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class Node:
    def __init__(self, coefficient, exponent):
        self.coefficient = coefficient
        self.exponent = exponent
        self.next = None
class Polynomial:
    def __init__(self):
        self.head = None
    def insert(self, coefficient, exponent):
        new_node = Node(coefficient, exponent)
        if self.head is None:
    self.head = new_node
        else:
            current = self.head
            while current.next:
                current = current.next
            current.next = new_node
    def add(self, other_poly):
        result_poly = Polynomial()
        current1 = self.head
        current2 = other_poly.head
        while current1 or current2:
            if current1 and (not current2 or current1.exponent >
current2.exponent):
                 result_poly.insert(current1.coefficient.
current1.exponent)
                 current1 = current1.next
            elif current2 and (not current1 or current2.exponent >
current1.exponent):
                 result_poly.insert(current2.coefficient,
current2.exponent)
                 current2 = current2.next
            else:
                 new_coefficient = current1.coefficient +
current2.coefficient
                if new_coefficient != 0:
                     result_poly.insert(new_coefficient,
current1.exponent)
                 current1 = current1.next
                 current2 = current2.next
        return result_poly
    def multiply(self, other_poly):
        result_poly = Polynomial()
        current1 = self.head
        while current1:
            current2 = other_poly.head
            while current2:
```