D = MyMinus(&A, &B);
33
34
        PrintUBN (A);
35
        printf (" + ");
36
        PrintUBN (B);
        printf (" = ");
37
38
        PrintUBN (C);
39
        printf("\n");
40
        PrintUBN (A);
41
        printf (" - ");
42
        PrintUBN (B);
        printf (" = ");
43
44
        PrintUBN (D);
45
46
        DestoryUBN (&A);
47
        DestoryUBN (&B);
48
        DestoryUBN (&C);
49
        return 0;
50
   }
51
52
53
   struct UBigNumber InputUBN ()
54
55
        struct UBigNumber result;
```

```
56
         _InitUBN(&result);
 57
 58
         char ch;
 59
         do
 60
              ch = getchar ();
         while (ch < '0' \mid \mid ch > '9');
 61
 62
         while (ch >= '0' && ch <= '9')
 63
 64
              _AppendDigit (&result, ch - '0');
 65
              ch = getchar ();
 66
         }
 67
          _Normalize(&result);
 68
         return result;
 69
     }
 70
     void PrintUBN (struct UBigNumber ubn)
 71
 72
         assert (ubn.digitCount > 0 && ubn.pHead->next != NULL);
 73
         struct Node *la = ubn.pHead->next;
 74
         while (la)
 75
              printf ("%d", la->digit);
 76
 77
              la = la -> next;
 78
         }
 79
     }
 80
     struct UBigNumber MyMinus (struct UBigNumber *pA, struct UBigNumber *pB)
 81
 82
         struct UBigNumber result, *pResult = &result;
 83
         int flag=0;
 84
         _InitUBN(pResult);
 85
         struct Node *p1, *p2;
 86
         p1 = pA - pTail;
 87
         p2 = pB - pTai1;
         while (p1 != pA->pHead && p2 != pB->pHead)
 88
 89
 90
              int digit = p1->digit - p2->digit +flag;
 91
              flag=0;
 92
              if(digit>=0){
              _AppendFrontDigit (pResult, digit);
 93
 94
              p1 = p1->prev;
 95
              p2 = p2 -> prev;
 96
              }else{
              _AppendFrontDigit (pResult, digit+10);
 97
 98
              p1 = p1->prev;
99
              p2 = p2 -> prev;
100
              flag=-1;
101
102
103
         while (p1 != pA->pHead->next && p1 != pA->pHead)
104
105
              int digit = (p1->digit) + flag;
106
              flag=0;
107
              if(digit<0){
              _AppendFrontDigit (pResult, digit+10);
108
109
              p1 = p1->prev;
110
              flag=-1;;
111
              }else{
112
              _AppendFrontDigit (pResult, digit);
113
              p1 = p1->prev;
```

```
114
115
         }
116
         if((p1->digit +flag)>0 \&\& p1 == pA->pHead->next)
117
             _AppendFrontDigit (pResult, p1->digit+flag);
118
         }else{
119
120
         }
121
122
         return result;
123
124
     struct UBigNumber AddUBN (struct UBigNumber *pA, struct UBigNumber *pB)
125
126
         struct UBigNumber result, *pResult = &result;
127
         _InitUBN(pResult);
128
         int iCarry = 0;
129
         struct Node *p1, *p2;
130
         p1 = pA - pTail;
131
         p2 = pB - pTail;
         while (p1 != pA->pHead && p2 != pB->pHead)
132
133
             int digit = p1->digit + p2->digit + iCarry;
134
             iCarry = digit / 10;
135
136
             digit %= 10;
137
             _AppendFrontDigit (pResult, digit);
138
              p1 = p1->prev;
139
             p2 = p2 - prev;
140
         while (p1 != pA->pHead)
141
142
         {
143
             int digit = p1->digit + iCarry;
144
             iCarry = digit / 10;
145
             digit %= 10;
146
             _AppendFrontDigit (pResult, digit);
147
             p1 = p1->prev;
148
         }
149
             while (p2 != pB->pHead)
150
151
             int digit = p2->digit + iCarry;
152
             iCarry = digit / 10;
153
             digit %= 10;
154
             _AppendFrontDigit (pResult, digit);
155
             p2 = p2 - prev;
156
         }
         if (iCarry != 0)
157
158
              _AppendFrontDigit (pResult, iCarry);
159
         return result:
160
161
     void DestoryUBN (struct UBigNumber *pUBN)
162
163
         while (pUBN->pHead != NULL)
164
         {
165
              struct Node *p = pUBN->pHead;
166
             pUBN->pHead = p->next;
167
             free (p);
168
         }
169
170
     void _InitUBN (struct UBigNumber *pUBN)
171
```

```
172
         struct Node *p = _NewNode ();
173
         pUBN->pHead = pUBN->pTail = p;
174
         p->next = p->prev = NULL;
175
         pUBN->digitCount = 0;
176
177
     void _AppendDigit (struct UBigNumber *pUBN, int digit)
178
         if (pUBN->digitCount == 1 && pUBN->pTail->digit == 0)
179
180
         {//直到出现非0数字才可以结束
181
             pUBN->pTail->digit = digit;
182
             return;
183
         }
184
         struct Node *p = _NewNode (); //数字链表添加一个结点
         p->digit = digit;
185
186
         p->next = NULL;
         p->prev = pUBN->pTail;
187
188
         pUBN->pTail->next = p;
189
         pUBN->pTail = p;
190
         ++pUBN->digitCount;
191
     void _AppendFrontDigit (struct UBigNumber *pUBN, int digit)
192
193
194
         struct Node *p = _NewNode ();
195
         p->digit = digit;
196
         p->next = pUBN->pHead->next;
197
         if (p->next != NULL)
198
             p->next->prev = p;
199
         p->prev = pUBN->pHead;
200
         pUBN->pHead->next = p;
201
         if (pubn->pTail == pubn->pHead)
202
             pUBN->pTail = p;
203
         ++pUBN->digitCount;
204
205
     void _Normalize (struct UBigNumber *pUBN)
206
207
         if (pUBN->digitCount == 0)
208
             _AppendDigit (pUBN, 0);
         while (pUBN->digitCount > 1 && pUBN->pHead->next->digit == 0)
209
         {//过滤0
210
211
             struct Node *p;
212
             p = pUBN->pHead->next;
213
             pUBN->pHead->next = p->next;
214
             p->next->prev = pUBN->pHead;
215
             free (p);
216
             --pUBN->digitCount;
217
         }
218
219
220
     struct Node *_NewNode ()
221
     {
222
         struct Node *p;
223
         p = (struct Node *) malloc (sizeof (struct Node));
         if (p == NULL)
224
225
226
             printf ("Error : out of memory\n");
227
             exit (-1);
228
         }
229
         return p;
```

```
230 }
```

```
PS D:\csjjg\程序设计综合实践> cd "d:\csjjg\程序设计综合实践\"; if ($?) { gcc eighth.c -o eighth }; if ($?) { .\eighth } 1234567890987654321333888999666 147655765659657669789687967867 1234567890987654321333888999666 + 147655765659657669789687967867 = 138 2223656647311991123576967533 1234567890987654321333888999666 - 147655765659657669789687967867 = 108 6912125327996651544201031799
```