```
IMPLIMENT Queue using linked liet }
#include <stdio.h>
# include < stalib. h>
  Siruct note 1
   int value;
     Struct node * rest;
   NODE gunode () {
   NODE new_node = (NODE) malloc (sign of (shout node)).
      if (new_node == null) {
       puint ("Memory allocation failed in");
       exit(1);
     return now-mode;
  I tenis 300 1 yeldsip pion
   NODE tunp;
  if (first== Nyu) {
   puint ("Linked list is empty in").
   temp = pirst;
  while (temp 1 = NULL) {
    paint ("x.d", temp -> value);
    lump => temp > next;
   prints (" NULL In").
```

	07	
	NODE insert beg (int item, NODE first) {	
	NODE new = gc/node ().	
	new > Value - item;	
	new -> next = first:	
	return now;	
	3	
	NODE delete end (NODE firs +) {	
	if (first == NULL) {	
	print ("LL is empty in").	
	eleturn Nucc:	ì
	Z	
	if (first -> next == NULL) {	
	free (first);	
	return NULL;	
	· J	
	NODE prev = NULL, last = first;	
	while (last > next 1= NUCC) {	
	prev = last;	
E)	last = last > next;	
	}	
	prev -> next = NUCL;	
	jree (last);	
	return pirst;	
i i		
3		
		٦

=	int main () {	
	int choice, item;	
1	NODE first= NUCL.	
6,1	NODE item del;	
	while (1) E	
	puint 14 enter you choice: In 1 insert in 2. delete	
_	n3 display in 4 exit ");	
	Scarb ("xd", Achoice);	
	Switch (Choice) of	
	case 1:	
	puint ("enter item to insert a beginning	(401)
	scant (uxd ", fitem);	
	first = insert beg (item, first);	
	break;	
	Case 2:	
	first = delete - end (birst);	
	breaki /	
	care 3:	
	point to the unked list is being displayed.	. \n x),
	display (first),	1 (a) (b)
	break;	
<u></u>		
<u>.</u>	Care 4:	
<u> </u>	exit co);	
<u></u>	défaults:	
	perint (" wrong chaire is").	Total Service Control of the Control
	exit col;	70
	}	
1	1	
The same of the sa	eletur O; 3	

No.		store 67	
	Dutput:		
	Enter your choice		
	INSERT		
	2. DELETE		
	3 DISPLAY		
	4. EXIT.		
	enter item to insert: 5		
	enter your choice: 1		
	enter item to insert: 10		
	enter your choice: I		
	enter your criticis. Is		
	enter your choice: 2.		
	element 5 has been poped		
	element 5 mas been poped		
	enter your choice: 3		
	10 15		
	entin your choice 4.		
	1025		
	76		
		<u> </u>	i - Isla
		4	199
	THE STATE OF THE S		- 70
	No. of the second secon		
			1 24
			10 SQ

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Eimplement stack using linked list &
# include Lotdin b>
# include < stdlib. h>
struct node {
 struct node * next;
 type def strue node + NODE;
 313 abon top 3001
  NODE new - node = (NODE) malloc (size of (Struct node))
  if (new-nodo = = nucc) {
  printf("mimory allocation failed .(1);
  exitu);
   return new-node;
  Void display CHODE first ? E
  if Chirat == NUCC){
   puint (ull is empty ");
   NODE a temp = first;
   while (temp != NULL) {
   puint (" d") temp-> value);
   temp = temp > next.
   paint ("In")
```

```
NODE insert beg (intitem, NODE first) {
NODE new = getnode ();
new > value = item;
new > hert = birst;
return new;
NODE delete - first (NODE first) {
1 (hirst = NUCL) &
 paintfluth is empty, nothing to delete in ");
  return NULL;
 NODE temp=first;
 first = first -> next;
 puint l'item deliled: y. din ", temp-> value);
 free (temp):
  return fire +:
in main() {
 int choice, item;
 NODE birst = NUCL.
while (1) {
 puint ("orter you choice: In1. push In 2. pop In3. display.
       Ina Exit In");
 Scanf (" Y.d", 4 chaice).
```

Switch (choice) { Case! puint wenter item to push . " Scarb (und ", gitem); first = insert beg (item, first); first = delele - first (first); Case 3: Puint (" the stack is being displayed : "), display (first); case 4: exit (0): default: paint (4 invalid choice in"), return 0;