```c
struct node* polmult(struct node *p1, struct node *p2)
{
struct node *p3, *p4,*p5,*p6,*t;

        while(p1!=NULL)
        {
          t=p2;
          p6=NULL;
          p3=NULL;
          while(p2!=NULL)
          {
                  p4=(struct node*)malloc(sizeof(struct node));
                  p4->power=p1->power+p2->power;
                  p4->coef=p1->coef*p2->coef;
                  if(p3==NULL)
                          p5=p4;
                  else
                          p3->next=p4;
                  p3=p4;
                  p4->next=NULL;
                  p2=p2->next;
                  }

                  p2=t;
                  p6=poladd(p5,p6);

                  p1=p1->next;
                  }
                  return(p6);
        }
```