#include<stdio.h>

#include<stdlib.h>

typedef struct Node

{

int info;

struct Node \*next;

}node;

node \*front=NULL,\*rear=NULL,\*temp;

void create();

void del();

void display();

int main()

{

int chc;

do

{

printf("\nMenu\n\t 1 to create the element : ");

printf("\n\t 2 to delete the element : ");

printf("\n\t 3 to display the queue : ");

printf("\n\t 4 to exit from main : ");

printf("\nEnter your choice : ");

scanf("%d",&chc);

switch(chc)

{

case 1:

create();

break;

case 2:

del();

break;

case 3:

display();

break;

case 4:

return 1;

default:

printf("\nInvalid choice :");

}

}while(1);

return 0;

}

void create()

{

node \*newnode;

newnode=(node\*)malloc(sizeof(node));

printf("\nEnter the node value : ");

scanf("%d",&newnode->info);

newnode->next=NULL;

if(rear==NULL)

front=rear=newnode;

else

{

rear->next=newnode;

rear=newnode;

}

rear->next=front;

}

void del()

{

temp=front;

if(front==NULL)

printf("\nUnderflow :");

else

{

if(front==rear)

{

printf("\n%d",front->info);

front=rear=NULL;

}

else

{

printf("\n%d",front->info);

front=front->next;

rear->next=front;

}

temp->next=NULL;

free(temp);

}

}

void display()

{

temp=front;

if(front==NULL)

printf("\nEmpty");

else

{

printf("\n");

for(;temp!=rear;temp=temp->next)

printf("\n%d address=%u next=%u\t",temp->info,temp,temp->next);

printf("\n%d address=%u next=%u\t",temp->info,temp,temp->next);

}

}