

OS: macOS Sierra (Version 10.12.6)
IDE: Sublime 3
Compiler: g++

Process steps:

1. Compile with g++ (g++ *.cpp -o main.out).
2. Execute main.out (./main.out).
3. Enter polynomial terms (coeff, x, y, z), enter Q/q to quit.
4. Choose function (retCoeff(), Mulf(), printList()).

Ex:

```
g++ *.cpp -o main.out
./main.out
```

```
Enter coefficient and exponents (coeff x y z), Q to quit > 4 10 3 2
Enter coefficient and exponents (coeff x y z), Q to quit > 2 8 3 2
Enter coefficient and exponents (coeff x y z), Q to quit > 3 0 2 2
Enter coefficient and exponents (coeff x y z), Q to quit > 1 4 4 1
Enter coefficient and exponents (coeff x y z), Q to quit > q
```

===== Choose function =====

1. retCoeff(ex, ey, ez)
2. Mulf(ex, ey, ez)
3. printList()
0. Quit

> 1

Enter (ex ey ez) > 8 3 2

retCoeff(8, 3, 2) = 2

===== Choose function =====

1. retCoeff(ex, ey, ez)
2. Mulf(ex, ey, ez)
3. printList()
0. Quit

> 2

Enter (ex ey ez) > 0 1 2

Mulf(0, 1, 2)

===== Choose function =====

1. retCoeff(ex, ey, ez)
2. Mulf(ex, ey, ez)
3. printList()
0. Quit

> 1

Enter (ex ey ez) > 0 3 4

retCoeff(0, 3, 4) = 3