```
if ((front1 == NULL) && (rear == NULL))
                printf("%d ", front1->info);
front1 = front1->ptr;
           if (front1 == rear)
                    front1 = front1->ptr;
printf("\n Dequed value : %d", front->info);
free(front);
                   printf("\n Dequed value : %d", front->info);
free(front);
                     front = NULL;
rear = NULL;
```

```
rear->ptr = NULL;
rear->info = data;
                 temp=(struct node *)malloc(1*sizeof(struct node));
                 rear->ptr = temp;
                 temp->info = data;
temp->ptr = NULL;
                 rear = temp;
69 }
70 count++;
71 }
72
73
74 void display()
75 {
76 front1 = front7
78
 778
79 -
80
81
82
```

```
4 struct node
       int info;
       struct node *ptr;
8 }*front,*rear,*temp,*front1;
10 int frontelement();
11 void enq(int data);
12 void deq();
13 void display();
15 int count = 0;
17 void main()
       int no, ch, e;
       printf("\n 1 - Enque");
       printf("\n 2 - Deque");
       printf("\n 4 - Exit");
           scanf("%d", &ch);
           switch (ch)
               enq(no);
               deq();
           case 3:display();
```