

**Name:- Ahmed Ali Asif**

**SAP ID:- 55346**

**Class:- DSA**

```
#include <iostream>  
using namespace std;
```

```
struct Node  
{  
    int data;  
    Node* next;  
};
```

```
class Queue  
{  
    Node* front;  
    Node* rear;
```

```
public:  
    Queue()  
    {  
        front = rear = NULL;  
    }
```

```
void Enqueue(int data)  
{  
    Node* newNode = new Node;  
    newNode->data = data;  
    newNode->next = NULL;  
  
    if (rear == NULL)  
    {  
        front = rear = newNode;  
    }  
    else // Otherwise, add the new node at the end  
    {  
        rear->next = newNode;  
        rear = newNode;  
    }  
  
    cout << data << " added to the queue." << endl;  
}  
  
void Dequeue()  
{  
    if (front == NULL)  
    {  
        cout << "Queue is empty. Cannot dequeue." << endl;  
        return;
```

```
}
```

```
Node* temp = front;
```

```
front = front->next;
```

```
if (front == NULL) // If the queue is empty after dequeue
```

```
{
```

```
    rear = NULL;
```

```
}
```

```
cout << temp->data << " removed from the queue." << endl;
```

```
delete temp;
```

```
}
```

```
void Display()
```

```
{
```

```
    if (front == NULL)
```

```
    {
```

```
        cout << "Queue is empty." << endl;
```

```
        return;
```

```
    }
```

```
Node* temp = front;
```

```
cout << "Queue contents: ";
```

```
        while (temp != NULL)
        {
            cout << temp->data << " ";
            temp = temp->next;
        }

        cout << endl;
    }
};
```

```
int main()
{
    Queue q;

    q.Enqueue(10);
    q.Enqueue(20);
    q.Enqueue(30);

    q.Display();

    q.Dequeue();
    q.Display();

    return 0;
}
```

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main.cpp

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Output

Clear

```
76
77     cout << endl;
78 }
79 };
80
81 int main() // Entry point of the program
82 {
83     Queue q; // Create a Queue object
84
85     q.Enqueue(10); // Add elements to the queue
86     q.Enqueue(20);
87     q.Enqueue(30);
88
89     q.Display(); // Display the contents of the queue
90
91     q.Dequeue(); // Remove an element from the queue
92     q.Display(); // Display the updated queue
93
94     return 0; // Indicate that the program ended successfully
95 }
```

```
/tmp/gqHxumj7PX.o
10 added to the queue.
20 added to the queue.
30 added to the queue.
Queue contents: 10 20 30
10 removed from the queue.
Queue contents: 20 30

=== Code Execution Successful ===
```



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