

```

        x2=p2->px;
        y2=p2->py;
        z2=p2->pz;
        cf2=p2->cf;
        if(x1==x2 && y1==y2 && z1==z2)break;
        p2=p2->next;
    }
    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->next;
}
p2=h2->next;
while(p2!=h2)
{
    if(p2->flag==0)
        h3=insert_rear(p2->cf,p2->px,p2->py,p2->pz,h3);
    p2=p2->next;
}
return h3;
}
void evaluate(node *head)
{
    node *p;
    int x, y, z;
    int result=0;
    p=head->next;
    printf("\nEnter x,y,z terms to evaluate:\n");
    scanf("%d%d%d",&x,&y,&z);
    while(p!= head)
    {
        result = result + (p->cf * pow(x,p->px) * pow(y,p->py) * pow(z,p->pz));
        p=p->next;
    }
    printf("Polynomial result is: %d", result);
}

```

```
void main()
{
    node *h1,*h2,*h3;
    int ch;
    h1=getnode();
    h2=getnode();
    h3=getnode();
    h1->next=h1;
    h2->next=h2;
    h3->next=h3;
    while(1)
    {
        printf("\n\n1.Evaluate polynomial\n2.Add two polynomials\n3.Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &ch);
        switch(ch)
        {
            case 1: h1->next=h1;
                    printf("\nEnter polynomial to evaluate:\n");
                    h1=read_poly(h1);
                    printf("The polynomial is :");
                    display(h1);
                    evaluate(h1);
                    break;
            case 2: h1->next=h1;
                    printf("\nEnter the first polynomial:\n");
                    h1=read_poly(h1);
                    printf("\nEnter the second polynomial:\n");
                    h2=read_poly(h2);
                    h3=add_poly(h1,h2,h3);
                    printf("\nFirst polynomial is: ");
                    display(h1);
                    printf("\nSecond polynomial is: ");
                    display(h2);
                    printf("\nThe sum of 2 polynomials is: \n");
                    display(h3);
            case 3: exit(0);
            default: printf("\nInvalid entry");
                    break;
        }
    }
}
```