

PRACTICAL NO : 8 B

AIM: Implement a Queue using Linked List and perform the Queue operations: Enqueue, Dequeue and Print using Menu Driver Program such as 1.Add, 2.Delete and 3.Print and 4. Exit.

PROGRAM :

```
//Queue Implementation using linked list
```

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
struct node{
```

```
int data;
```

```
struct node* next;
```

```
};
```

```
int data;
```

```
struct node* front = NULL;
```

```
struct node* rear = NULL;
```

```
int enqueue(){
```

```
//Creating the node first
```

```
struct node* p;
```

```
p = (struct node*)malloc(sizeof(struct node));
```

```
if(p == NULL){
```

```
//Checking the queue is overflow or not
```

```
printf("The Queue is overflow\n");
```

```
}
```

```
printf("Enter the data:\t");
```

```
scanf("%d", &p->data);
```

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```
p->next = NULL;

if (front == NULL && rear == NULL)
{
    // First element in queue

    front = rear = p;
}
else
{

    // Add to the end of the queue

    rear->next = p;

    rear = p;
}

return 0;
}

// Deleting data in queue.(Dequeue function):

int dequeue(){
    struct node* p;

    if(front == NULL && rear == NULL){
        printf("The Queue is underflow\n");
    }

    else
    {
        struct node *p = front;

        printf("The deleting data is %d\n", front->data);

        front = front->next;

        if (front == NULL)
        {
```

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```
rear = NULL;
}
free(p);
}
return 0;
}

void display(){
    struct node* display;
    display = front;
    if(front == NULL){
        printf("The Queue is empty can not print the element.\n\n");
    }else{
        printf("The data in the Queue:\t\n");
        while(display != NULL){
            printf("%d\t", display -> data);
            display = display -> next;
        }
        printf("\n" );
    }
}

int main(){
    int choice;

    printf("Queue Implementation using Linked List\n");
    printf("Choices\n1.Enqueue\t2.Dequeue\t3.Print\t4.Exit\n");

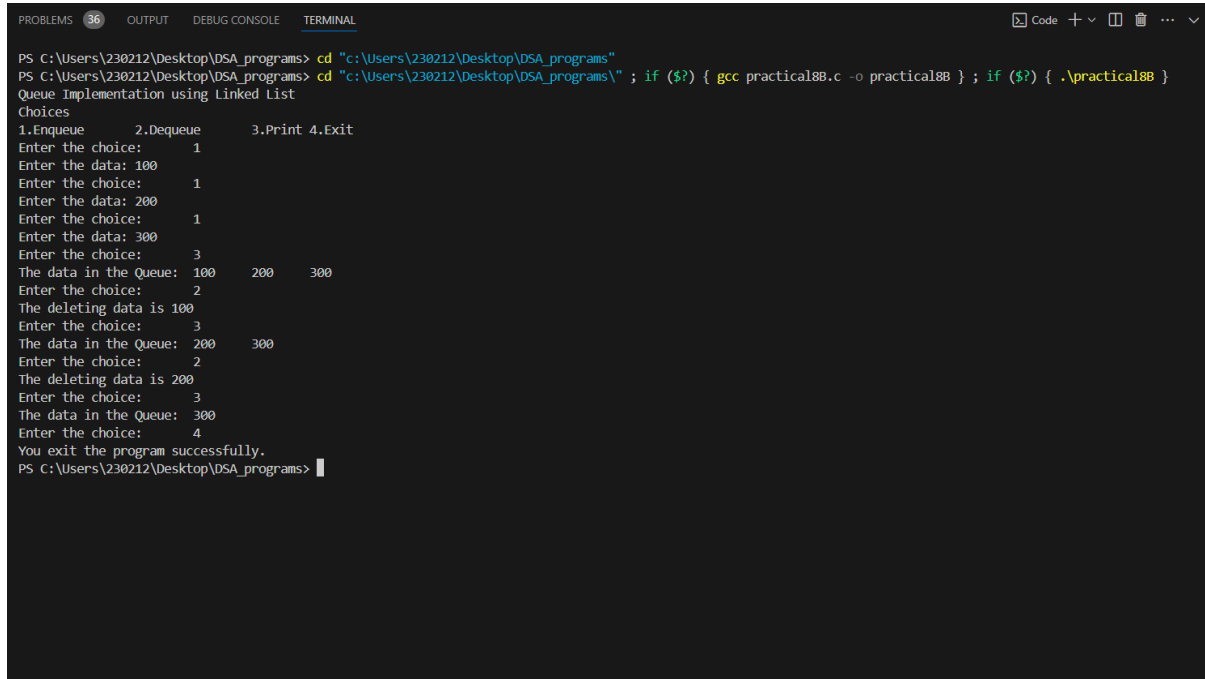
    do
    { printf("Enter the choice:\t");
        scanf("%d",&choice);
        switch (choice)
```

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```
{  
case 1:  
enqueue();  
break;  
case 2:  
dequeue();  
break;  
case 3:  
display();  
break;  
case 4:  
printf("You exit the program successfully.\n");  
break;  
default:  
printf("Please enter valid choice as mention\n");  
break;  
}  
} while (choice != 4);  
return 0;  
}
```

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OUTPUT



```
PROBLEMS 36 OUTPUT DEBUG CONSOLE TERMINAL
PS C:\Users\230212\Desktop\DSA_programs> cd "c:\Users\230212\Desktop\DSA_programs"
PS C:\Users\230212\Desktop\DSA_programs> cd "c:\Users\230212\Desktop\DSA_programs\" ; if ($?) { gcc practical8b.c -o practical8b } ; if ($?) { .\practical8b }
Queue Implementation using Linked List
Choices
1.Enqueue      2.Dequeue      3.Print 4.Exit
Enter the choice: 1
Enter the data: 100
Enter the choice: 1
Enter the data: 200
Enter the choice: 1
Enter the data: 300
Enter the choice: 3
The data in the Queue: 100    200    300
Enter the choice: 2
The deleting data is 100
Enter the choice: 3
The data in the Queue: 200    300
Enter the choice: 2
The deleting data is 200
Enter the choice: 3
The data in the Queue: 300
Enter the choice: 4
You exit the program successfully.
PS C:\Users\230212\Desktop\DSA_programs>
```

GITHUB LINK : <https://github.com/AmolNagargoje04/Data-Structure-practical>