

Design, Develop and Implement a Program in C for the following operations on Singly Circular

Linked List (SCLL) with header nodes

a. Represent and Evaluate a Polynomial $P(x,y,z) = 6x^2y^2z - 4yz^5 + 3x^3yz + 2xy^5z - 2xyz^3$

b. Find the sum of two polynomials POLY1(x,y,z) and POLY2(x,y,z) and store the result in POLYSUM(x,y,z)

Support the program with appropriate functions for each of the above operations

```
#include<stdio.h>
#include<conio.h>
#include<alloc.h>
#include<process.h>
#include<math.h>
```

```
struct node
{
    float cf;
    int px,py,pz;
    int flag;
    struct node *link;
};
typedef struct node *NODE;
```

```
NODE getnode()
{
    NODE x;
    x=(NODE) malloc (sizeof(struct node));
    if(x==NULL)
    {
        printf("out of memory\n");
        exit(0);
    }
    return x;
}
```

```
NODE insert_rear(float cf,float x , float y, float z,NODE head)
{
    NODE temp,cur;
    temp=getnode();
    temp->cf=cf;
    temp->px=x;
    temp->py=y;
    temp->pz=z;
    temp->flag=0;
    cur=head->link;
    while(cur->link!=head)
    {
        cur=cur->link;
```

```

    }
    cur->link=temp;
    temp->link=head;
    return head;
}

```

```

void display(NODE head)

```

```

{
    NODE temp;
    if(head->link==head)
    {
        printf("polynomial doesn't exists\n");
        return;
    }
    temp=head->link;
    while(temp!=head)
    {
        printf("+ % 5.2fx^%dy^%dz^%d",temp->cf,temp->px,temp->py,temp->pz);
        temp=temp->link;
    }
    printf("\n");
}

```

```

NODE add_poly(NODE h1,NODE h2, NODE h3)

```

```

{
    NODE p1,p2;
    int x1,x2,y1,y2,z1,z2,cf1,cf2,cf;
    p1=h1->link;
    while(p1!=h1)
    {
        x1=p1->px;
        y1=p1->py;
        z1=p1->pz;
        cf1=p1->cf;
        p2=h2->link;
        while(p2!=h2)
        {
            x2=p2->px;
            y2=p2->py;
            z2=p2->pz;
            cf2=p2->cf;
            if(x1==x2 && y1==y2 && z1==z2)
                break;
            p2=p2->link;
        }
        if(p2!=h2)
        {
            cf=cf1+cf2;
            p2->flag=1;
            if(cf!=0)

```

```

        h3=insert_rear(cf,x1,y1,z1,h3);
    }
else
h3=insert_rear(cf1,x1,y1,z1,h3);
p1=p1->link;
}

p2=h2->link;
while(p2!=h2)
{
    if(p2->flag==0)
    {
h3=insert_rear(p2->cf,p2->px,p2->py,p2->pz,h3);
    }
p2=p2->link;
}
return h3;
}

NODE read_poly(NODE head)
{
    int i;
    int px,py,pz;
    float cf;
printf("enter the coeffecient as -999 to end the polynominal\n");
for(i=1;;i++)
{
printf("enter the %d term\n",i);
printf("coeff=");
scanf("%f",&cf);
if(cf==-999) break;
printf("pow x=");
scanf("%d",&px);
printf("pow y=");
scanf("%d",&py);
printf("pow z=");
scanf("%d",&pz);

head=insert_rear(cf,px,py,pz,head);
}
return head;
}

void polysum()
{
NODE h1,h2,h3;
h1=getnode();
h2=getnode();
h3=getnode();

```

```

h1->link=h1;
h2->link=h2;
h3->link=h3;
printf("enter the first polynominal\n");
h1=read_poly(h1);
printf("enter the second polynominal\n");
h2=read_poly(h2);
h3=add_poly(h1,h2,h3);
printf(" the first polynominal is\n");
display(h1);
printf("second polynominal is\n");
display(h2);
printf("the sum of two polynominal is\n");
display(h3);
}
void represent_evaluate()
{
NODE e1,temp;
int x,y,z;
float sum=0.0;
e1=getnode();
e1->link=e1;
printf("enter the polynominal\n");
e1=read_poly(e1);
printf("polynominal i s \n");
display(e1);
printf("enter the values of coefficient\n");
scanf("%d%d%d",&x,&y,&z);
if(e1==NULL)
{
printf("list is empty");

}
else
{
temp=e1->link;
while(temp!=e1)
{
sum+=temp->cf*pow(x,temp->px)*pow(y,temp->py)*pow(z,temp-
>pz);
temp=temp->link;
}
// sum+=temp->cf*pow(x,temp->px)*pow(y,temp->py)*pow(z,temp->pz);
printf("the total sum is %f\n",sum);
}
return;
}
void main()
{

```

```
int choice;
clrscr();
while(1)
{
    printf("\n\n\n\t1.represent and evaluate...\t2.ADD TWO poly..\t3.Exit...");
    printf("\n\n\n\tEnter Your Choice: ");
    scanf("%d",&choice);
    switch(choice)
    {
        case 1: represent_evaluate();break;
        case 2: polysum();break;
        case 3: exit(0);
        default: printf("\n\n\n\tEnter proper Choice....");
    }
}
}
```