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19. ~~19~~ /* delete an element from queue : */

9. queue pointer temp = front[i]
10. if ~~if~~ element item
11. if (!temp) then
12. return queue Empty
13. item = temp → data
14. front[i] = temp → link;
15. free(temp);
16. return item
17. Stop.

7b) Pptr = PHEADER, Qptr = QHEADER.

2. PHEADER = GetNode (NODE)
3. PHEADER → Link = NULL, PHEADER → Coell = NULL, PHEADER → Exp = NULL
4. if (Pptr → Link = NULL) or (Qptr → Link = NULL) then
5. Exit
6. EndIf
7. Pptr = Pptr → Link
8. while (Qptr ≠ NULL) do
9. while (Qptr ≠ NULL) do
10. C = Pptr → Coell * Qptr → Coell
11. X = Pptr → ext + Qptr → exp
12. Rptr = PHEADER
13. while (Rptr ≠ NULL) and (Rptr → Exp > X) do
14. Rptr1 = Rptr
15. Rptr = Rptr → Link
16. ~~16~~ ~~16~~

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16. if (Rptr → Exp = x) then
17.   Rptr → Coeff = Rptr → Coeff + c
18. Else.
19.   new = CreateNode (NODE)
20.   new → Exp = x, new → Coeff = c
21.   if (Rptr → Link = NULL) then
22.     Rptr → Link = new
23.   new → Link = NULL
24. Else.
25.   Rptr → Link = new
26.   new → Link = Rptr
27. EndIf
28. EndIf
29. EndWhile
30. EndWhile
31. EndWhile
32. Return (RHEADER)
33. Stop.

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9a) Preorder Traversal.

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1. if (ptr == NULL)
2.   Return
3. EndIf
4. Visit (ptr)
5. Preorder (ptr → LC)
6. Preorder (ptr → RC)

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Preorder: T₁, T₂, T₄, T₇, T₈, T₃, T₅, T₉, T₆