#include < stdio.h >

#include < stdlib.h >

struct node {

int data;

struct node \* next;

};

struct node \* front;

struct node \* rear;

void insert(struct node \* ptr, int item) {

ptr = (struct node \* ) malloc(sizeof(struct node));

if (ptr == NULL) {

printf("\nOVERFLOW\n");

return;

} else {

ptr - > data = item;

if (front == NULL) {

front = ptr;

rear = ptr;

front - > next = NULL;

rear - > next = NULL;

} else {

rear - > next = ptr;

rear = ptr;

rear - > next = NULL;

}

}

}

void deleteNode(struct node \* ptr) {

if (front == NULL) {

printf("Underflow");

return;

} else {

ptr = front;

front = front - > next;

free(ptr);

}

}

int main() {

struct node \* head = NULL;

insert(head, 10);

insert(head, 20);

printf("front element: %d\n", front - > data);

deleteNode(head);

printf("front element: %d", front - > data);

return 0;

}