#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <ctype.h>

struct node

{

int coeff;

int power;

struct node \*next;

};

struct node \*create(struct node \*start, int z)

{

struct node \*temp, \*p;

printf("\nPlease Enter terms in descending order of exponent\n");

printf("Enter the number of terms in polynomial %d: ", z);

int n;

scanf("%d", &n);

for (int i = 0; i < n; i++)

{

temp = (struct node \*)malloc(sizeof(struct node));

printf("Enter the coefficient: ");

scanf("%d", &temp->coeff);

printf("Enter the power: ");

scanf("%d", &temp->power);

temp->next = NULL;

if (start == NULL)

start = temp;

else

{

p = start;

while (p->next != NULL)

p = p->next;

p->next = temp;

}

}

return start;

};

void display(struct node \*start)

{

struct node \*p;

p = start;

while (p != NULL)

{

printf("%dx^%d", p->coeff, p->power);

p = p->next;

if (p != NULL)

printf(" + ");

}

printf("\n");

}

// count number of terms

int count(struct node \*start)

{

struct node \*p = start;

int c = 0;

while (p != NULL)

{

c++;

p = p->next;

}

return c;

}

struct node \*add(struct node \*start1, struct node \*start2)

{

struct node \*start3, \*p, \*q, \*temp;

start3 = NULL;

p = start1;

q = start2;

while (p != NULL && q != NULL)

{

temp = (struct node \*)malloc(sizeof(struct node));

temp->next = NULL;

if (p->power > q->power)

{

temp->coeff = p->coeff;

temp->power = p->power;

p = p->next;

}

else if (p->power < q->power)

{

temp->coeff = q->coeff;

temp->power = q->power;

q = q->next;

}

else

{

temp->coeff = p->coeff + q->coeff;

temp->power = p->power;

p = p->next;

q = q->next;

}

if (start3 == NULL)

start3 = temp;

else

{

struct node \*r = start3;

while (r->next != NULL)

r = r->next;

r->next = temp;

}

}

while (p != NULL)

{

temp = (struct node \*)malloc(sizeof(struct node));

temp->coeff = p->coeff;

temp->power = p->power;

temp->next = NULL;

p = p->next;

if (start3 == NULL)

start3 = temp;

else

{

struct node \*r = start3;

while (r->next != NULL)

r = r->next;

r->next = temp;

}

}

while (q != NULL)

{

temp = (struct node \*)malloc(sizeof(struct node));

temp->coeff = q->coeff;

temp->power = q->power;

temp->next = NULL;

q = q->next;

if (start3 == NULL)

start3 = temp;

else

{

struct node \*r = start3;

while (r->next != NULL)

r = r->next;

r->next = temp;

}

}

return start3;

}

struct node \*multiply(struct node \*start1, struct node \*start2)

{

struct node \*start3, \*p, \*q, \*temp;

start3 = NULL;

p = start1;

while (p != NULL)

{

q = start2;

while (q != NULL)

{

temp = (struct node \*)malloc(sizeof(struct node));

temp->coeff = p->coeff \* q->coeff;

temp->power = p->power + q->power;

temp->next = NULL;

if (start3 == NULL)

start3 = temp;

else

{

struct node \*r = start3;

while (r->next != NULL)

r = r->next;

r->next = temp;

}

q = q->next;

}

p = p->next;

}

return start3;

}

struct node \*insertatbeg(struct node \*start, int coeff, int power)

{

struct node \*temp;

temp = (struct node \*)malloc(sizeof(struct node));

temp->coeff = coeff;

temp->power = power;

temp->next = start;

start = temp;

return start;

}

struct node \*insertatend(struct node \*start, int coeff, int power)

{

struct node \*temp, \*p;

temp = (struct node \*)malloc(sizeof(struct node));

temp->coeff = coeff;

temp->power = power;

temp->next = NULL;

if (start == NULL)

start = temp;

else

{

p = start;

while (p->next != NULL)

p = p->next;

p->next = temp;

}

return start;

}

// insert at position

struct node \*insertatpos(struct node \*start, int pos, int coeff, int power)

{

struct node \*temp, \*p;

temp = (struct node \*)malloc(sizeof(struct node));

temp->coeff = coeff;

temp->power = power;

temp->next = NULL;

// if beginning, middle or end

if (pos == 1)

{

temp->next = start;

start = temp;

}

else

{

p = start;

for (int i = 1; i < pos - 1; i++)

p = p->next;

temp->next = p->next;

p->next = temp;

}

return start;

}

// delete at position

struct node \*deleteatpos(struct node \*start, int pos)

{

struct node \*p, \*q;

if (pos == 1)

{

p = start;

start = start->next;

free(p);

}

else

{

p = start;

for (int i = 1; i < pos - 1; i++)

p = p->next;

q = p->next;

p->next = q->next;

free(q);

}

return start;

}

struct node \*modify(struct node \*start)

{

// display the polynomial first

printf("\nThe polynomial is: ");

display(start);

printf("\nDo You want to \n1.insert \n2.delete a term \n3.Modify a term? \n");

int ch;

scanf("%d", &ch);

if (ch == 1)

{

// menu insert at beginning or end or at position

printf("\nEnter in descending order of power ONLY");

printf("\nDo You want to \n1.insert at beginning \n2.insert at end \n3.insert at position? \n");

int ch1;

scanf("%d", &ch1);

if (ch1 == 1)

{

int coeff, power;

printf("Enter the coefficient: ");

scanf("%d", &coeff);

printf("Enter the power: ");

scanf("%d", &power);

start = insertatbeg(start, coeff, power);

}

else if (ch1 == 2)

{

int coeff, power;

printf("Enter the coefficient: ");

scanf("%d", &coeff);

printf("Enter the power: ");

scanf("%d", &power);

start = insertatend(start, coeff, power);

}

else if (ch1 == 3)

{

int coeff, power, pos;

printf("Enter the coefficient: ");

scanf("%d", &coeff);

printf("Enter the power: ");

scanf("%d", &power);

printf("Enter the position: ");

scanf("%d", &pos);

start = insertatpos(start, pos, coeff, power);

}

}

else if (ch == 2)

{

printf("Enter the position: ");

int pos;

scanf("%d", &pos);

start = deleteatpos(start, pos);

}

else if (ch == 3)

{

printf("Enter the position: ");

int pos;

scanf("%d", &pos);

printf("Enter the coefficient: ");

int coeff;

scanf("%d", &coeff);

printf("Enter the power: ");

int power;

scanf("%d", &power);

start = deleteatpos(start, pos);

start = insertatpos(start, pos, coeff, power);

}

else

printf("Invalid Choice!");

return start;

}

struct node \*inputfromfile(struct node \*start,int n)

{

FILE \*fp;

if(n==1){

//create file polynomial1.txt

fp = fopen("polynomial1.txt", "w");

printf("Enter the polynomial in the format 4x^3+2x^2+3x^1+5x^0 in file polynomial1.txt\n");

fclose(fp);

//press "k" to continue after adding the polynomial

printf("Press k to continue\n");

char ch;

scanf("%c",&ch);

scanf("%c",&ch);

if(ch=='k'){

//read from file polynomial1.txt

fp = fopen("polynomial1.txt", "r");

char ch;

int coeff, power;

while (fscanf(fp, "%dx^%d", &coeff, &power) != EOF)

{

start = insertatend(start, coeff, power);

fscanf(fp, "%c", &ch);

}

fclose(fp);

}

}

else if(n==2){

fp = fopen("polynomial2.txt", "w");

printf("Enter the polynomial in the format 4x^3+2x^2+3x^1+5x^0 in file polynomial2.txt\n");

fclose(fp);

printf("Press k to continue\n");

char ch;

scanf("%c",&ch);

scanf("%c",&ch);

if(ch=='k'){

fp = fopen("polynomial2.txt", "r");

char ch;

int coeff, power;

while (fscanf(fp, "%dx^%d", &coeff, &power) != EOF)

{

start = insertatend(start, coeff, power);

fscanf(fp, "%c", &ch);

}

fclose(fp);

}

}

return start;

}

//add like terms of the polynomial

struct node \*addliketerms(struct node \*start)

{

struct node \*p, \*q;

p = start;

while (p->next != NULL)

{

q = p->next;

while (q != NULL)

{

if (p->power == q->power)

{

p->coeff = p->coeff + q->coeff;

q = q->next;

start = deleteatpos(start, p->power);

}

else

q = q->next;

}

p = p->next;

}

return start;

}

int main()

{

struct node \*start1 = NULL, \*start2 = NULL;

while (1)

{

printf("\nEnter your choice\n");

printf("1. Enter Polynomials\n");

printf("2. Display Polynomials\n");

printf("3. Add Polynomials\n");

printf("4. Multiply Polynomials\n");

printf("5. Modify Polynomials\n");

printf("6. Take polynomials from file\n");

printf("7. Exit\n");

int choice;

scanf("%d", &choice);

switch (choice)

{

case 1:

start1 = create(start1, 1);

start2 = create(start2, 2);

break;

case 2:

printf("\nPolynomial 1: ");

display(start1);

printf("\nPolynomial 2: ");

display(start2);

break;

case 3:

printf("\nAddition Result is: ");

display(add(start1, start2));

break;

case 4:

printf("\nMultiplication Result is: ");

//add like terms of the polynomial after multiplication

display(addliketerms(multiply(start1, start2)));

break;

case 5:

printf("Enter the polynomial to modify 1 or 2\n");

int poly;

scanf("%d", &poly);

if (poly == 1)

modify(start1);

else

modify(start2);

break;

case 6:

start1 = inputfromfile(start1,1);

start2 = inputfromfile(start2,2);

break;

case 7:

exit(0);

default:

printf("Invalid Choice!");

}

}

return 0;

}