



# 資料結構

## Data Structure

### Lab 03

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### Lab03-Ex1

According to the lecture slides, three polynomial representations are discussed.  
Please complete the functions 'Add', 'Mult', 'Eval', and output based on the  
required print format using ^ to denote exponents.

#### Code

```
#include <iostream>
#include <array>
#include <string>
#include <cmath>
using namespace std;

const int MAX_TERMS = 10; // 設定最大項數

struct Term {
    double coef; // 係數
    int exp;     // 冪次
};

class Polynomial {
private:
    array<Term, MAX_TERMS> terms;
    int termCount;

    void ParsePoly(const string& poly) {
        termCount = 0;
        int pos = 0;
        while (pos < poly.length() && termCount < MAX_TERMS) {
            size_t nextPos = poly.find_first_of("+-", pos + 2); // 找到下一個符號
                                                                // 的位置
            string str_num = poly.substr(pos + 2, nextPos - pos - 3); // 取得係數+
                                                                // 次方的字串
            bool str_sign = (poly.at(pos) == '-'); // 判斷正負號
            pos = nextPos; // 更新位置
            double coef = 1;
            int exp = 0;
            size_t xPos = str_num.find("X"); // 以 X 為分界分開係數與冪次
            if (xPos != string::npos) { // 存在 X 的情況
```

```

        if (xPos > 0) coef = stod(str_num.substr(0, xPos));
        size_t expPos = str_num.find("^");// 找到幕次
        if (expPos != string::npos) exp = stoi(str_num.substr(expPos +
1));// 取得幕次

        else exp = 1;// 為一次的情況
    } else {
        coef = stod(str_num);// 常數
    }
    if (str_sign) coef = -coef;// 處理負號
    terms[termCount++] = {coef, exp};
}
}

public:
    // 建構函式：從字串初始化多項式
    Polynomial(const string& poly) {
        ParsePoly(poly);
    }
    // 多項式相加
    Polynomial Add_Poly(const Polynomial& other) {
        Polynomial result("");
        result.termCount = 0;
        int i = 0, j = 0;
        while (i < termCount && j < other.termCount) {
            if (terms[i].exp > other.terms[j].exp) { // 比較幕次大小，幕次大的先
放入，第一個多項式的幕次較大
                result.terms[result.termCount++] = terms[i++];
            } else if (terms[i].exp < other.terms[j].exp) { // 比較幕次大小，幕次
大的先放入，第二個多項式的幕次較大
                result.terms[result.termCount++] = other.terms[j++];
            } else { // 幕次相同，係數相加
                double new_coef = terms[i].coef + other.terms[j].coef;
                if (new_coef != 0) {
                    result.terms[result.termCount++] = {new_coef,
terms[i].exp};
                }
                i++, j++;
            }
        }
    }

```

```

    }
    while (i < termCount) result.terms[result.termCount++] = terms[i++];
    while (j < other.termCount) result.terms[result.termCount++] =
other.terms[j++];
    return result;
}

```

*// 多項式相乘*

```

Polynomial mult_Poly(const Polynomial& other) {
    Polynomial result("");
    result.termCount = 0;
    for (int i = 0; i < termCount; i++) {
        for (int j = 0; j < other.termCount; j++) {
            int exp = terms[i].exp + other.terms[j].exp; // 冪次相加
            double coef = terms[i].coef * other.terms[j].coef; // 係數相乘
            bool found = false;
            for (int k = 0; k < result.termCount; k++) {
                if (result.terms[k].exp == exp) {
                    result.terms[k].coef += coef;
                    found = true; // 找到相同冪次，係數相加
                    break;
                }
            }
            if (!found && result.termCount < MAX_TERMS) {
                result.terms[result.termCount++] = {coef, exp};
            }
        }
    }
    return result;
}

```

*// 計算多項式值*

```

double eval_Poly(int x) {
    double result = 0;
    for (int i = 0; i < termCount; i++) {
        result += terms[i].coef * pow(x, terms[i].exp);
    }
    return result;
}

```

```

}

// 輸出多項式
void printPoly() {
    if (termCount == 0) {
        cout << "0";
        return;
    }
    for (int i = 0; i < termCount; i++) {
        if (terms[i].coef > 0 && i != 0) cout << "+ ";
        cout << terms[i].coef;
        if (terms[i].exp != 0) cout << "X^" << terms[i].exp << " ";
    }
    cout << endl;
}

};

int main() {
    string poly1, poly2;
    getline(cin, poly1);
    getline(cin, poly2);

    // 處理首項正號省略的情況
    if (poly1.at(0) != '-') poly1 = "+" + poly1;
    if (poly2.at(0) != '-') poly2 = "+" + poly2;

    // 建立 Polynomial 物件
    Polynomial term1(poly1);
    Polynomial term2(poly2);

    // 計算、輸出相加後結果
    Polynomial add_terms = term1.Add_Poly(term2);
    cout << "Addition: ";
    add_terms.printPoly();

    // 計算、輸出相乘後結果
    Polynomial mult_terms = term1.mult_Poly(term2);
    cout << "Multiplication: ";

```

```

    mult_terms.printPoly();

    // 帶入 x 計算
    int x;
    cout << "Input x: ";
    cin >> x;
    cout << "Eval1: " << term1.eval_Poly(x) << endl;
    cout << "Eval2: " << term2.eval_Poly(x) << endl;

    return 0;
}

```

```

#include <iostream>
#include <vector>
#include <string>
#include <cmath>
using namespace std;

struct Term {
    double coef; // 係數
    int exp;     // 冪次
};

class Polynomial {
private:
    vector<Term> terms;

    // 解析多項式字串
    vector<Term> ParsePoly(const string& poly) {
        vector<Term> parsedTerms;
        int pos = 0;

        while (pos < poly.length()) {
            size_t nextPos = poly.find_first_of("+-", pos + 2); // 找到下一個符號
            // 取得係數+
            string str_num = poly.substr(pos + 2, nextPos - pos - 3);

```

次方的字串

```
bool str_sign = (poly.at(pos) == '-'); // 判斷正負號
pos = nextPos; // 更新位置
double coef = 1;
int exp = 0;
size_t xPos = str_num.find("X"); // 以 X 為分界分開係數與冪次
if (xPos != string::npos) { // 存在 X 的情況
    if (xPos > 0) coef = stod(str_num.substr(0, xPos));
    size_t expPos = str_num.find("^"); // 找到冪次
    if (expPos != string::npos) exp = stoi(str_num.substr(expPos +
1)); // 取得冪次
    else exp = 1; // 為一次的情況
} else {
    coef = stod(str_num); // 常數
}
if (str_sign) coef = -coef; // 處理負號
parsedTerms.push_back({coef, exp});
}
return parsedTerms;
}
```

public:

```
// 建構函式：從字串初始化多項式
Polynomial(const string& poly) {
    terms = ParsePoly(poly);
}

// 多項式相加
Polynomial Add_Poly(const Polynomial& other) {
    vector<Term> result;
    int index_1 = 0, index_2 = 0;
    while (index_1 < terms.size() && index_2 < other.terms.size()) {
        if (terms[index_1].exp > other.terms[index_2].exp) { // 比較冪次大
            小，冪次大的先放入，第一個多項式的冪次較大
            result.push_back(terms[index_1++]);
        } else if (terms[index_1].exp < other.terms[index_2].exp) { // 比較冪
            次大小，冪次大的先放入，第二個多項式的冪次較大
            result.push_back(other.terms[index_2++]);
        } else {
            // 冪次相同，係數相加
            result.push_back({terms[index_1].coef + other.terms[index_2].coef, terms[index_1].exp});
            index_1++; index_2++;
        }
    }
    // 處理剩餘項
    while (index_1 < terms.size()) result.push_back(terms[index_1++]);
    while (index_2 < other.terms.size()) result.push_back(other.terms[index_2++]);
    return Polynomial(result);
}
```

```

        } else { // 幕次相同，係數相加
            double new_coef = terms[index_1].coef +
other.terms[index_2].coef;
            if (new_coef != 0) result.push_back({new_coef,
terms[index_1].exp});
            index_1++;
            index_2++;
        }
    }
    while (index_1 < terms.size()) result.push_back(terms[index_1++]);
    while (index_2 < other.terms.size())
result.push_back(other.terms[index_2++]);

    return Polynomial(result);
}

// 多項式相乘
Polynomial mult_Poly(const Polynomial& other) {
    vector<Term> result;
    for (int i = 0; i < terms.size(); i++) {
        for (int j = 0; j < other.terms.size(); j++) {
            int exp = terms[i].exp + other.terms[j].exp;
            double coef = terms[i].coef * other.terms[j].coef;
            bool found = false;
            for (int k = 0; k < result.size(); k++) {
                if (result[k].exp == exp) {
                    result[k].coef += coef;
                    found = true;
                    break;
                }
            }
            if (!found) {
                result.push_back({coef, exp});
            }
        }
    }
    return Polynomial(result);
}

```



```

// 計算多項式值
double eval_Poly(int x) {
    double result = 0;
    for (const Term& term : terms) {
        result += term.coef * pow(x, term.exp);
    }
    return result;
}

// 輸出多項式
void printPoly() {
    if (terms.empty()) {
        cout << "0";
        return;
    }
    for (int i = 0; i < terms.size(); i++) {
        if (terms[i].coef > 0 && i != 0) cout << "+ ";
        cout << terms[i].coef;
        if (terms[i].exp != 0) cout << "X^" << terms[i].exp << " ";
    }
    cout << endl;
}

// 建構函式：從 vector<Term> 直接初始化
Polynomial(const vector<Term>& newTerms) {
    terms = newTerms;
}

};

int main() {
    string poly1, poly2;
    getline(cin, poly1);
    getline(cin, poly2);

    // 處理首項正號省略的情況
    if (poly1.at(0) != '-') poly1 = "+" + poly1;
    if (poly2.at(0) != '-') poly2 = "+" + poly2;

```

```

// 建立 Polynomial 物件
Polynomial term1(poly1);
Polynomial term2(poly2);

// 計算、輸出相加後結果
Polynomial add_terms = term1.Add_Poly(term2);
cout << "Addition: ";
add_terms.printPoly();

// 計算、輸出相乘後結果
Polynomial mult_terms = term1.mult_Poly(term2);
cout << "Multiplication: ";
mult_terms.printPoly();

// 帶入 x 計算
int x;
cout << "Input x: ";
cin >> x;
cout << "Eval1: " << term1.eval_Poly(x) << endl;
cout << "Eval2: " << term2.eval_Poly(x) << endl;

return 0;
}

```

### Discussion Section

通常靜態的程式碼基本上就是將動態原本使用 vector 改成用 array 實現，由於 C++ 的 array 必須在宣告前先規劃出大小，導致靜態式有項數的上限。時間複雜度大致相等