

```

#include<stdio.h>
#include<stdlib.h>
struct node{
    int data;
    struct node *link;
};
struct node * header = NULL;
void display();
void enqueue();
void dequeue();
int main()
{
    int choice;
    char ch;
    while (1) {
        printf("1.Display\n2.Enqueue\n3.Dequeue ");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                display();
                break;
            case 2:
                enqueue();
                break;
            case 3:
                dequeue();
                break;
            default:
                printf("Incorrect Choice\n");
        }
        printf("\nDo you want to continue y/n ");
        scanf(" %ch",&ch);
        if(ch == 'n'){
            break;
        }
    }
    return 0;
}

void display(){
    struct node*temp;
    if(header==NULL)
        printf("Empty");
    else{

```

```

        temp = header;
        while (temp!=NULL)
        {
            printf("%d\t",temp->data);
            temp = temp->link;
        }

    }

}

void enqueue(){
    int data;
    struct node*temp,*ptr;
    temp = malloc(sizeof(struct node));
    printf("Enter the number");
    scanf("%d",&data);
    temp->link=NULL;
    temp->data= data;
    ptr = header;
    if(ptr==NULL){
        header = temp;
    }
    else{
        while(ptr->link!=NULL){
            ptr=ptr->link;
        }
        ptr->link=temp;
    }

}

void dequeue(){
    struct node* temp;
    if (header == NULL)
        printf("\nEmpty");
    else {
        temp = header;
        header = header->link;
    }

}

```