

```

#include <stdio.h>
#include <stdlib.h>

#define MAX 10

typedef struct int *Polynomial;

// functions

Polynomial newPoly(); // allocate return the pointer
void destroyPoly(Polynomial *p); // set to NULL after freeing

void addTerm(Polynomial p,int coef,int exp);
void display(const Polynomial p);

// return a new polynomial that represents the sum of p1 and p2
Polynomial add(const Polynomial p1,const Polynomial p1 );

// return a new polynomial that represents the difference of p1 and p2
Polynomial subtract(const Polynomial p1,const Polynomial p1 );

// return a new polynomial that represents the derivative of p1
Polynomial derivative(const Polynomial p);

// compute the value of the polynomial given a value for x
int evaluate(const Polynomial p,int x);

// return 1 if the value of p is constant, 0 otherwise
int isConstant(const Polynomial p);

// return 1 if the value of p is zero (0), 0 otherwise
int isZero(const Polynomial p);

// return 1 if there is coefficient for all exponents, 0 otherwise
int isComplete(const Polynomial p);

```