#include<stdio.h>

#include<stdlib.h>

void enqueue();

void display();

struct node

{

int data;

struct node\* next;

}\*front=NULL,\*rear=NULL;

void enqueue(int d)

{

struct node\* que;

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

que->data=d;

que->next=NULL;

if((rear==NULL)&&(front==NULL))

{

front=que;

rear=que;

rear->next=front;

}

else

{

rear->next=que;

rear=que;

que->next=front;

}

}

void display(){

struct node\* ptr;

ptr=front;

if((front==NULL)&&(rear==NULL))

printf("\nQueue is Empty");

else {

do{

//if(ptr->data%2==0){

printf("\t%d",ptr->data);

ptr=ptr->next;

// }

}while(ptr!=front);

}

}

int main()

{

int ch,val;

do{

printf("\n1Insert into Queue\n2Display even value\n3Exit\nEnter your choice: ");

scanf("%d",&ch);

switch(ch){

case 1:

printf("\nEnter the value: ");

scanf("%d",&val);

enqueue(val);

break;

case 2:

display();

break;

case 3:

printf("\nIncorrect Choice");

break;

}

}while(ch!=3);

return 3;

}

